

# Helms

Helms are a type of Armor worn on the head.

- Helm Template
- Wanderer Hood
- Thief Mask

# Helm Template

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/statgen.html?item=Helmet>

<https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Helmet.glb>

The **Helmet** is a **Helm** in **Dark Souls**, part of the Set. This should contain a short description of unique elements of the helm, including why it is useful, details about the helm, and use cases for it.

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*The official description of the helm from in-game goes here.*

-In-game description

## Effects

special effects go here

## Location

this Helm is found here

## Stats & Upgrade Table

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## Notes

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## Trivia



# Wanderer Hood

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/statgen.html?item=Wanderer%20Hood>

[https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Wanderer%20Hood%20\(M\).glb](https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Wanderer%20Hood%20(M).glb)

The **Wanderer Hood** is a helm in Dark Souls, part of the Wanderer Set. Crafted from sturdy leather, it provides solid defense against wind and rain, making it ideal for harsh weather conditions during travel. Lightweight yet durable, the Wanderer Hood offers balanced protection, excelling particularly in Lightning Defense. When upgraded to +10, it ranks among the best in the game for mitigating Lightning Damage.

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*Hood of an aimless traveler. Made from sturdy leather, it offers protection versus wind and rain.*

## Effects

special effects go here

## Location

this Helm is found here

## Stats & Upgrade Table

Variation	Physical Def.				Elemental Def.			Resistances	
	Slash	Strike	Thrust	Standard	Magic	Fire	Lightning	Bleed	Poison
Wanderer Hood	9.0	9.6	9.6	9.0	8.0	10.0	9.0	8.0	8.0
+1 Titanite Shard x1	9.9	10.6	10.6	9.9	8.8	11.0	9.9	8.0	8.0
+2 Titanite Shard x1	10.8	11.6	11.6	10.8	9.6	12.0	10.8	8.0	8.0
+3 Titanite Shard x2	11.7	12.5	12.5	11.7	10.4	13.0	11.7	8.0	8.0
+4 L. Titanite Shard x1	12.9	13.8	13.8	12.9	11.4	14.3	12.9	8.4	8.4
+5 L. Titanite Shard x1	14.0	15.0	15.0	14.0	12.5	15.6	14.0	8.8	8.8
+6 L. Titanite Shard x2	15.2	16.3	16.3	15.2	13.5	16.9	15.2	9.2	9.2
+7 Titanite Chunk x1	16.6	17.8	17.8	16.6	14.8	18.6	16.6	9.6	9.6
+8 Titanite Chunk x1	18.1	19.4	19.4	18.1	16.1	20.1	18.1	10.0	10.0
+9 Titanite Chunk x2	19.5	20.9	20.9	19.5	17.4	21.7	19.5	10.4	10.4
+10 Titanite Slab x1	21.8	23.3	23.3	21.8	19.4	24.2	21.8	11.2	11.2

# Thief Mask

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/statgen.html?item=Thief%20Mask>

[https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Thief%20Mask%20\(M\).glb](https://jadepilled.github.io/souls-model-viewer/ds1/head.html?model=Thief%20Mask%20(M).glb)

The **Thief Mask** is a helm in **Dark Souls**, part of the **Thief Set**. Favored by shadowy figures and sinners seeking anonymity, it conceals faces and muffles voices while providing lightweight protection. Though its physical defense is modest, it offers solid resistance to Bleed and Poison. The **Thief Mask** has a different appearance based on the player's gender, with Type A covering substantially more of the face and head.

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*Mask of sinners. They hide their faces, stifle their voices and hide in the shadows. It does not provide much in the way of defense.*

## Effects

special effects go here

## Location

this Helm is found here

## Stats & Upgrade Table

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## Notes

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## Trivia

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