

Benhart's Armor

In-Game Description

*Armor of unknown origin.
Belonged to Benhart of Jugo.*

*Apparently Benhart found this while wandering
land to land, but its origins are unknown.
He wore it all the time, he adored it so,
leaving a slight odor.*

Availability

- Obtained from Benhart of Jugo as a gift after completing his questline.
- Sold by Merchant Hag Melentia after killing Benhart of Jugo.

General Information

Part of Benhart's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Benhart's Armor	104/100/108/104	24/23/21/24	27/21/0/0	18	72	10.5	-/-/-	A

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Benhart's Armor +0	104/100/108/104	24/23/21/24	27/21/0/0	-	-
Benhart's Armor +1	114/110/118/114	26/25/23/26	29/23/0/0	1x Titanite Shard	790
Benhart's Armor +2	124/120/129/124	28/27/25/28	32/25/0/0	2x Titanite Shard	990
Benhart's Armor +3	135/130/140/135	31/29/26/31	35/27/0/0	3x Titanite Shard	1190
Benhart's Armor +4	145/140/151/145	33/32/28/33	37/29/0/0	1x Large Titanite Shard	1580
Benhart's Armor +5	156/150/162/156	36/34/31/36	40/31/0/0	2x Large Titanite Shard	1780
Benhart's Armor +6	166/160/172/166	38/36/33/38	43/33/0/0	3x Large Titanite Shard	1970
Benhart's Armor +7	176/170/183/176	40/39/35/40	45/35/0/0	1x Titanite Chunk	2370
Benhart's Armor +8	187/180/194/187	43/41/37/43	48/37/0/0	2x Titanite Chunk	2560
Benhart's Armor +9	197/190/205/197	45/43/39/45	51/39/0/0	3x Titanite Chunk	2760
Benhart's Armor +10	208/200/216/208	48/46/41/48	54/42/0/0	1x Titanite Slab	3150

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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