

# Armor of the Forlorn


## In-Game Description

*Armor of the Forlorn, who wander the land of the Undead.*

*Born of Aldia's obsession with the First sin, the Forlorn lost both their corporeal form and a world to call their own. Now they drift into other worlds, ever in search of a home.*

*But without self, one has neither beginning nor end, and so the Forlorn have only to wander.*

## Availability

Sold by Straid of Olaphis.

## General Information

- Part of the Forlorn Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Armor of the Forlorn	176/166/188 /176	28/34/24/46	50/39/0/0	22	80	11.3	-/-/-	A

## Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Armor of the Forlorn +0	176/166/188/176	28/34/24/46	50/39/0/0	-	-
Armor of the Forlorn +1	184/174/197/184	30/37/26/50	54/42/0/0	1x Twinkling Titanite	1490
Armor of the Forlorn +2	193/182/206/193	33/40/28/54	59/46/0/0	1x Twinkling Titanite	1860
Armor of the Forlorn +3	202/190/216/202	36/43/30/59	64/50/0/0	2x Twinkling Titanite	2230
Armor of the Forlorn +4	211/198/225/211	39/46/32/63	69/54/0/0	2x Twinkling Titanite	2970
Armor of the Forlorn +5	220/207/235/220	42/50/35/68	74/58/0/0	3x Twinkling Titanite	3340

# Key

<b>Physical Defense:</b>	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.</p> <p>The physical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type.</p> <p>The magical stats for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>
<b>Resistance:</b>	<p>The Resistance dictate how resilient the piece of armor is to status ailments.</p> <p>The properties for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is resistance vs. poison</li><li>• X is resistance vs. bleed</li><li>• Y is resistance vs. petrification</li><li>• Z is resistance vs. Hollowing curse</li></ul>
<b>Poise:</b>	<p>Dictates how resilient the piece of armor is to hitstun. A higher poise gives a greater chance that the player will not be interrupted or staggered when hit.</p>

<b>Durability:</b>	The durability of the armor. The effectiveness of the armor will severely deteriorate when the durability falls below a certain threshold, and the armor will become unusable and need to be repaired by a blacksmith once it reaches 0. Durability deterioration that does not reach 0 will be automatically repaired upon resting at a bonfire.
<b>Weight:</b>	The weight of the piece of armor. Note that equipping over certain amounts of your equip burden may alter movement and roll speed, as well as other factors when playing the game.
<b>Attribute Requirements:</b>	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: <ul style="list-style-type: none"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul>
<b>Physical DEF Bonus:</b>	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.