

Charred Loyce Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Charrred Loyce Helm	97/84/104/97	16/22/10/16	14/18/0/0	7	45	6.5	144
	Charrred Loyce Armor	208/179/212/208	37/45/22/36	30/36/0/0	22	45	12.8	240
	Charrred Loyce Gauntlets	62/53/67/62	10/16/6/0	11/13/0/0	11	45	4.5	168
	Charrred Loyce Leggings	119/100/126/119	20/29/12/20	18/21/0/0	13	45	7.8	192
Total	482/416/509/486	83/112/50/82	73/88/0/0	53	-	31.6	744	
Full Upgrade Total	605/518/35/605	124/167/4/22	108/130/0/0	53	-	31.6	744	
Location	Charrred Loyce Knight drop.							

Notes

Absorbs 10 HP from each defeated foe, but only if worn on a female character. This effect stacks with each individual piece of the Charred Loyce Set, as well as the Loyce Set, Ivory King Set, and any version of Ring of the Evil Eye.

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Description

Charred Loyce Helm

Charred helm of the Knights of Loyce, burned black by flame.

These Knights of Loyce plunged into the old Chaos with their lord, and lost their sense of self. To this day, they still burn in agony, alongside their once-proud king.

Charred Loyce Armor

Charred armor of the Knights of Loyce, burned black by flame.

These Knights of Loyce plunged into the old Chaos with their lord, and lost their sense of self. To this day, they still burn in agony, alongside their once-proud king.

Charred Loyce Gauntlets

Charred gauntlets of the Knights of Loyce, burned black by flame.

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Charred Loyce Leggings

Charred leggings of the Knights of Loyce, burned black by flame.

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Upgrades

Key

Physical Defense:	<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">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z is is defense vs. thrusting attacks
Elemental Defense:	<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">• W is defense vs. magic attacks• X is defense vs. fire attacks• Y is defense vs. lightning attacks• Z is defense vs. dark attacks
Resistance:	<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">• W is resistance vs. poison• X is resistance vs. bleed• Y is resistance vs. petrification• Z is resistance vs. Hollowing curse
Poise:	<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>
Durability:	<p>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.</p>
Weight:	<p>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.</p>

Attribute Requirements:	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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	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.

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