

Agility

In-Game Description

Boosts ease of evasion and other actions.

Function

Leveling up Adaptability is the primary way to raise Agility. Attunement also provides, albeit smaller, increases to your Agility stat.

- Agility is hard capped at 120. It is possible to raise agility up to 120 by having both Adaptability and Attunement at 99.
- Increases the number of invulnerability frames when rolling.
- Speed at drinking estus flask or using items
- Rolling distance depends on your equip burden, not your agility. The lower the ratio of your current equipped burden to your equipment load the farther you roll.

Starting I-frames for each class

- The Warrior, Bandit, and Cleric have low starting Agility, so their rolls initially only have 5 frames of invincibility.
- The Sorcerer and Explorer have 88+ starting Agility, so their rolls have 9 frames of invincibility.
- The Knight, Swordsman, and Deprived have Agility in-between, and start with 8 rolling i-frames.

Effect on invincibility frames while dodging (i-frames)

Fast Roll:

Agility	iFrame Count	Seconds
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85	5	0.1667
86	8	0.2667
88	9	0.3
92	10	0.3333
96	11	0.3667
99	12	0.4
105	13	0.4333
111	14	0.4667
114	15	0.5
116	16	0.5333

- i-frames begin on the very first frame of the roll animation.
- Additional testing has been performed to refine the breakpoints.¹²

Backstep

Agility	iFrame Count	Seconds
85	3	0.1
87	5	0.1667
91	6	0.2
100	7	0.2333
108	8	0.2667
113	9	0.3

- i-frames begin after the first four frames of the backstep animation (meaning they start on the fifth frame).

Calculating Agility

Agility is calculated as follows:

When Attunement plus 3 * Adaptability is less than or equal to 120, Agility is equal to $80 + ((\text{Attunement} + (3 * \text{Adaptability})) / 4)$

When Attunement plus 3 * Adaptability is greater than 120, Agility is equal to $110 + ((\text{Attunement} + (3 * \text{Adaptability}) - 120) / 28)$

- Final Agility values are rounded down
- If Agility is calculated to be less than 85, it is set to a value of 85 regardless

- If Attunement and Adaptability are both at 99, Agility is set to a value of 120

Examples:

Attunement	Adaptability	Agility
2	3	85
8	4	85
9	5	86
10	10	90
8	24	100
44	12	100
30	30	110
20	80	115
86	58	115
99	99	120

Footnotes 1. The source of the initial testing information can be found [here](#). 2. The source of the latest testing information can be found [here](#).