

Faraam Helm

In-Game Description

Helmet worn by the Forossa Lion Knights.

The mighty Lion Knights, worshippers of the war god Faraam, wore heavy armor and were feared for their nimble two-handed swordplay.

But their legacy was cut short with the fall of Forossa.

Availability

Treasure below Drangleic Castle, just before the bonfire and Darkdiver Grandahl.

General Information

Part of the Faraam Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Faraam Helm	47/45/51/48	11/12/7/11	9/12/0/0	9	85	4.8	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
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Faraam Helm +0	47/45/51/48	11/12/7/11	9/12/0/0	N/A	N/A
Faraam Helm +1	51/49/56/52	12/13/7/12	9/13/0/0	1x Titanite Shard	680
Faraam Helm +2	56/54/61/57	13/14/8/13	10/14/0/0	2x Titanite Shard	850
Faraam Helm +3	61/58/66/62	14/15/9/14	11/15/0/0	3x Titanite Shard	1020
Faraam Helm +4	66/63/71/67	15/16/9/15	12/17/0/0	1x Large Titanite Shard	1350
Faraam Helm +5	71/67/76/72	15/17/10/15	13/18/0/0	2x Large Titanite Shard	1520
Faraam Helm +6	75/72/81/76	17/18/11/17	14/19/0/0	3x Large Titanite Shard	1690
Faraam Helm +7	80/76/86/81	18/19/11/18	15/21/0/0	1x Titanite Chunk	2030
Faraam Helm +8	85/81/91/86	19/20/12/19	16/22/0/0	2x Titanite Chunk	2200
Faraam Helm +9	90/85/96/91	19/21/13/19	17/23/0/0	3x Titanite Chunk	2370
Faraam Helm +10	95/90/101/96	21/23/14/21	18/25/0/0	1x Titanite Slab	2700

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:	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.