

Royal Soldier Armor

In-Game Description

Royal Drangleic soldier armor.

Equipment crafted by the royal blacksmith.

Finely polished and ready for battle.

Availability

Sold by Maughlin the Armourer after spending 1,000 souls at his shop.

General Information

Part of the Royal Soldier Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Royal Soldier Armor	79/74/82/80	24/25/17/24	21/23/0/0	16	70	9.2	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Royal Soldier Armor +0	79/74/82/80	24/25/17/24	21/23/0/0	N/A	N/A

Royal Soldier Armor +1	86/81/90/88	26/27/18/26	23/25/0/0	1x Titanite Shard	530
Royal Soldier Armor +2	94/89/98/96	29/30/20/29	25/27/0/0	2x Titanite Shard	660
Royal Soldier Armor +3	102/96/106/104	31/32/21/31	27/30/0/0	3x Titanite Shard	790
Royal Soldier Armor +4	110/104/114/112	34/35/23/34	29/32/0/0	1x Large Titanite Shard	1,050
Royal Soldier Armor +5	118/111/123/120	36/37/25/36	31/35/0/0	2x Large Titanite Shard	1,050
Royal Soldier Armor +6	125/119/131/128	39/40/26/39	33/37/0/0	3x Large Titanite Shard	1,190
Royal Soldier Armor +7	133/126/139/136	41/42/28/41	35/39/0/0	1x Titanite Chunk	1,320
Royal Soldier Armor +8	141/134/147/144	44/45/29/44	37/42/0/0	2x Titanite Chunk	1,580
Royal Soldier Armor +9	149/141/155/152	46/47/31/46	39/44/0/0	3x Titanite Chunk	1,710
Royal Soldier Armor +10	157/149/164/160	49/50/33/49	42/47/0/0	1x Titanite Slab	1,840

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:	<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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