Gyrm Armor

In-Game Description

Armor of the nomadic Gyrm.

*The stocky Gyrm are kind-natured,
but humans deemed them impure,
and drove them underground.*

Availability

Gyrm drop.

General Information

Part of the Gyrm Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Gyrm Armor	129/129/135/123	19/17/15/19	36/28/19/19	26	70	12.3	-/-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Gyrm Armor +0	129/129/135/123	19/17/15/19	36/28/19/19	-	-
Gyrm Armor +1	141/141/148/135	20/18/16/20	39/30/21/21	1x Titanite Shard	530

Gyrm Armor +2	154/154/161/147	22/20/18/22	43/33/23/23	2x Titanite Shard	660
Gyrm Armor +3	167/167/175/159	24/22/19/24	47/36/25/25	3x Titanite Shard	790
Gyrm Armor +4	180/180/188/172	26/23/21/26	50/39/27/27	1x Large Titanite Shard	1050
Gyrm Armor +5	193/193/202/184	28/25/22/28	54/42/29/29	2x Large Titanite Shard	1190
Gyrm Armor +6	206/206/215/196	29/27/24/29	58/44/31/31	3x Large Titanite Shard	1320
Gyrm Armor +7	219/219/228/209	31/28/25/31	61/47/33/33	1x Titanite Chunk	1580
Gyrm Armor +8	232/232/242/221	33/30/27/33	65/50/35/35	2x Titanite Chunk	1710
Gyrm Armor +9	245/245/255/233	35/32/28/35	69/53/37/37	3x Titanite Chunk	1840
Gyrm Armor +10	258/258/269/246	37/34/30/37	73/56/39/39	1x Titanite Slab	2100

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 is defense vs. thrusting attacks
Elemental Defense:	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: - 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:	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: - W is resistance vs. poison - X is resistance vs. bleed - Y is resistance vs. petrification - Z is resistance vs. Hollowing curse
Poise:	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.

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:	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: • 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.