

# Bandit Armor


## In-Game Description

*Armor of bandits of the Forossan outskirts.*

*The territory of Forossa became lawless after the kingdom fell to war. Citizens became bandits, and scattered to other lands.*

## Availability

- Starting equipment for the Bandit class.
- Sold by Magerold of Lanafir.

## General Information

Part of the Bandit Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Bandit Armor	67/66/69/64	20/21/17/20	14/21/0/0	5	60	6.2	-/-/-	B

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Bandit Armor +0	67/66/69/64	20/21/17/20	14/21/0/0	N/A	N/A

Bandit Armor +1	73/72/75/70	22/23/18/22	15/23/0/0	1x Titanite Shard	270
Bandit Armor +2	80/79/82/76	24/25/20/24	17/25/0/0	2x Titanite Shard	330
Bandit Armor +3	86/86/89/83	26/26/21/26	18/27/0/0	3x Titanite Shard	400
Bandit Armor +4	93/92/96/89	28/28/23/28	20/29/0/0	1x Large Titanite Shard	530
Bandit Armor +5	100/99/103/96	30/31/25/30	21/31/0/0	2x Large Titanite Shard	600
Bandit Armor +6	106/106/109/102	32/33/26/32	23/33/0/0	3x Large Titanite Shard	660
Bandit Armor +7	113/112/116/108	34/35/28/34	24/35/0/0	1x Titanite Chunk	790
Bandit Armor +8	119/119/123/115	36/37/29/36	26/37/0/0	2x Titanite Chunk	860
Bandit Armor +9	126/126/130/121	38/39/31/38	27/39/0/0	3x Titanite Chunk	920
Bandit Armor +10	133/133/137/128	40/41/33/40	29/42/0/0	1x Titanite Slab	1050

# 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>	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.
<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>	<p>Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements.</p> <p>The required attributes are W / X / Y / Z:</p> <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>	<p>The influence of the character's Physical DEF stat on the effectiveness of armor worn.</p> <p>The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

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