

Knight Armor

In-Game Description

Metal armor worn by knights.
Standard issue for new Drangleic knights.

Knights have long trusted this armor
for its excellent functionality.

Availability

- Sold by Maughlin the Armourer.
- Heide's Tower of Flame treasure.

General Information

Part of the Knight Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Knight Armor	92/89/104/92	27/29/20/27	24/34/0/0	20	80	10.9	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Knight Armor +0	92/89/104/92	27/29/20/27	24/34/0/0	N/A	N/A
Knight Armor +1	101/97/114/114	29/32/21/29	26/37/0/0	1x Titanite Shard	1050

Knight Armor +2	110/106/125/110	32/35/23/32	29/41/0/0	2x Titanite Shard	1320
Knight Armor +3	119/115/135/119	35/38/25/35	31/44/0/0	3x Titanite Shard	1580
Knight Armor +4	128/124/146/128	38/41/27/38	34/48/0/0	1x Large Titanite Shard	2100
Knight Armor +5	138/133/156/138	41/44/29/41	36/51/0/0	2x Large Titanite Shard	2370
Knight Armor +6	147/142/167/147	43/47/31/43	39/55/0/0	3x Large Titanite Shard	2630
Knight Armor +7	156/151/177/156	46/50/33/46	41/58/0/0	1x Titanite Chunk	3150
Knight Armor +8	165/160/188/165	49/53/35/49	44/62/0/0	2x Titanite Chunk	3420
Knight Armor +9	174/169/198/174	52/56/37/52	46/65/0/0	3x Titanite Chunk	3680
Knight Armor +10	184/178/209/184	55/59/39/55	49/69/0/0	1x Titanite Slab	4200

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 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:	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:	<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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