

Velstadt's Helm



In-Game Description

*Helm worn by the Royal Aegis.
Originally imbued with the power of miracles,
now soaked with dark after extended exposure
in the Undead Crypt.*

*A knight from a faraway land was lured to this
accursed land, but forgot even why he came,
eventually reduced to a shadow of his former self.*

Availability

Sold by Maughlin the Armourer after defeating Velstadt the Royal Aegis.

General Information

- Part of Velstadt's Set.
- Increases Vitality and Endurance by one point.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Velstadt's Helm	113/103/123/108	15/15/7/35	10/29/15/21	14	140	7.5	-/-/-	C

Notes

- If worn during the Fume Knight boss fight, he will buff immediately. (This applies only to the world master. Summoned phantoms wearing Velstadt's Helm will not cause the Fume Knight to immediately buff.)

Upgrades

Requires Twinkling Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Twinkling Titanite	Souls Cost
Velstadt's Helm +0	113/103/123/108	15/15/7/35	10/29/15/21	N/A	N/A
Velstadt's Helm +1	121/111/132/116	16/16/7/37	10/31/16/22	1	950
Velstadt's Helm +2	130/119/142/124	17/17/7/40	11/33/17/24	1	1,180
Velstadt's Helm +3	139/127/152/133	18/18/8/42	11/35/18/25	2	1,420
Velstadt's Helm +4	148/135/162/141	19/19/8/45	12/37/19/27	2	1,890
Velstadt's Helm +5	157/143/172/150	20/21/9/48	13/40/21/29	3	2,120

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:	<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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