

# Royal Swordsman Armor

## In-Game Description

*Armor of a royal swordsman.*

*Its shape provides defense while allowing great mobility. Stripped of ornamentation, this armor is designed strictly for battle.*

*King Vendrick supplied his bravest men with the best armor available to face the great giants, but very few returned alive.*

## Availability

Royal Swordsman drop.

## General Information

Part of the Royal Swordsman Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Royal Swordsman Armor	101/88/112/105	23/29/16/23	13/29/0/0	18	75	11.2	-/-/-	A

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Royal Swordsman Armor +0	101/88/112/105	23/29/16/23	13/29/0/0	N/A	N/A
Royal Swordsman Armor +1	111/96/123/115	25/32/17/25	14/32/0/0	1x Titanite Shard	1050
Royal Swordsman Armor +2	121/105/134/126	27/35/19/27	15/35/0/0	2x Titanite Shard	1320
Royal Swordsman Armor +3	131/114/145/136	29/38/20/29	17/38/0/0	3x Titanite Shard	1580
Royal Swordsman Armor +4	141/123/156/147	32/41/22/32	18/41/0/0	1x Large Titanite Shard	2100
Royal Swordsman Armor +5	151/132/167/157	34/44/23/34	20/44/0/0	2x Large Titanite Shard	2370
Royal Swordsman Armor +6	161/140/178/168	36/47/25/36	21/47/0/0	3x Large Titanite Shard	2630
Royal Swordsman Armor +7	171/149/189/178	39/50/26/39	22/50/0/0	1x Titanite Chunk	3150
Royal Swordsman Armor +8	181/158/200/189	41/53/28/41	24/53/0/0	2x Titanite Chunk	3420
Royal Swordsman Armor +9	191/167/211/199	43/56/29/43	25/56/0/0	3x Titanite Chunk	3680
Royal Swordsman Armor +10	201/176/223/210	46/59/31/46	27/59/0/0	1x Titanite Slab	4200

## Key

### Physical Defense:

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:

- W is base Physical DEF
- X is defense vs. striking attacks
- Y is defense vs. slashing attacks
- Z is defense vs. thrusting attacks

<p><b>Elemental Defense:</b></p>	<p>The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. 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>
<p><b>Resistance:</b></p>	<p>The Resistance dictate how resilient the piece of armor is to status ailments. 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>
<p><b>Poise:</b></p>	<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>
<p><b>Durability:</b></p>	<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>
<p><b>Weight:</b></p>	<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>
<p><b>Attribute Requirements:</b></p>	<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. 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>
<p><b>Physical DEF Bonus:</b></p>	<p>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.</p>

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