Alonne Captain Helm

In-Game Description

Helmet worn by the captain of the Alonne Knights.

The accoutrements of the Alonne Knights, who served the Old Iron King, were created with an advanced casting technique. They remain solid, and handsomely crafted.

The design is styled after the armor worn by an unusual knight who trained the Iron King's men in the sword. He was said to have deserted his liege after bearing witness to his descent into depravity.

Availability

Alonne Knight Captain drop.

General Information

- Part of the Alonne Captain Set.
- High resistance to Fire.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Alonne Captain Helm	53/50/56/53	11/17/7/11	6/12/0/0	12	90	5.1	-/-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Alonne Captain Helm +0	53/50/56/53	11/17/7/11	6/12/0/0	-	-
Alonne Captain Helm +1	58/55/61/58	12/18/7/12	6/13/0/0	1x Titanite Shard	680
Alonne Captain Helm +2	63/60/67/63	13/20/8/13	7/14/0/0	2x Titanite Shard	850
Alonne Captain Helm +3	68/65/72/68	14/22/9/14	7/15/0/0	3x Titanite Shard	1020
Alonne Captain Helm +4	74/70/78/74	15/23/10/15	8/17/0/0	1x Large Titanite Shard	1350
Alonne Captain Helm +5	79/75/84/79	16/25/11/16	8/18/0/0	2x Large Titanite Shard	1520
Alonne Captain Helm +6	84/80/89/84	17/27/11/17	9/19/0/0	3x Large Titanite Shard	1690
Alonne Captain Helm +7	90/85/95/90	18/28/12/18	9/21/0/0	1x Titanite Chunk	2030
Alonne Captain Helm +8	95/90/100/95	19/30/13/19	10/22/0/0	2x Titanite Chunk	2200
Alonne Captain Helm +9	100/95/106/100	20/32/14/20	10/23/0/0	3x Titanite Chunk	2370
Alonne Captain Helm +10	106/100/112/106	22/34/15/22	11/25/0/0	1x Titanite Slab	2700

Key

Physical Defense:	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: - 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:	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: • 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:	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: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	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.
Durability:	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.
Weight:	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.
Attribute Requirements:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	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.