

# Imperious Helm



## In-Game Description

*Helmet worn by once-proud knights.*

*Relics of a party who long ago attempted to conquer the Undead Crypt.*

*For this act of conceit they will never rest in peace, and instead serve as crypt guardians.*

## Availability

Imperious Knight drop.

## General Information

Part of the Imperious Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Imperious Helm	61/58/64/61	11/9/7/11	8/11/8/8	12	85	5.8	-/-/-	C

## Notes

- Unlike the rest of the Imperious Set, this helmet uses a different model than that of the Imperious Knights' helmets, with the player's face being visible through the opening, rather than being pitch black inside of the helmet.

# Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Imperious Helm +0	61/58/64/61	11/9/7/11	8/11/8/8	-	-
Imperious Helm +1	67/63/70/67	12/9/7/12	8/12/8/8	1x Titanite Shard	500
Imperious Helm +2	73/69/76/73	13/10/8/13	9/13/9/9	2x Titanite Shard	630
Imperious Helm +3	79/75/82/79	14/11/8/14	10/14/10/10	3x Titanite Shard	750
Imperious Helm +4	85/80/89/85	15/12/9/15	11/15/11/11	1x Large Titanite Shard	1,000
Imperious Helm +5	91/86/95/91	15/13/10/15	12/16/12/12	2x Large Titanite Shard	1,130
Imperious Helm +6	97/92/101/97	17/13/10/17	12/17/12/12	3x Large Titanite Shard	1,250
Imperious Helm +7	103/97/108/103	18/14/11/18	13/18/13/13	1x Titanite Chunk	1,500
Imperious Helm +8	109/103/114/109	19/15/11/19	14/19/14/14	2x Titanite Chunk	1,630
Imperious Helm +9	115/109/120/115	19/16/12/19	15/20/15/15	3x Titanite Chunk	1,750
Imperious Helm +10	121/115/127/121	21/17/13/21	16/22/16/16	1x Titanite Slab	2,000

# 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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