Catarina Helm

In-Game Description

An odd helmet shaped like an onion.

*This helmet appears rather absurd,
but its multi-faced construction is in fact
quite practical as it effectively deflects
physical attacks.*

*The old tales speak of brave Catarina
knights wearing this helmet as they
rushed courageously into battle.*

Availability

- Red Phantom Catarina Knight drop (rare).
- Dragon's Sanctum treasure, inside a chest in the room with the first two Sanctum Knights.

General Information

Part of the Catarina Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Catarina Helm	57/57/67/57	12/14/8/12	10/16/0/0	9	95	4.5	-/-/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Catarina Helmet +0	57/57/67/57	12/14/8/12	10/16/0/0	N/A	N/A
Catarina Helmet +1	62/62/73/62	13/15/8/13	11/17/0/0	1 Twinkling Titanite	730
Catarina Helmet +2	68/68/80/68	14/16/9/14	12/19/0/0	1 Twinkling Titanite	910
Catarina Helmet +3	74/74/86/74	15/17/10/15	13/20/0/0	2 Twinkling Titanite	1090
Catarina Helmet +4	80/80/93/80	16/18/11/16	14/22/0/0	2 Twinkling Titanite	1460
Catarina Helmet +5	86/86/100/86	18/20/12/18	15/24/0/0	3 Twinkling Titanite	1640

Key

Physical Defense:	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: • 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:	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: • 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:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: • 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:	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: - 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.