

# Ironclad Armor


## In-Game Description

*Armor worn by Ironclad Soldiers.  
Provides high defense, but is so heavy that it requires great strength to move.*

*The Ironclad Soldiers were minions created by the Old Iron King, their life granted by an enchantment of souls.*

*Once, the Old King could have unraveled the greater mysteries, with the aid of his great soul, but he was led astray by his enormous fortune, becoming nothing more than a vulgar hedonist.*

## Availability

Ironclad Soldier drop.

## General Information

- Part of the Ironclad Set.
- You cannot be backstabbed while wearing this armor.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Ironclad Armor	152/139/163/152	22/25/14/22	10/42/0/0	36	90	29.8	14/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Ironclad Armor +0	152/139/163/152	22/25/14/22	10/42/0/0	-	-
Ironclad Armor +1	167/152/179/167	24/27/15/24	11/46/0/0	1x Titanite Shard	900
Ironclad Armor +2	182/166/195/182	26/29/16/26	12/50/0/0	2x Titanite Shard	1120
Ironclad Armor +3	197/180/211/197	28/32/18/28	13/54/0/0	3x Titanite Shard	1340
Ironclad Armor +4	212/194/227/212	30/34/19/30	14/58/0/0	1x Large Titanite Shard	1790
Ironclad Armor +5	227/208/244/227	33/37/21/33	15/62/0/0	2x Large Titanite Shard	2010
Ironclad Armor +6	242/221/260/242	35/39/22/35	16/66/0/0	3x Large Titanite Shard	2240
Ironclad Armor +7	257/235/276/257	37/41/23/37	17/70/0/0	1x Titanite Chunk	2690
Ironclad Armor +8	272/249/292/272	39/44/25/39	18/74/0/0	2x Titanite Chunk	2910
Ironclad Armor +9	287/263/308/287	41/46/26/41	19/78/0/0	3x Titanite Chunk	3130
Ironclad Armor +10	303/277/325/303	44/49/28/44	20/83/0/0	1x Titanite Slab	3570

# Key

<b>Physical Defense:</b>	<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>
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<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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