

Ironclad Gauntlets

In-Game Description

*Gauntlets worn by Ironclad Soldiers.
Provides high defense, but are so heavy that it requires great strength to move.*

The Ironclad Soldiers were minions created by the Old Iron King, their life granted by an enchantment of souls.

Once, the Old King could have unraveled the greater mysteries, with the aid of his great soul, but he was led astray by his enormous fortune, becoming nothing more than a vulgar hedonist.

Availability

Ironclad Soldier drop.

General Information

Part of the Ironclad Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Ironclad Gauntlets	85/78/91/85	12/14/8/12	6/23/0/0	23	90	9.4	14/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Ironclad Gauntlets +0	85/78/91/85	12/14/8/12	6/23/0/0	-	-
Ironclad Gauntlets +1	93/85/100/93	13/15/8/13	6/25/0/0	1x Titanite Shard	490
Ironclad Gauntlets +2	102/93/109/102	14/16/9/14	7/27/0/0	2x Titanite Shard	620
Ironclad Gauntlets +3	110/101/118/110	15/17/10/15	7/29/0/0	3x Titanite Shard	740
Ironclad Gauntlets +4	119/108/127/119	16/19/11/16	8/32/0/0	1x Large Titanite Shard	980
Ironclad Gauntlets +5	127/116/136/127	18/20/12/18	8/34/0/0	2x Large Titanite Shard	1100
Ironclad Gauntlets +6	136/124/145/136	19/21/12/19	9/36/0/0	3x Large Titanite Shard	1230
Ironclad Gauntlets +7	144/131/154/144	20/23/13/20	9/39/0/0	1x Titanite Chunk	1470
Ironclad Gauntlets +8	153/139/163/153	21/24/14/21	10/41/0/0	2x Titanite Chunk	1590
Ironclad Gauntlets +9	161/147/172/161	22/25/15/22	10/43/0/0	3x Titanite Chunk	1720
Ironclad Gauntlets +10	170/155/182/170	24/27/16/24	11/46/0/0	1x Titanite Slab	1960

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

<p>Elemental Defense:</p>	<p>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:</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
<p>Resistance:</p>	<p>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:</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
<p>Poise:</p>	<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>
<p>Durability:</p>	<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>
<p>Weight:</p>	<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>
<p>Attribute Requirements:</p>	<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. 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
<p>Physical DEF Bonus:</p>	<p>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.</p>

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