

Imperious Gloves

In-Game Description

Gloves worn by once-proud knights.

Relics of a party who long ago attempted to conquer the Undead Crypt.

For this act of conceit they will never rest in peace, and instead serve as crypt guardians.

Availability

Imperious Knight drop.

General Information

Part of the Imperious Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Imperious Gloves	63/60/66/63	11/9/7/11	9/12/9/9	12	85	6	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Imperious Gloves +0	63/60/66/63	11/9/7/11	9/12/9/9	-	-
Imperious Gloves +1	69/66/72/69	12/9/7/12	9/13/9/9	1x Titanite Shard	150
Imperious Gloves +2	75/72/79/75	13/10/8/13	10/14/10/10	2x Titanite Shard	180
Imperious Gloves +3	81/78/85/81	14/11/9/14	11/15/11/11	3x Titanite Shard	220
Imperious Gloves +4	87/84/92/87	15/12/9/15	12/16/12/12	1x Large Titanite Shard	290
Imperious Gloves +5	94/90/99/94	16/13/10/16	13/17/13/13	2x Large Titanite Shard	330
Imperious Gloves +6	100/96/105/100	17/14/11/17	13/18/13/13	3x Large Titanite Shard	360
Imperious Gloves +7	106/102/112/106	18/15/11/18	14/19/14/14	1x Titanite Chunk	440
Imperious Gloves +8	112/108/118/112	19/16/12/19	15/20/15/15	2x Titanite Chunk	470
Imperious Gloves +9	118/114/125/118	20/17/13/20	16/21/16/16	3x Titanite Chunk	510
Imperious Gloves +10	125/120/132/125	22/18/14/22	17/23/17/17	1x Titanite Slab	580

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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