

Bell Keeper Set

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Description

Bell Keeper helmet

*An old helmet that is oddly comfortable.
Belonged to an 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.*

Bell Keeper Bellyband

*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.*

Bell Keeper Cuffs

*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.*

Bell Keeper Trousers

*Old trousers that are oddly comfortable.
Belonged to a Bell Keeper.
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Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Bell Keeper Helmet	52/45/57/55	11/18/5/20	8/16/0/0	5	60	4.8	450
	Bell Keeper Bellyband	66/69/64/64	14/13/19/25	16/13/0/0	0	60	6.0	500
	Bell Keeper Cuffs	27/29/27/27	6/5/8/10	7/5/0/0	0	60	2.5	460
	Bell Keeper Trousers	44/46/43/43	9/9/12/17	11/9/0/0	0	60	4.0	480
Total	189/189/189/189	40/45/44/72	42/43/?/?	5	-	17.3	1890	
Fully Upgraded Total	378/378/378/378	81/91/88/144	81/85/0/0	5	-	17.3	1890	
Location	Reward for reaching Rank 3 in the Bell Keepers covenant.							

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:	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: <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:	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.

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