

# Weakness

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## Introduction

This page is about Enemy's Weakness/Defense towards the three Physical Attack-Type: ***Slash***, ***Strike*** and ***Thrust***.

Just like Resistance, there are currently 5 discovered Tiers of Physical Damage Stages for *non-Boss* enemies. The Factor by which the Damage is determined is called **Weakness-Factor** and is applied after the initial Offense-Defense calculation. Most Enemies have Average-Tier, but some, like "*Thick scaled*", "*Heavy Armored*" receive increased/decreased damage against the three Types.

## Tier table

Tier	Weakness-Factor
Strong	70%
Keen	85%
Average	100%
Weak	135%
Vulnerable	150%

## Normal Enemy List

*Mini-Boss who use BOSS-Tier are not included*

Enemy	Slash	Strike	Thrust	Melee-Def	Ranged Def	Notes
ALL Roaming Souls	Avr	Avr	Avr	+50%		<i>No matter <b>what they wear</b></i>

ALL Blue Phantoms	Avr	Avr	Avr	+25%		<i>No matter <b>what they wear</b></i>
Undead Traveler	Avr	Avr	Avr	-		
Kobold	Avr	Avr	Avr	-		<b><i>Not using Area Def</i></b>
Ogre	Str	Str	Weak	+25%		
Falconer	Avr	Avr	Avr	+25%		
Enslaved Pig	Keen	Keen	Keen	-		
Skeleton	Avr	Vul	Str	- / 25%		<i>25% only in Harvest Valley Has extra Thrust-Critical- Damage- Defense</i>
Crystal Lizard	Avr	Vul	Avr	+50%		
Hollow Infantry	Avr	Avr	Avr	-		
Hollow Soldier	Avr	Avr	Avr	+25%		
Old Ironclad Soldier	Str	Vul	Str	+25%		
Heide Knight	Avr	Avr	Avr	+50%		
Flame Salamander	Avr	Avr	Avr	+90%		<i>need tested for other damage-range</i>
Old Knight	Avr	Vul	Str	+25%		
Varangian Sailor	Avr	Avr	Weak	+25%		
Dark Stalker	Avr	Avr	Avr	+25%		
Stray Dog	Avr	Avr	Avr	-		
Suspicious Shadow	Avr	Avr	Avr	-		
Undead Jailer	Avr	Avr	Avr	+30%		
Royal Swordsman	Avr	Avr	Vul	+25%		
Undead Citizen	Weak	Avr	Weak	-		

Enhanced Undead	Avr	Avr	Keen	+25%		
Bell Keeper	Avr	Avr	Avr	+25%		
Rogue	Avr	Avr	Avr	-		
Captive Undead	Avr	Avr	Avr	-		
Undead Laborer	Weak	Avr	Weak	25%		
Great Moth	Avr	Avr	Weak	-30		-30point to Area-Defence, thus having the lowest Def in game (52)
Necromancer	Avr	Avr	Avr	-		
Armored Skeleton	Avr	Vul	Str	+25%		
Bonewheel Skeleton	Avr	Vul	Str	+25%		
Torturer	Avr	Avr	Avr	-		Uses Purgatory Def
Artificial Undead	Avr	Avr	Avr	+25%		
Mounted Overseer	Avr	Avr	Avr	+25%		
Undead Steelworker	Avr	Avr	Avr	+25%		
Poison Horn Beetle	Weak	Avr	Vul	-		
Manikin	Avr	Avr	Avr	-		
Grave Warden	Avr	Avr	Avr	+25%		
Desert Sorceress	Avr	Avr	Avr	-		
Mimic	Avr	Avr	Avr	+25%		Regardless of Material
Alonne Knight	Avr	Weak	Avr	+25%		
Alonne Knight Captain	Avr	Weak	Str	+30% / +25%		25% in Drangleic Castle
Ironclad Soldier	Str	Vul	Str	+25%		

Goblin	Avr	Avr	Avr	+25%		
Basilisk	Avr	Avr	Avr	+25%		
Giant Basilisk	Avr	Avr	Avr	+25%		
Lion Clan Warrior	Avr	Avr	Avr	+25%		
Forest Guardian	Avr	Avr	Avr	+25%		@%)*&@(*&^ \$!@%...
Primal Knight	Str	Avr	Weak	+50%		
Gyrm Warrior	Avr	Avr	Avr	+25%		
Gyrm	Avr	Avr	Avr	+25%		
Dog Rat	Avr	Avr	Avr	-		
Undead Peasant	Avr	Avr	Avr	-		
Undead Boar	Keen	Keen	Keen	-		
Giant Undead Boar	Avr	Avr	Avr	-		The tusk reduces incoming damage
Parasite Spider	Avr	Avr	Avr	-		
Parasitized Undead	Avr	Avr	Avr	-		
Hollow Mage	Avr	Avr	Avr	-		
Duke Tseldora	Avr	Avr	Avr	-		
Vengarl's Body	Avr	Avr	Avr	+50%		
Corpse Rat	Avr	Avr	Avr	-		
Hunting Dog	Avr	Avr	Avr	-		
Corrosive Ant Queen	Weak	Avr	Vul	+25%		
Coal Tar	Avr	Avr	Avr	+25%		
Razorback Nightcrawler	Weak	Avr	Vul	-		
Elite Giant	Avr	Avr	Avr	+50%		Uses Giant Memory-Def
Royal Guard	Str	Weak	Avr	50%		
Stone Soldier	Avr	Vul	Str	+50%		

Stone Knight	Avr	Vul	Str	+25%		
Lindelt Cleric	Avr	Avr	Weak	+25%		
Amana Shrine Maiden	Weak	Avr	Weak	-		
Lizardman	Avr	Avr	Weak	-		
Acid Horn Beetle	Weak	Avr	Vul	-		
Giant Acid Horn Beetle	Weak	Avr	Vul	-		
Undead Supplicant	Avr	Avr	Avr	-		
Prowling Magus	Avr	Avr	Avr	-		
Leydia Witch	Avr	Avr	Avr	-		
Leydia Pyromancer	Avr	Avr	Avr	-		<i>Ghost form, 50% reduction to final damage</i>
Wall Warrior	Avr	Avr	Avr	+50%		<i>Ghost form, 50% reduction to final damage</i>
Imperious Knight	Avr	Weak	Avr	+50%		
Dragon Acolyte	Avr	Avr	Avr	-		
Drakekeeper	Avr	Vul	Str	+55%		
Dark Priestess	Weak	Avr	Weak	-		
Dragon Knight	Avr	Avr	Avr	+25%		<i>The ONLY enemy using Dragon Shrine-Def</i>
Royal Infantry	Avr	Avr	Avr	-		
Royal Soldier	Avr	Avr	Weak	+25%		
Giant	Avr	Avr	Avr	+50%		
Forest Spirit	Avr	Avr	Avr	+25%		<i>Ghost form, 50% reduction to final damage</i>

# Boss list

Boss	Slash	Strike	Thrust	Melee	Ranged	Notes
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// to be added...//

# DLC list

Enemy	Slash	Strike	Thrust	Melee	Ranged	Notes
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// to be added...//

# Formula

## Normal Enemy

The Offense-Defense calculation works as following:

Offense = Total PHYSICAL Number shown in equip window \* Movement Modifier

Defense = Area-Defense (Game's increasing difficulty by area, see *Area-Defense*) \* Enemy

Melee/Ranged Defense Factor (see *Normal Enemy List*)

Final Damage = (Offense-Defense)\*Weakness-Factor<sup>1</sup>

Example Hide Example

- *Jump-Attack with Any-Type, non-crit, on Undead Travler:*
  - $(450 * 1.512 - 63 * 1) * 1 = 617.4 \Rightarrow 617$  tested
  - $(760 * 1.512 - 63 * 1) * 1 = 1086.12 \Rightarrow 1086$  tested
- *Jump-Attack with Strike-Type, non-crit, on Ironclad Soldier:*
  - $(330 * 1.512 - 92 * 1.25) * 1.5 = 575.94 \Rightarrow 576$  tested

# Area-Defense

May be off by 1-point due to rounding error in reversing formula

Area	Defense	Total Def	Notes
BASIC	63.4	~63.4	
Majula	+39	~102.4	

Things Betwixt	+0	~63.4	
Forest of Fallen Giants	+0	~63.4	
Heide's Tower of Flame	+5	~ 68.4	
No-man's Wharf	+19	~ 82.4	
The Lost Bastille	+24	~ 87.4	
Sinner's Rise	+29	~92.4	<i>Only Undead Citizen uses this Def, others in the area use Bastille-Def</i>
Belfry Luna	+24	~87.4	
Huntsman's Copse	+19	~82.4	
Undead Purgatory	+28	~91.4	<i>The Torturers on the way to Purgatory also uses this</i>
Harvest Valley	+23	~86.4	
Earthen Peak	+24	~87.4	
Iron Keep	+29	~92.4	
Belfry Sol	+29	~92.4	
Shaded Woods	+33	~96.4	
Doors of Pharros	+34	~97.4	
Brightstone Cove Tseldora	+38	~101.4	
Grave of Saints	+24	~87.4	
The Gutter	+29	~92.4	<i>Poison Horn Beetles near the Queen uses Black Gulch-Def</i>
Black Gulch	+38	~101.4	<i>The Elite Giants Use Giant Memory-Def</i>
Drangleic Castle	+49	~112.4	<i>All Royal Swordsman Use Shaded Woods-Def</i>
Shrine of Amana	+53	~116.4	
Undead Crypt	+54	~117.4	
Aldia's Keep	+54	~117.4	
Dragon Aerie	+55	~118.4	
Dragon Shrine	+58	~121.4	<i>Only Dragon Knights, others use Dragon Aerie-Def</i>
All Giant Memories	+60	~123.4	
Dark Chasm of Old	+65	~128.4	

DLC			
Shulva, Sanctum City	+ 60	~123.4	
Dragon's Sanctum	+66	~129.4	
Cave of the Dead	+70	~133.4	
Upper Brume Tower	+60	~123.4	
Lower Brume Tower	+66	~129.4	
Iron Passage	+70	~133.4	
Memory of the Old Iron King	+70	~133.4	

## Note

- All data were tested on 1.10 PS3 Version, DLC3 May change some of the Data.

## Method of Obtaining Data

- Generally, all data are obtained:
  - In game.
  - At Bonfire Intensity 8+.
  - On Singleplayer mode / with no summons.
  - While not in Hard Mode.
- Use Jump-attack while using following weapons held in right hand, at Max Level + Ring of Blades+2, as it gives  $450 \times 1.512 = 680$  to all 3 weapon-type damage
  - For Strike-type:
    - Use a Blacksmith's Hammer+10 (100 Crit to avoid counter)
  - For Thrust-type:
    - Use a Mundane Black Scorpion Stinger+10 (100 Crit to avoid counter)
  - For Slash-type:
    - Use a Mundane Mastodon Greatsword+10 (100 Crit to avoid counter)

## Upcoming

- *DLC enemy*
- *Boss-Tier Users*
- *Player Defense-Formula*

Footnotes 1. Not working when  $\text{Offense} < \text{Defense}$



