

Hollow Soldier Gauntlets

In-Game Description

Gauntlets worn by Hollowed royal soldiers.

They appear to be crafted with quality materials, but are highly degraded and close to falling apart. Wearing these will be of little use.

Availability

Hollow Soldier drop.

General Information

Part of the Hollow Soldier Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Hollow Soldier Gauntlets	26/24/27/26	8/9/6/8	7/8/0/0	4	35	3.2	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Hollow Soldier Gauntlets +0	26/24/27/26	8/9/6/8	7/8/0/0	N/A	N/A

Hollow Soldier Gauntlets +1	28/26/29/28	8/9/6/8	7/8/0/0	1x Titanite Shard	100
Hollow Soldier Gauntlets +2	31/29/32/31	9/10/7/9	8/9/0/0	1x Titanite Shard	130
Hollow Soldier Gauntlets +3	33/31/35/33	10/11/7/10	9/10/0/0	2x Titanite Shard	150
Hollow Soldier Gauntlets +4	36/34/37/36	11/12/8/11	9/11/0/0	1x Large Titanite Shard	200
Hollow Soldier Gauntlets +5	38/36/40/39	12/13/8/12	10/12/0/0	1x Large Titanite Shard	220
Hollow Soldier Gauntlets +6	41/39/43/41	12/13/9/12	11/12/0/0	2x Large Titanite Shard	250
Hollow Soldier Gauntlets +7	43/41/45/44	13/14/9/13	11/13/0/0	1x Titanite Chunk	300
Hollow Soldier Gauntlets +8	46/44/48/46	14/15/10/14	12/14/0/0	1x Titanite Chunk	320
Hollow Soldier Gauntlets +9	48/46/51/49	15/16/10/15	13/15/0/0	2x Titanite Chunk	350
Hollow Soldier Gauntlets +10	51/49/54/52	16/17/11/16	14/16/0/0	1x Titanite Slab	400

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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