

Bell Keeper Bellyband

In-Game Description

*An old bellyband that is oddly comfortable.
Belonged to a Bell Keeper.*

*To this day, the forbidden love of the
Prince of Alken and the princess of Venn
manipulates these marionettes.*

*Surely they never imagined that their dolls
would outlast their own kingdoms.*

Availability

Reach Rank 3 in the Bell Keepers covenant.

General Information

Part of the Bell Keeper Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Bell Keeper Bellyband	66/69/64/64	14/13/19/25	16/13/0/0	0	60	6.0	-/-/-	B

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Bell Keeper Bellyband +0	66/69/64/64	14/13/19/25	16/13/0/0	N/A	N/A
Bell Keeper Bellyband +1	72/75/70/70	15/14/20/27	17/14/0/0	1x Titanite Shard	270
Bell Keeper Bellyband +2	79/82/76/76	16/15/22/30	19/15/0/0	2x Titanite Shard	330
Bell Keeper Bellyband +3	85/89/83/83	18/16/24/32	20/16/0/0	3x Titanite Shard	400
Bell Keeper Bellyband +4	92/96/89/89	19/18/26/35	22/18/0/0	1x Large Titanite Shard	530
Bell Keeper Bellyband +5	98/103/96/96	21/19/28/37	24/19/0/0	2x Large Titanite Shard	600
Bell Keeper Bellyband +6	105/110/102/102	22/20/29/40	25/20/0/0	3x Large Titanite Shard	660
Bell Keeper Bellyband +7	111/117/108/108	23/22/31/42	27/22/0/0	1x Titanite Chunk	790
Bell Keeper Bellyband +8	118/124/115/115	25/23/33/45	28/23/0/0	2x Titanite Chunk	860
Bell Keeper Bellyband +9	124/131/121/121	26/24/35/47	30/24/0/0	3x Titanite Chunk	920
Bell Keeper Bellyband +10	131/138/128/128	28/26/37/50	32/26/0/0	1x Titanite Slab	1,050

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>

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