

# Hollow Soldier Armor


## In-Game Description

*Armor worn by Hollowed royal soldiers.*

*Appears to be crafted with quality materials, but is highly degraded and close to falling apart. Wearing this will be of little use.*

## Availability

Hollow Soldier drop.

## General Information

Part of the Hollow Soldier Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Hollow Soldier Armor	69/66/73/70	22/23/15/22	18/21/0/0	7	35	8.6	-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Hollow Soldier Armor +0	69/66/73/70	22/23/15/22	18/21/0/0	N/A	N/A

Hollow Soldier Armor +1	75/72/80/76	24/25/16/24	19/23/0/0	1x Titanite Shard	450
Hollow Soldier Armor +2	82/79/87/83	26/27/18/26	21/25/0/0	2x Titanite Shard	560
Hollow Soldier Armor +3	89/85/94/90	28/29/19/28	23/27/0/0	3x Titanite Shard	670
Hollow Soldier Armor +4	96/92/102/97	30/32/21/30	25/29/0/0	1x Large Titanite Shard	900
Hollow Soldier Armor +5	103/99/109/104	33/34/23/33	27/31/0/0	2x Large Titanite Shard	1010
Hollow Soldier Armor +6	110/105/116/111	35/36/24/35	29/33/0/0	3x Large Titanite Shard	1120
Hollow Soldier Armor +7	117/112/124/118	37/39/26/37	31/35/0/0	1x Titanite Chunk	1340
Hollow Soldier Armor +8	124/118/131/125	39/41/27/39	33/37/0/0	2x Titanite Chunk	1460
Hollow Soldier Armor +9	131/125/138/132	41/43/29/41	35/39/0/0	3x Titanite Chunk	1570
Hollow Soldier Armor +10	138/132/146/139	44/46/31/44	37/42/0/0	1x Titanite Slab	1790

# 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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