

# Heide Knight Chainmail


## In-Game Description

*Chainmail worn by Heide Knights.*

*Whether Heide refers to the kingdom or was just a name for the land is not clear, for no records date back far enough to tell.*

*All that is known is that the Way of Blue has its origins in Heide, and that Heide was later subsumed by the sea.*

## Availability

Rare drop from Heide Knights at Bonfire Intensity 2 or above. (Update: tested and confirmed to drop at Bonfire Intensity 1 as well, at least in SotFS.)

## Scholar of the First Sin

Rare drop from Heide Knights in Heide's Tower of Flame

## General Information

Part of the Heide Knight Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Heide Knight Chainmail	108/101/15/108	18/24/16/33	35/27/0/28	20	90	10.9	-/-/-	A

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Heide Knight Chainmail +0	108/101/115/108	18/24/16/33	35/27/0/28	N/A	N/A
Heide Knight Chainmail +1	118/111/126/118	19/26/17/36	38/29/0/30	1x Titanite Shard	790
Heide Knight Chainmail +2	129/121/138/129	21/28/19/39	42/32/0/33	2x Titanite Shard	990
Heide Knight Chainmail +3	140/131/149/140	23/30/20/42	45/34/0/36	3x Titanite Shard	1,190
Heide Knight Chainmail +4	150/141/161/150	25/33/22/45	49/37/0/39	1x Large Titanite Shard	1,580
Heide Knight Chainmail +5	161/151/172/161	27/35/24/49	52/40/0/42	2x Large Titanite Shard	1,780
Heide Knight Chainmail +6	172/161/184/172	29/37/25/52	56/42/0/45	3x Large Titanite Shard	1,970
Heide Knight Chainmail +7	182/171/195/182	31/40/27/55	59/45/0/48	1x Titanite Chunk	2,370
Heide Knight Chainmail +8	193/181/207/193	33/42/28/58	63/47/0/51	2x Titanite Chunk	2,560
Heide Knight Chainmail +9	204/191/218/204	35/44/30/61	66/50/0/54	3x Titanite Chunk	2,760
Heide Knight Chainmail +10	215/202/230/215	37/47/32/65	70/53/0/57	1x Titanite Slab	3,150

# 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>
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<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>

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