

# Elite Knight Armor


## In-Game Description

*Armor made of bradden steel.  
Provides sturdy defense, making it an old-time favorite of elite knights.*

*Bradden Steel is used widely in Drangleic.  
This fine alloy is made from ores mined in the southern kingdom.*

## Availability

- Sold by Maughlin the Armourer after spending 1,000 souls in his shop.
- Dropped by Wall Watchmen in Frozen Eleum Loyce.

*Dark Souls II* only:

- Dropped by the Elite Knight Phantom at bonfire intensity 2+.

## General Information

Part of the Elite Knight Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Elite Knight Armor	104/101/14/104	29/32/21/29	24/34/0/0	15	85	11.7	-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Elite Knight Armor +0	104/101/114/104	29/32/21/29	24/34/0/0	N/A	N/A
Elite Knight Armor +1	114/111/125/114	32/35/23/32	34/37/0/0	1x Titanite Shard	1050
Elite Knight Armor +2	124/121/137/124	35/38/25/35	29/41/0/0	2x Titanite Shard	1320
Elite Knight Armor +3	134/131/148/134	38/41/27/38	31/44/0/0	3x Titanite Shard	1580
Elite Knight Armor +4	145/141/160/145	41/44/29/41	34/48/0/0	1x Large Titanite Shard	2100
Elite Knight Armor +5	155/151/171/155	44/47/32/44	39/55/0/0	2x Large Titanite Shard	2370
Elite Knight Armor +6	165/161/183/165	47/50/34/47	39/55/0/0	3x Large Titanite Shard	2630
Elite Knight Armor +7	176/171/194/176	50/53/36/50	41/58/0/0	1x Titanite Chunk	3150
Elite Knight Armor +8	186/181/206/186	53/56/38/53	44/62/0/0	2x Titanite Chunk	3420
Elite Knight Armor +9	196/191/217/196	56/59/40/56	46/65/0/0	3x Titanite Chunk	3680
Elite Knight Armor +10	207/202/229/207	59/63/43/59	49/69/0/0	1x Titanite Slab	4200

# Key

<b>Physical Defense:</b>	<p>The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. 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>
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<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>	<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>
<b>Weight:</b>	<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>
<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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