

Velstadt's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Velsadt's Helm	113/103/108	15/15/7/35	10/29/15/21	14	140	7.5	980
	Velsadt's Armor	236/215/245	30/31/15/70	20/60/32/43	33	140	15.2	1300
	Velsadt's Gauntlets	78/70/82/80	10/10/5/23	7/20/10/14	14	140	5.0	1070
	Velsadt's Leggings	113/103/117	15/15/8/34	10/29/15/21	16	140	7.2	1200
Total	543/494/574/563	70/71/35/162	47/114/72/99	77	-	34.9	4550	
Full Upgrade Total	752/685/802/768	94/99/45/225	62/190/100/134	-	-	-	-	
Location	Sold by Maughlin the Armourer after defeating Velsadt the Royal Aegis and spending 16,000 souls in his							

- + show full armor image - hide
- + show description - hide description

Description

Velstadt's Helm

*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.*

Velstadt's Armor

*Armor 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.*

Velstadt's Gauntlets

*Gauntlets 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.*

Velstadt's Leggings

*Leggings 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.*

Upgrades

Requires Twinkling Titanite.

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>

Revision #1
Created 17 December 2024 07:14:26 by jade
Updated 17 December 2024 07:14:26 by jade