

Traveling Merchant Gloves

In-Game Description

Gloves worn by merchants from Lanafir.

Lanafir is the farthest land to the south and follows a strict edict of isolationism. The rare visitor from Lanafir is always a little odd.

Availability

- Starting equipment for the Explorer class.
- Sold by Merchant Hag Melentia.

General Information

Part of the Traveling Merchant Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Traveling Merchant Gloves	37/39/35/35	10/11/12/10	13/14/0/0	0	60	3.8	-/-/-	D

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Travelling Merchant Gloves +0	37/39/35/35	10/11/12/10	13/14/0/0	N/A	N/A
Travelling Merchant Gloves +1	40/42/38/38	11/12/13/11	14/15/0/0	1x Titanite Shard	150
Travelling Merchant Gloves +2	44/46/42/42	12/13/14/12	15/17/0/0	2x Titanite Shard	180
Travelling Merchant Gloves +3	47/50/45/45	13/14/15/13	16/18/0/0	3x Titanite Shard	220
Travelling Merchant Gloves +4	51/54/49/49	14/15/16/14	18/20/0/0	1x Large Titanite Shard	290
Travelling Merchant Gloves +5	55/58/53/53	15/17/18/15	19/21/0/0	2x Large Titanite Shard	330
Travelling Merchant Gloves +6	58/62/56/56	16/18/19/16	20/23/0/0	3x Large Titanite Shard	360
Travelling Merchant Gloves +7	62/66/60/60	17/19/20/17	22/24/0/0	1x Titanite Chunk	440
Travelling Merchant Gloves +8	65/70/63/63	18/20/21/18	23/26/0/0	2x Titanite Chunk	470
Travelling Merchant Gloves +9	69/74/67/67	19/21/22/19	24/27/0/0	3x Titanite Chunk	510
Travelling Merchant Gloves +10	73/78/71/71	21/23/24/21	26/29/0/0	1x Titanite Slab	580

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
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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>

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