

Heide Knight Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Heide Knight Iron Mask	53/46/62/52	11/11/4/17	19/30/0/16	8	95	5.2	700
	Heide Knight Greathelm	65/61/69/65	11/14/9/19	21/16/0/17	11	90	6.0	700
	Heide Knight Chainmail	108/101/15/108	18/24/16/33	35/27/0/28	20	90	10.9	700
	Heide Knight Gauntlets	53/50/57/53	9/12/8/16	17/13/0/14	8	90	5.4	700
	Heide Knight Leggings	63/59/68/63	11/14/9/19	21/16/0/17	10	90	6.4	700
Total	277/256/302/276 (Mask) 289/271/309/289 (Helm)	49/61/37/85 (Mask) 49/64/42/87 (Helm)	92/86/0/75 (Mask) 94/72/0/76 (Helm)	46 (Mask) 49 (Helm)	-	Mask 27.9 Helm 28.7	3500	

Full y Up gra ded Tot al	567 /53 2/6 06/ 567 (Hel m)	97/ 124 /84/ 171 (Hel m)	185 /13 9/0/ 149 (Hel m)	49 (Hel m)	-	28.7 (Hel m)	350 0
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+ show full armor image - hide
+ show description - hide description

Description

Heide Knight Iron Mask

*Iron mask worn by Heide Knights.
Whether Heide refers to a kingdom or
was just a name for the land is not clear,
for no records date back far enough to tell.
All that is know is that the Way of Blue
has its origins in Heide, and that Heide
was later subsumed by the sea.*

Heide Knight Greathelm

*Greathelm worn by Heide Knights.
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Heide Knight Chainmail

*Chainmail worn by Heide Knights.
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Heide Knight Gauntlets

*Gauntlets worn by Heide Knights.
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Heide Knight Leggings

*Leggings worn by Heide Knights.
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Upgrades

Requires Titanite.

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:	<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>
Weight:	<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>

Attribute Requirements:	<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">• W is the Strength required• X is the Dexterity required• Y is the Intelligence required• Z is the Faith required
Physical DEF Bonus:	<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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