

# Elite Knight Set





Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Elite Knight Helmet	40/39/44/40	11/12/8/11	9/13/0/0	6	85	4.5	220
	Elite Knight Armor	104/101/14/104	29/32/21/29	24/34/0/0	15	85	11.7	400
	Elite Knight Gloves	33/32/36/33	9/10/7/9	8/11/0/0	4	85	3.7	250
	Elite Knight Leggings	61/59/67/61	17/19/13/17	14/20/0/0	9	85	6.9	290
Total	238/231/261/238	66/73/49/66	55/78/0/0	34	-	26.8	1160	
Fully Upgraded Total	475/463/524/475	136/144/98/136	112/159/0/112	34	-	26.8	1160	
Location	Can be purchased from Maughlin the Armourer after spending 1,000 souls in his shop. Dropped by Wall Watier.							

- + show full armor image - hide
- + show description - hide description

## Description

### Elite Knight Helmet

Helmet 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.

### Elite Knight Armor

Amor 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.

### Elite Knight Gloves

Gloves 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.

### Elite Knight Leggings

Leggings 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.

# Upgrades

Requires Titanite.

## 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>	<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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