

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.

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