Imperious Armor

In-Game Description

Armor worn by once-proud knights.

Relics of a party who long ago
attempted to conquer the Undead Crypt.

For this act of conceit they will never rest
in peace, and instead serve as crypt guardians.

Availability

Imperious Knight drop.

General Information

Part of the Imperious Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Imperious Armor	154/148/163/154	28/22/18/28	22/29/21/21	35	85	14.7	-/-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Imperious Armor +0	154/148/163/154	28/22/18/28	22/29/21/21	-	-
Imperious Armor +1	169/162/179/169	30/24/19/30	24/31/23/23	1x Titanite Shard	1050
Imperious Armor +2	184/177/195/184	33/26/21/33	26/34/25/25	2x Titanite Shard	1320
Imperious Armor +3	200/192/211/200	36/28/23/36	28/37/27/27	3x Titanite Shard	1580
Imperious Armor +4	215/206/227/215	38/30/24/38	30/40/29/29	1x Large Titanite Shard	2100
Imperious Armor +5	231/221/244/231	41/33/26/41	32/43/31/31	2x Large Titanite Shard	2370
Imperious Armor +6	246/236/260/246	44/35/28/44	34/45/33/33	3x Large Titanite Shard	2630
Imperious Armor +7	261/250/276/261	46/37/29/46	36/48/35/35	1x Titanite Chunk	3150
Imperious Armor +8	277/265/292/277	49/39/31/49	38/51/37/37	2x Titanite Chunk	3420
Imperious Armor +9	292/280/308/292	52/41/33/52	40/54/39/39	3x Titanite Chunk	3680
Imperious Armor +10	308/295/325/308	55/44/35/55	43/57/42/42	1x Titanite Slab	4200

Key

Physical Defense:	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: • 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:	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: • 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:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	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.
Durability:	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.
Weight:	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.
Attribute Requirements:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.