

Old Bell Helm



In-Game Description

Helm forged from an ancient bell.

*Appears to be a mere curiosity,
but is in fact quite practical.
The top of the helm provides
significant defense.*

Availability

Treasure in Frozen Eleum Loyce. From the point where you can go left to drop down to the Abandoned Dwelling bonfire, instead go right. The Helm is on a corpse and the very end of the path.

General Information

- Negates all damage from headshots, when a headshot occurs the helm makes a ringing sound.
- When worn, shows the same symbol on the HUD as the Lingering Dragoncrest Ring, but has no known effects on spell duration.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Old Bell Helm	32/28/34/30	6/7/8/7	4/16/0/0	10	80	6.0	-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Old Bell Helm +0	32/28/34/30	6/7/8/7	4/16/0/0	N/A	N/A
Old Bell Helm +1	33/29/35/31	6/7/8/7	4/16/0/0	1x Titanite Shard	500
Old Bell Helm +2	35/30/37/33	6/7/8/7	4/17/0/0	2x Titanite Shard	630
Old Bell Helm +3	36/32/38/34	6/7/9/7	4/18/0/0	3x Titanite Shard	750
Old Bell Helm +4	38/33/40/36	7/8/9/8	4/19/0/0	1x Large Titanite Shard	1000
Old Bell Helm +5	39/35/42/37	7/8/10/8	4/20/0/0	2x Large Titanite Shard	1130
Old Bell Helm +6	41/36/43/39	7/8/10/8	4/20/0/0	3x Large Titanite Shard	1250
Old Bell Helm +7	42/37/45/40	8/9/10/9	4/21/0/0	1x Titanite Chunk	1500
Old Bell Helm +8	44/39/46/42	8/9/11/9	4/22/0/0	2x Titanite Chunk	1630
Old Bell Helm +9	45/40/48/43	8/9/11/9	4/23/0/0	3x Titanite Chunk	1750
Old Bell Helm +10	47/42/50/45	9/10/12/10	5/24/0/0	1x Titanite Slab	2000

Key

Physical Defense:	<p>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:</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. 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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