

Charred Loyce Helm

In-Game Description

Charred helm of the Knights of Loyce, burned black by flame.

These Knights of Loyce plunged into the old Chaos with their lord, and lost their sense of self. To this day, they still burn in agony, alongside their once-proud king.

Availability

Charred Loyce Knight drop.

General Information

Part of the Charred Loyce Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Charred Loyce Helm	97/84/104/97	16/22/10/16	14/18/0/0	7	45	6.5	-/-/-	C

Notes

- Absorbs 10 HP from each defeated foe. This effect stacks with each individual piece of the Loyce Set, Charred Loyce Set, Ivory King Set and any version of the Ring of the Evil Eye.

This effect only applies when the wearer is female.

- Just like in real life, the Charred Loyce Helm has gained mass after being burned and weighs more than its unburned counterpart. (*The More You Know!*)

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Charred Loyce Helm +0	97/84/104/97	16/22/10/16	14/18/0/0	N/A	N/A
Charred Loyce Helm +1	101/88/109/101	17/24/11/17	15/19/0/0	1x Twinkling Titanite	710
Charred Loyce Helm +2	106/92/114/106	19/26/12/19	16/21/0/0	1x Twinkling Titanite	890
Charred Loyce Helm +3	111/96/119/111	20/28/13/20	18/22/0/0	2x Twinkling Titanite	1,060
Charred Loyce Helm +4	116/100/124/116	22/30/14/22	19/24/0/0	2x Twinkling Titanite	1,420
Charred Loyce Helm +5	121/104/130/121	24/33/15/24	21/26/0/0	3x Twinkling Titanite	1,590

Key

Physical Defense:	<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">• W is base Physical DEF• X is defense vs. striking attacks• Y is defense vs. slashing attacks• Z 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. 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

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