

# Gyrm Warrior Greathelm


## In-Game Description

*Greathelm worn by the nomadic Gyrm.*  
*Excellent poise and defense, but very heavy.*

*Most Gyrm descendants refuse contact with outsiders, and live with a sense of deep contempt for those who exiled them.*

## Availability

Gyrm Warrior drop.

## General Information

Despite the appearance, this is not part of the Gyrm Warrior Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Gyrm Warrior Greathelm	85/85/90/76	12/14/14/12	9/23/0/0	24	85	9.6	14/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost

Gyrm Warrior Greathelm +0	85/85/90/76	12/14/14/12	9/23/0/0	-	-
Gyrm Warrior Greathelm +1	93/93/99/83	13/15/15/13	9/25/0/0	1x Titanite Shard	500
Gyrm Warrior Greathelm +2	101/102/108/91	14/16/16/14	10/27/0/0	2x Titanite Shard	630
Gyrm Warrior Greathelm +3	110/110/117/98	15/18/18/15	11/29/0/0	3x Titanite Shard	750
Gyrm Warrior Greathelm +4	118/119/126/106	16/19/19/16	12/32/0/0	1x Large Titanite Shard	1000
Gyrm Warrior Greathelm +5	127/127/135/114	18/21/21/18	13/34/0/0	2x Large Titanite Shard	1130
Gyrm Warrior Greathelm +6	135/136/144/121	19/22/22/19	13/36/0/0	3x Large Titanite Shard	1250
Gyrm Warrior Greathelm +7	143/144/153/129	20/23/23/20	14/39/0/0	1x Titanite Chunk	1500
Gyrm Warrior Greathelm +8	152/153/162/136	21/25/25/21	15/41/0/0	2x Titanite Chunk	1630
Gyrm Warrior Greathelm +9	160/161/171/144	22/26/26/22	16/43/0/0	3x Titanite Chunk	1750
Gyrm Warrior Greathelm +10	169/170/180/152	24/28/28/24	17/46/0/0	1x Titanite Slab	2000

# Key

<b>Physical Defense:</b>	<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"><li>• W is base Physical DEF</li><li>• X is defense vs. striking attacks</li><li>• Y is defense vs. slashing attacks</li><li>• Z is is defense vs. thrusting attacks</li></ul>
<b>Elemental Defense:</b>	<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"><li>• W is defense vs. magic attacks</li><li>• X is defense vs. fire attacks</li><li>• Y is defense vs. lightning attacks</li><li>• Z is defense vs. dark attacks</li></ul>

<b>Resistance:</b>	<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"> <li>• W is resistance vs. poison</li> <li>• X is resistance vs. bleed</li> <li>• Y is resistance vs. petrification</li> <li>• Z is resistance vs. Hollowing curse</li> </ul>
<b>Poise:</b>	<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>
<b>Durability:</b>	<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>
<b>Weight:</b>	<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>
<b>Attribute Requirements:</b>	<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"> <li>• W is the Strength required</li> <li>• X is the Dexterity required</li> <li>• Y is the Intelligence required</li> <li>• Z is the Faith required</li> </ul>
<b>Physical DEF Bonus:</b>	<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>

Revision #1

Created 17 December 2024 07:24:19 by jade

Updated 17 December 2024 07:24:19 by jade