

# Havel's Armor



## In-Game Description

*Armor as if hewn from a giant boulder.  
Offers stupendous defense, but weighs a ton.*

*The origin of the name Havel is not clear.  
Some say it was the warrior who wore the armor,  
but others say that it was the name of a great  
kingdom ruined in a barbaric war.*

## Availability

The Gutter treasure.  
Obtain the Forgotten Key and travel to the Upper Gutter bonfire. Cross the narrow walkway and bear left. Run and jump onto the lit platform and then climb the ladder. Open the large door and collect Havel's Set.

## General Information

Part of Havel's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Havel's Armor	285/246/324/285	38/41/35/38	11/67/28/28	51	255	19.5	20/-/-	A

## Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Havel's Armor +0	285/246/324/285	38/41/35/38	11/67/28/28	-	-
Havel's Armor +1	307/265/349/307	40/44/37/40	11/72/30/30	1x Twinkling Titanite	1980
Havel's Armor +2	330/285/375/330	43/47/40/43	12/77/32/32	1x Twinkling Titanite	2470
Havel's Armor +3	353/304/401/353	46/50/42/46	13/82/34/34	2x Twinkling Titanite	2970
Havel's Armor +4	376/324/427/376	49/53/45/49	14/87/36/36	2x Twinkling Titanite	3960
Havel's Armor +5	399/344/453/399	52/57/48/52	15/93/39/39	3x Twinkling Titanite	4450

# 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>	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.
<b>Weight:</b>	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.
<b>Attribute Requirements:</b>	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"><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>	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.

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