

# Armor

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# Chest Armor Template

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

<https://jadepilled.github.io/souls-model-viewer/ds1/chest.html?model=Elite%20Knight%20Armor.glb>

The **Elite Knight Armor** is a chest piece in Dark Souls and part of the **Elite Knight Set**. Worn by a nameless knight of implicit Astoran origin, its blue surcoat features a fire-warding heraldic emblem.

Compared to the standard **Knight Armor**, the Elite Knight Armor provides superior physical defense across all categories but offers less protection against magic and fire damage, making **Knight Armor** a better choice for such encounters. As the player's endurance improves, allowing for higher carry weight, the **Elite Knight Armor** can be equipped without movement penalties.

“Armor of a nameless knight, perhaps an elite knight of Astora, based on the fire-warding heraldic symbol on its blue surcoat.

Although he was loath to give up on his Undead mission, he perished at the Undead Asylum, and went Hollow.

## Effects

special effects go here

## Location

this Helm is found here

## Stats & Upgrade Table

Variation	Physical Def.	Elemental Def.	Resistances
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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

# Helms

Helms are a type of Armor worn on the head.

# 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.

“

*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

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# 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.

“

*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.

“

*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

- 1

# Chest Armor

Armor refers to Armor worn on the chest.

# Leggings

Leggings refer to all Armor worn on the legs.

# Gauntlets

Gauntlets refers to all Armor worn over the hands.

# Armor Sets

Armor Sets are stylistically and thematically matching pieces that typically originate from the same or similar sources.