

# Gyrm Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Gyrm Helm	86/86/90/82	12/11/10/12	24/29/13/13	19	70	8.2	400
	Gyrm Armor	129/129/91/35/123	19/17/15/19	36/28/19/19	26	70	12.3	400
	Gyrm Gloves	38/38/39/36	5/5/4/5	12/8/6/6	8	70	3.6	400
	Gyrm Boots	59/59/61/56	8/8/7/8	17/13/9/9	14	70	5.6	400
Total	312/312/325/297	44/41/36/44	89/78/47/47	67	-	29.7	1600	
Full Upgrade Total	608/603/635/579	90/83/76/90	176/134/94/4	67	-	29.7	1600	
Location	Gyrm drop							

+ show full armor image - hide

+ show description - hide description

Description

Gyrm Helm

Helm of the nomadic Gyrm.

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

Gyrm Armor

Armor of the nomadic Gyrm.

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

Gyrm Gloves

Gloves of the nomadic Gyrm.

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

Gyrm Boots

Boots of the nomadic Gyrm.

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

## Upgrades

Requires Titanite.

# Key

<b>Physical Defense:</b>	<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"><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>
<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>	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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Revision #1  
Created 17 December 2024 07:12:07 by jade  
Updated 17 December 2024 07:12:07 by jade