

# Steel Helm

## In-Game Description

*Heavy steel helmet.*

*A relic of an order of knights said to be the mightiest warriors of their time.*

## Availability

Memory of Orro treasure.

In a room that requires a Pharros' Lockstone to unlock, there is a illusory wall between another Pharros' Contraption and a trapped chest. That hidden room contains a chest with the Steel Set.

## General Information

Part of the Steel Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Steel Helm	60/57/64/60	8/8/8/8	8/14/0/0	14	100	5.4	-/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Steel Helm +0	60/57/64/60	8/8/5/8	7/12/0/0	N/A	N/A
Steel Helm +1	65/62/70/65	8/8/5/8	7/13/0/0	1x Titanite Shard	500

Steel Helm +2	71/68/76/71	9/9/6/9	8/14/0/0	2x Titanite Shard	630
Steel Helm +3	77/73/82/77	10/10/6/10	8/15/0/0	3x Titanite Shard	750
Steel Helm +4	83/79/89/83	10/11/7/10	9/16/0/0	1x Large Titanite Shard	1000
Steel Helm +5	89/85/95/89	11/12/7/11	10/18/0/0	2x Large Titanite Shard	1130
Steel Helm +6	95/90/101/95	12/12/8/12	10/19/0/0	3x Large Titanite Shard	1250
Steel Helm +7	101/96/108/101	12/13/8/12	11/20/0/0	1x Titanite Chunk	1500
Steel Helm +8	107/101/114/107	13/14/9/13	11/21/0/0	2x Titanite Chunk	1630
Steel Helm +9	113/107/120/113	14/15/9/14	12/22/0/0	3x Titanite Chunk	1720
Steel Helm +10	119/113/127/119	15/16/10/15	13/24/0/0	1x Titanite Slab	2000

# 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>	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.
<b>Weight:</b>	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.
<b>Attribute Requirements:</b>	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"><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>	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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