

# Faraam Armor

## In-Game Description

*Armor worn by the Forossa Lion Knights.*

*The mighty Lion Knights, worshippers of the war god Faraam, wore heavy armor and were feared for their nimble two-handed swordplay.*

*But their legacy was cut short with the fall of Forossa.*

## Availability

Treasure below Drangleic Castle, just before the bonfire and Darkdiver Grandahl.

## General Information

Part of the Faraam Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Faraam Armor	124/118/133/126	28/30/18/28	24/33/0/0	24	85	12.6	-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Faraam Armor +0	124/118/133/126	28/30/18/28	24/33/0/0	N/A	N/A
Faraam Armor +1	136/129/146/138	30/33/19/30	26/36/0/0	1x Titanite Shard	1420
Faraam Armor +2	149/141/159/151	33/36/21/33	28/39/0/0	2x Titanite Shard	1780
Faraam Armor +3	161/153/175/164	36/39/23/36	31/42/0/0	3x Titanite Shard	2130
Faraam Armor +4	174/164/185/176	39/42/25/39	33/45/0/0	1x Large Titanite Shard	2840
Faraam Armor +5	186/176/199/189	42/45/27/42	36/49/0/0	2x Large Titanite Shard	3190
Faraam Armor +6	199/188/212/202	44/48/28/44	38/52/0/0	3x Large Titanite Shard	3550
Faraam Armor +7	211/199/225/214	47/51/31/47	40/55/0/0	1x Titanite Chunk	4260
Faraam Armor +8	224/211/238/227	50/54/33/50	43/58/0/0	2x Titanite Chunk	4610
Faraam Armor +9	236/223/251/240	53/57/35/53	45/61/0/0	3x Titanite Chunk	4970
Faraam Armor +10	249/235/265/263	56/61/37/56	48/65/0/0	1x Titanite Slab	5670

## Key

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

<p><b>Resistance:</b></p>	<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>
<p><b>Poise:</b></p>	<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>
<p><b>Durability:</b></p>	<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>
<p><b>Weight:</b></p>	<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>
<p><b>Attribute Requirements:</b></p>	<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>
<p><b>Physical DEF Bonus:</b></p>	<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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