

Steel Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Steel Helm	60/57/64/60	8/8/8/8	7/12/0/0	14	100	5.4	720
	Steel Armor	155/147/165/155	20/21/14/20	17/31/0/0	34	100	14	1200
	Steel Gauntlets	92/87/98/92	12/13/8/12	10/19/0/0	19	100	8.3	840
	Steel Leggings	92/87/98/92	12/13/8/12	10/19/0/0	19	100	8.3	960
Total	399/378/425/399	52/55/38/52	44/81/0/0	83	-	36	3720	
Full Upgrade Total	794/755/849/794	100/108/69/100	87/160/0/0	83	-	36	3270	
Location	Memory of Orro treasure, behind an illusory wall near the second Pharros Contraction. Left hand chest.							

+ show full armor image - hide

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Description

Steel Helm

Heavy steel helmet.

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

Steel Armor

Heavy steel armor.

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

Steel Gauntlets

Heavy steel gauntlets.

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

Steel Leggings

Heavy steel leggings.

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

Upgrades

Requires Titanite.

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>

Revision #1
Created 17 December 2024 07:14:05 by jade
Updated 17 December 2024 07:14:05 by jade