

# Steel Gauntlets


## In-Game Description

*Heavy steel gauntlets.*

*A relic of an order of knights said to be the mightiest warriors of their time.*

## Availability

Memory of Orro treasure.

In a room that requires a Pharros' Lockstone to unlock, there is a illusory wall between another Pharros' Contraption and a trapped chest. That hidden room contains a chest with the Steel Set.

## General Information

Part of the Steel Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Steel Gauntlets	92/87/98/92	12/13/8/12	10/19/0/0	19	100	8.3	-/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Steel Gauntlets +0	92/87/98/92	12/13/8/12	10/19/0/0	N/A	N/A

Steel Gauntlets +1	101/95/107/101	13/14/8/13	11/20/0/0	1x Titanite Shard	580
Steel Gauntlets +2	110/104/117/110	14/15/9/14	12/22/0/0	2x Titanite Shards	720
Steel Gauntlets +3	119/113/127/119	15/16/10/15	13/24/0/0	3x Titanite Shards	870
Steel Gauntlets +4	128/121/137/128	16/17/11/16	14/26/0/0	1x Large Titanite Shard	1150
Steel Gauntlets +5	137/130/147/137	17/19/12/17	15/28/0/0	2x Large Titanite Shards	1300
Steel Gauntlets +6	146/139/156/146	18/20/12/18	16/29/0/0	3x Large Titanite Shards	1440
Steel Gauntlets +7	155/147/166/155	19/21/13/19	17/31/0/0	1x Titanite Chunk	1730
Steel Gauntlets +8	164/156/176/164	20/22/14/20	18/33/0/0	2x Titanite Chunks	1870
Steel Gauntlets +9	173/165/186/173	21/23/15/21	19/35/0/0	3x Titanite Chunks	2020
Steel Gauntlets +10	183/174/196/183	23/25/16/23	20/37/0/0	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.</p> <p>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>
<b>Elemental Defense:</b>	<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"><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>

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