

Havel's Helm



In-Game Description

*A helm 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 Helm	110/95/125/110	15/16/13/15	5/26/11/11	19	255	7.5	20/-/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Havel's Helm +0	110/95/125/110	15/16/13/15	5/26/11/11	-	-
Havel's Helm +1	118/102/134/118	16/17/14/16	5/28/11/11	1x Twinkling Titanite	950
Havel's Helm +2	127/109/144/127	17/18/15/17	5/30/12/12	1x Twinkling Titanite	1180
Havel's Helm +3	135/117/154/135	18/19/15/18	5/31/13/13	2x Twinkling Titanite	1420
Havel's Helm +4	144/124/164/144	19/20/17/19	5/34/14/14	2x Twinkling Titanite	1890
Havel's Helm +5	153/132/174/153	20/22/18/20	6/36/15/15	3x Twinkling Titanite	2120

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:	<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>

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.

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