

# Old Ironclad Armor


## In-Game Description

*Old armor worn by Ironclad Soldiers.  
Provides high defense, but extremely heavy.*

*One day, warriors wearing decrepit armor  
emerged from Drangleic castle, and quietly  
assumed positions amongst the royal army.*

*Not one of them ever spoke a word,  
or revealed the face under the mask.*

*Effect: Nullifies foes' critical hits*

## Availability

Old Ironclad Soldier drop.

## General Information

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

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Old Ironclad Armor	131/120/142/131	17/19/12/17	8/33/0/0	32	45	29.8	14/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Old Ironclad Armor +0	131/120/142/131	17/19/12/17	8/33/0/0	-	-
Old Ironclad Armor +1	144/131/156/144	18/20/13/18	8/36/0/0	1x Titanite Shard	1050
Old Ironclad Armor +2	157/143/170/157	20/22/14/20	9/39/0/0	2x Titanite Shard	1320
Old Ironclad Armor +3	170/155/184/170	21/24/15/21	10/42/0/0	3x Titanite Shard	1580
Old Ironclad Armor +4	183/167/198/183	23/26/16/23	10/45/0/0	1x Large Titanite Shard	2100
Old Ironclad Armor +5	196/179/212/196	25/28/18/25	11/49/0/0	2x Large Titanite Shard	2370
Old Ironclad Armor +6	209/191/226/209	26/29/19/26	12/52/0/0	3x Large Titanite Shard	2630
Old Ironclad Armor +7	222/203/240/222	28/31/20/28	12/55/0/0	1x Titanite Chunk	3150
Old Ironclad Armor +8	235/215/254/235	29/33/21/29	13/58/0/0	2x Titanite Chunk	3420
Old Ironclad Armor +9	248/227/268/248	31/35/22/31	14/61/0/0	3x Titanite Chunk	3680
Old Ironclad Armor +10	261/239/283/261	33/37/24/33	15/65/0/0	1x Titanite Slab	4200

# 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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