

# Steel Leggings

## In-Game Description

*Heavy steel leggings.*

*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 Leggings	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 Leggings +0	92/87/98/92	12/13/8/12	10/19/0/0	N/A	N/A

Steel Leggings +1	101/95/107/101	13/14/8/13	11/20/0/0	1x Titanite Shard	650
Steel Leggings +2	110/104/117/110	14/15/9/14	12/22/0/0	2x Titanite Shard	820
Steel Leggings +3	119/113/127/119	15/16/10/15	13/24/0/0	3x Titanite Shard	980
Steel Leggings +4	128/121/137/128	16/17/11/16	14/26/0/0	1x Large Titanite Shard	1300
Steel Leggings +5	137/130/147/137	17/19/12/17	15/28/0/0	2x Large Titanite Shard	1470
Steel Leggings +6	146/139/156/146	18/20/12/18	16/29/0/0	3x Large Titanite Shard	1630
Steel Leggings +7	155/147/166/155	19/21/13/19	17/31/0/0	1x Titanite Chunk	1950
Steel Leggings +8	164/156/176/164	20/22/14/20	18/33/0/0	2x Titanite Chunk	2120
Steel Leggings +9	173/165/186/173	21/23/15/21	19/35/0/0	3x Titanite Chunk	2280
Steel Leggings +10	183/174/196/183	23/25/16/23	20/37/0/0	1x Titanite Slab	2600

## Key

<p><b>Physical Defense:</b></p>	<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>
<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.</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>
<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.</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>
<p><b>Physical DEF Bonus:</b></p>	<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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