

# Syan's Helm



## In-Game Description

*Replica of the helmet of the loyal knight Syan.  
This solidly-crafted helm offers high defense.*

*Sir Syan was widely known as the kingdom's most leal knight, and when the Giants invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably.*

*The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.*

## Availability

- Royal Guard drop.
- Washing Pole Phantom drop.

## General Information

Part of Syan's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Syan's Helm	61/55/65/63	12/16/7/12	7/20/0/0	10	85	6.2	-/-/-	C

## Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Syan's Helm +0	61/55/65/63	12/16/7/12	7/20/0/0	N/A	N/A
Syan's Helm +1	67/60/71/69	13/17/7/13	7/22/0/0	1x Titanite Shard	500
Syan's Helm +2	73/66/78/75	14/19/8/14	8/24/0/0	2x Titanite Shard	630
Syan's Helm +3	79/71/84/81	15/20/9/15	9/26/0/0	3x Titanite Shard	750
Syan's Helm +4	85/77/91/87	16/22/9/16	9/28/0/0	1x Large Titanite Shard	1000
Syan's Helm +5	92/82/98/94	18/24/10/18	10/30/0/0	2x Large Titanite Shard	1130
Syan's Helm +6	98/88/104/100	19/25/11/19	11/32/0/0	3x Large Titanite Shard	1250
Syan's Helm +7	104/93/111/106	20/27/11/20	11/34/0/0	1x Titanite Chunk	1500
Syan's Helm +8	110/99/117/112	21/28/12/21	12/36/0/0	2x Titanite Chunk	1630
Syan's Helm +9	116/104/124/118	22/30/13/22	13/38/0/0	3x Titanite Chunk	1750
Syan's Helm +10	123/110/131/125	24/32/14/24	14/41/0/0	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>	<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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