

# Loyce Helm


## In-Game Description

*Helm of a Knight of Loyce.*

*The Knights of Loyce were devoted guardians of this land that delved valiantly into the depths of chaos, never to return.*

*The few that survived remain in Eleum Loyce, now frozen over, awaiting the call their master.*

## Availability

Reward from Alsanna, Silent Oracle for obtaining 35 Loyce Souls.

## General Information

Part of the Loyce Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Loyce Helm	96/92/102/96	22/16/10/16	14/18/0/0	6	85	6.3	-/-/-	C

## Notes

Absorbs 10 HP from each defeated foe. This effect stacks with each individual piece of the Loyce Set, Charred Loyce Set, Ivory King Set and any version of the Ring of the Evil Eye. This effect only applies when killing enemies of the opposite gender.

# Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Loyce Helm +0	96/92/102/96	22/16/10/16	14/18/0/0	N/A	N/A
Loyce Helm +1	100/96/107/100	24/17/11/17	15/19/0/0	1x Twinkling Titanite	550
Loyce Helm +2	105/100/112/105	26/19/12/19	16/21/0/0	1x Twinkling Titanite	690
Loyce Helm +3	109/105/117/109	28/20/13/20	18/22/0/0	2x Twinkling Titanite	820
Loyce Helm +4	114/109/122/114	30/22/14/22	19/24/0/0	2x Twinkling Titanite	1,090
Loyce Helm +5	119/114/127/119	33/24/15/24	21/26/0/0	3x Twinkling Titanite	1,230

# 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>
<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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