

Lion Warrior Helm

In-Game Description

Helm worn by Lion Clan warriors.

The Lion Clan are an offshoot race that have no ties to humans, and would murder anyone with the curious notion of approaching them.

The lion clansmen seem to despise their own looks, as they hate being seen.

Effect: Reduces falling damage.

Availability

Golden Lion Clan Warrior drop.

General Information

- Part of the Lion Warrior Set.
- In SotFS, the golden warrior does not respawn unless a bonfire ascetic is used, limiting drops of this item.
- Reduces falling damage.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Lion Warrior Helm	11/12/11/11	5/5/5/9	4/4/8/16	0	40	0.5	-/-/-	E

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Lion Warrior Helm +0	11/12/11/11	5/5/5/9	4/4/8/16	N/A	N/A
Lion Warrior Helm +1	12/13/12/12	5/5/5/9	4/4/8/17	1x Titanite Shard	170
Lion Warrior Helm +2	13/14/13/13	6/6/6/10	4/4/9/19	2x Titanite Shard	220
Lion Warrior Helm +3	14/15/14/14	6/6/6/11	5/5/10/20	3x Titanite Shard	260
Lion Warrior Helm +4	15/16/15/15	7/7/7/12	5/5/11/22	1x Large Titanite Shard	340
Lion Warrior Helm +5	17/18/16/16	8/7/7/13	6/6/12/24	2x Large Titanite Shard	380
Lion Warrior Helm +6	18/19/17/17	8/8/8/14	6/6/12/25	3x Large Titanite Shard	430
Lion Warrior Helm +7	19/20/18/18	9/8/8/15	6/6/13/27	1x Titanite Chunk	510
Lion Warrior Helm +8	20/21/19/19	9/9/9/16	7/7/14/28	2x Titanite Chunk	550
Lion Warrior Helm +9	21/22/20/20	10/9/9/17	7/7/15/30	3x Titanite Chunk	600
Lion Warrior Helm +10	23/24/22/22	11/10/10/18	8/8/16/32	1x Titanite Slab	680

Key

Physical Defense:

The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type.

The physical stats for a piece of armor are W / X / Y / Z:

- 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. 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. 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. 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. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

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