

Faraam Boots

In-Game Description

Boots 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

Found 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 Boots	78/74/83/79	18/19/12/18	15/20/0/0	11	85	7.9	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Faraam Boots +0	78/74/83/79	18/19/12/18	15/20/0/0	-	-
Faraam Boots +1	85/81/91/87	19/20/13/19	16/22/0/0	1x Titanite Shard	220
Faraam Boots +2	93/88/99/95	21/22/14/21	18/24/0/0	2x Titanite Shard	280
Faraam Boots +3	101/95/107/103	23/24/15/23	19/26/0/0	3x Titanite Shard	330
Faraam Boots +4	109/103/116/111	24/26/16/24	21/28/0/0	1x Large Titanite Shard	440
Faraam Boots +5	117/110/124/119	26/28/17/26	22/30/0/0	2x Large Titanite Shard	500
Faraam Boots +6	124/117/132/127	28/30/18/28	24/32/0/0	3x Large Titanite Shard	550
Faraam Boots +7	132/125/141/135	29/32/19/29	25/34/0/0	1x Titanite Chunk	660
Faraam Boots +8	140/132/149/143	31/34/20/31	27/36/0/0	2x Titanite Chunk	720
Faraam Boots +9	148/139/157/151	33/36/21/33	28/38/0/0	3x Titanite Chunk	770
Faraam Boots +10	156/147/166/159	35/38/23/35	30/41/0/0	1x Titanite Slab	880

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