

Old Ironclad Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Old Ironclad Helm	49/45/53/49	6/7/5/6	3/12/0/0	13	45	6.3	320
	Old Ironclad Armor	131/120/131	17/19/12/17	8/33/0/0	32	45	29.8	540
	Old Ironclad Gauntlets	73/67/80/73	9/10/7/9	4/18/0/0	21	45	9.4	380
	Old Ironclad Leggings	73/67/80/73	9/10/7/9	4/18/0/0	21	45	9.4	430
Total	326/299/355/326	41/46/31/41	20/81/0/0	87	-	54.9	1670	
Fully Upgraded Total	651/596/707/651	81/91/59/81	36/161/0/0	87	-	54.9	1670	
Location	Old Ironclad Soldier drop.							

+ show full armor image - hide
+ show description - hide description

Description

Old Ironclad Helm

*Old helm 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.

Old Ironclad Armor

*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

Old Ironclad Gauntlets

*Old gauntlets 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.

Old Ironclad Leggings

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

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

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

Upgrades

Requires Titanite.

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 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:	<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>
Weight:	<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>

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: <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:	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.

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