

Cale's Helm

In-Game Description

*Helm of a light Mirrah foot soldier.
Belonged to Cale the Cartographer.*

Apparently Cale procured this inexpensively second-hand, but it's surprisingly well made.

Availability

- Obtained from Cale the Cartographer in the basement of the Majula mansion when his questline is completed.
- Dropped by Cale the Cartographer.
- Raises Endurance by one point and Dexterity by two points.

General Information

Part of Cale's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Cale's Helm	39/38/38/40	11/12/9/11	17/11/0/0	0	80	3.0	-/-/-	D

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Cale's Helm +0	39/38/38/40	11/12/9/11	17/11/0/0	N/A	N/A
Cale's Helm +1	42/41/41/44	12/13/10/12	18/12/0/0	1x Titanite Shard	500
Cale's Helm +2	46/45/45/48	13/14/11/13	20/13/0/0	2x Titanite Shard	630
Cale's Helm +3	50/49/49/52	14/15/12/14	22/14/0/0	3x Titanite Shard	750
Cale's Helm +4	54/53/53/56	15/16/13/15	23/15/0/0	1x Large Titanite Shard	1000
Cale's Helm +5	58/57/57/60	16/17/14/16	25/15/0/0	2x Large Titanite Shard	1130
Cale's Helm +6	62/61/61/64	17/18/15/17	27/17/0/0	3x Large Titanite Shard	1250
Cale's Helm +7	66/65/65/68	18/19/15/18	28/18/0/0	1x Titanite Chunk	1500
Cale's Helm +8	70/69/69/72	19/20/17/19	30/19/0/0	2x Titanite Chunk	1630
Cale's Helm +9	74/73/73/76	20/21/18/20	32/19/0/0	3x Titanite Chunk	1750
Cale's Helm +10	78/77/77/80	22/23/19/22	34/21/0/0	1x Titanite Slab	2000

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:	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:	<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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