

Gyrm Warrior Boots

In-Game Description

*Warrior boots of the nomadic Gyrm.
Excellent poise and defense, but very heavy.*

*Most Gyrm descendants refuse contact
with outsiders, and live with a sense of deep
contempt for those who exiled them.*

Availability

Gyrm Warrior drop.

General Information

Part of the Gyrm Warrior Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Gyrm Warrior Boots	88/92/92/80	10/12/12/10	9/23/0/0	24	75	8.8	14/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Gyrm Warrior Boots +0	88/92/92/80	10/12/12/10	6/20/0/0	-	-
Gyrm Warrior Boots +1	96/101/101/87	10/13/13/10	6/22/0/0	1x Titanite Shard	170
Gyrm Warrior Boots +2	105/110/110/95	11/14/14/11	7/24/0/0	2x Titanite Shard	210
Gyrm Warrior Boots +3	114/119/119/103	12/15/15/12	7/26/0/0	3x Titanite Shard	250
Gyrm Warrior Boots +4	122/128/128/111	13/16/16/13	8/28/0/0	1x Large Titanite Shard	330
Gyrm Warrior Boots +5	131/137/137/119	14/17/17/14	9/30/0/0	2x Large Titanite Shard	370
Gyrm Warrior Boots +6	140/146/146/127	15/18/18/15	9/32/0/0	3x Large Titanite Shard	410
Gyrm Warrior Boots +7	148/155/155/135	16/19/19/16	10/34/0/0	1x Titanite Chunk	490
Gyrm Warrior Boots +8	157/164/164/143	17/20/20/17	10/36/0/0	2x Titanite Chunk	530
Gyrm Warrior Boots +9	166/173/173/151	18/21/21/18	11/38/0/0	3x Titanite Chunk	570
Gyrm Warrior Boots +10	175/183/183/159	19/23/23/19	12/40/0/0	1x Titanite Slab	650

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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