

Rampart Golem Helm

In-Game Description

*Helm of the rampart golems,
granted life by the Ivory King.*

*The golems were charged with the
containment of the creatures of chaos
within the boundaries of the wall.*

*When the doors of Eleum Loyce were
flung open, the place turned frigid and lifeless,
but the golems remained dutifully on guard.*

Availability

Rampart Golem drop.

General Information

Part of the Rampart Golem Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Rampart Golem Helm	94/74/100/94	14/10/11/12	11/16/0/16	13	70	5.8	-/-/-	C

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Rampart Golem Helm +0	94/74/100/94	14/10/11/12	11/16/0/16	N/A	N/A
Rampart Golem Helm +1	98/77/104/98	15/11/12/13	12/17/0/17	1x Twinkling Titanite	730
Rampart Golem Helm +2	103/81/109/103	16/12/13/14	13/19/0/18	1x Twinkling Titanite	910
Rampart Golem Helm +3	107/84/114/107	17/13/14/15	14/20/0/20	2x Twinkling Titanite	1090
Rampart Golem Helm +4	112/88/119/112	18/14/15/16	15/22/0/21	2x Twinkling Titanite	1460
Rampart Golem Helm +5	117/92/124/117	20/15/16/18	16/24/0/23	3x Twinkling Titanite	1640

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:	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.
Weight:	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.
Attribute Requirements:	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: <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:	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.

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