

# Bell Keeper Cuffs


## In-Game Description

*An old pair of cuffs that are 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 Cuffs	27/29/27/27	6/5/8/10	7/5/0/0	0	60	2.5	-/-/-	D

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Bell Keeper Cuffs +0	27/29/27/27	6/5/8/10	7/5/0/0	N/A	N/A
Bell Keeper Cuffs +1	29/31/29/29	6/5/8/11	7/5/0/0	1x Titanite Shard	120
Bell Keeper Cuffs +2	32/34/32/32	7/6/9/12	8/6/0/0	2x Titanite Shard	150
Bell Keeper Cuffs +3	35/37/34/34	7/6/10/13	8/6/0/0	3x Titanite Shard	180
Bell Keeper Cuffs +4	38/40/37/37	8/7/11/14	9/7/0/0	1x Large Titanite Shard	230
Bell Keeper Cuffs +5	41/43/40/40	9/8/12/15	10/8/0/0	2x Large Titanite Shard	260
Bell Keeper Cuffs +6	43/46/42/42	9/8/12/16	10/8/0/0	3x Large Titanite Shard	290
Bell Keeper Cuffs +7	46/49/45/45	10/9/13/17	11/9/0/0	1x Titanite Chunk	350
Bell Keeper Cuffs +8	49/52/47/47	10/9/14/18	11/9/0/0	2x Titanite Chunk	380
Bell Keeper Cuffs +9	52/55/50/50	11/10/15/19	12/10/0/0	3x Titanite Chunk	410
Bell Keeper Cuffs +10	55/58/53/53	12/11/16/21	13/11/0/0	1x Titanite Slab	460

## Key

<b>Physical Defense:</b>	<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>
<b>Elemental Defense:</b>	<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>

<b>Resistance:</b>	<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>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>
<b>Attribute Requirements:</b>	<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>
<b>Physical DEF Bonus:</b>	<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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