

# Sanctum Soldier Gauntlet

## In-Game Description

*Gauntlets of the sanctum soldiers.  
Improves effect of poison weapons.*

*These gauntlets are corroded by the  
poison of the slumbering dragon, making it  
difficult to discern their original shape.*

## Availability

Sanctum Soldier drop.

## General Information

Increases Poison damage of weapons. Only weapons with Poison damage get this benefit.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Sanctum Soldier Gauntlet	46/44/52/50	12/12/10/12	14/15/0/0	5	80	3.5	-/-/-	C

## Notes

- Weapons with innate Poison damage get 50 points of extra damage.
- Weapons infused with Poison get 25 points of extra damage.
- Weapons with innate Poison damage infused with Poison get 60 points of extra damage.

- The poison damage bonus stacks with the Crest of the Rat.

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Sanctum Soldier Gauntlet +0	46/44/52/50	12/12/10/12	14/15/0/0	-	-
Sanctum Soldier Gauntlet +1	47/45/53/51	12/12/10/12	14/15/0/0	1x Titanite Shard	580
Sanctum Soldier Gauntlet +2	48/46/54/52	13/13/11/13	15/16/0/0	2x Titanite Shard	720
Sanctum Soldier Gauntlet +3	49/47/55/53	13/13/11/13	15/17/0/0	3x Titanite Shard	870
Sanctum Soldier Gauntlet +4	50/48/57/54	14/14/12/14	16/17/0/0	1x Large Titanite Shard	1150
Sanctum Soldier Gauntlet +5	51/49/58/56	14/15/12/14	17/18/0/0	2x Large Titanite Shard	1300
Sanctum Soldier Gauntlet +6	52/50/59/57	15/15/13/15	17/19/0/0	3x Large Titanite Shard	1440
Sanctum Soldier Gauntlet +7	53/51/61/58	15/16/13/15	18/19/0/0	1x Titanite Chunk	1730
Sanctum Soldier Gauntlet +8	54/52/62/59	16/16/14/16	18/20/0/0	2x Titanite Chunk	1870
Sanctum Soldier Gauntlet +9	55/53/63/60	16/17/14/16	19/21/0/0	3x Titanite Chunk	2020
Sanctum Soldier Gauntlet +10	57/55/65/62	17/18/15/17	20/22/0/0	1x Titanite Slab	2300

# Key

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