

# Berserker Blade


## In-Game Description

*The katana of a berserker, by its name.*

*The thick, shiny black blade cuts exquisitely.  
Its origins and owner are unknown, but at some point the blade became known by this name.*

## Availability

- Mad Warrior drop - rare.
- Invader Prowlers drop.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	160/0/0 /0/0  (Slash/T hrust)	0/0	150	20	18/18/0 /0  D/B/-/-/- /-	45/10/3 0/30/20	15/15/1 5/15	30	40	6.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
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Light	diagonal slashes	diagonal slashes
Rolling	wide slash	wide slash
Running	lunging thrust	lunging thrust
Heavy	thrust to wide slash	delayed overhead chop

# Notes

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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## Basic

Special upgrade path.  
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Berserker Blade +0	160/0/0/0/0	0/0	D/B/-/-/-	-	-
Berserker Blade +1	176/0/0/0/0	0/0	D/B/-/-/-	1x Twinkling Titanite	850
Berserker Blade +2	192/0/0/0/0	0/0	D/B/-/-/-	2x Twinkling Titanite	1,060
Berserker Blade +3	208/0/0/0/0	0/0	D/B/-/-/-	3x Twinkling Titanite	1,270
Berserker Blade +4	224/0/0/0/0	0/0	D/B/-/-/-	4x Twinkling Titanite	1,700
Berserker Blade +5	240/0/0/0/0	0/0	D/B/-/-/-	5x Twinkling Titanite	1,910

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Berserker Blade +0	112/112/0/0/0	0/0	D/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Berserker Blade +1	123/123/0/0/0	0/0	D/C/C/-/-		
Magic Berserker Blade +2	134/134/0/0/0	0/0	D/C/C/-/-		
Magic Berserker Blade +3	145/145/0/0/0	0/0	D/C/B/-/-		
Magic Berserker Blade +4	156/156/0/0/0	0/0	D/C/B/-/-		
Magic Berserker Blade +5	168/168/0/0/0	0/0	D/C/B/-/-		

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Berserker Blade +0	112/0/112/0/0	0/0	D/C/-/C/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Berserker Blade +1	123/0/123/0/0	0/0	D/C/-/C/-		
Fire Berserker Blade +2	134/0/134/0/0	0/0	D/C/-/C/-		
Fire Berserker Blade +3	145/0/145/0/0	0/0	D/C/-/B/-		

Fire Berserker Blade +4	156/0/156/0/0	0/0	D/C/-/B/-/-
Fire Berserker Blade +5	168/0/168/0/0	0/0	D/C/-/B/-/-

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Berserker Blade +0	112/0/0/112/0	0/0	D/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Berserker Blade +1	123/0/0/123/0	0/0	D/C/-/-/C/-		
Lightning Berserker Blade +2	134/0/0/134/0	0/0	D/C/-/-/C/-		
Lightning Berserker Blade +3	145/0/0/145/0	0/0	D/C/-/-/B/-		
Lightning Berserker Blade +4	156/0/0/156/0	0/0	D/C/-/-/B/-		
Lightning Berserker Blade +5	168/0/0/168/0	0/0	D/C/-/-/B/-		

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Berserker Blade +0	112/0/0/0/112	0/0	D/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Berserker Blade +1	123/0/0/0/123	0/0	D/C/-/-/-/C		
Dark Berserker Blade +2	134/0/0/0/134	0/0	D/C/-/-/-/C		
Dark Berserker Blade +3	145/0/0/0/145	0/0	D/C/-/-/-/B		
Dark Berserker Blade +4	156/0/0/0/156	0/0	D/C/-/-/-/B		
Dark Berserker Blade +5	168/0/0/0/168	0/0	D/C/-/-/-/B		

# Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Berserker Blade +0	112/0/0/0/0	112/0	D/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Berserker Blade +1	123/0/0/0/0	117/0	D/C/-/-/-/-		
Poison Berserker Blade +2	134/0/0/0/0	123/0	D/C/-/-/-/-		
Poison Berserker Blade +3	145/0/0/0/0	128/0	D/C/-/-/-/-		
Poison Berserker Blade +4	156/0/0/0/0	134/0	D/C/-/-/-/-		
Poison Berserker Blade +5	168/0/0/0/0	140/0	D/C/-/-/-/-		

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Berserker Blade +0	112/0/0/0/0	0/112	D/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Berserker Blade +1	123/0/0/0/0	0/117	D/C/-/-/-		
Bleed Berserker Blade +2	134/0/0/0/0	0/123	D/C/-/-/-		
Bleed Berserker Blade +3	145/0/0/0/0	0/128	D/C/-/-/-		
Bleed Berserker Blade +4	156/0/0/0/0	0/134	D/C/-/-/-		
Bleed Berserker Blade +5	168/0/0/0/0	0/140	D/C/-/-/-		

## Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Berserker Blade +0	184/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Berserker Blade +1	202/0/0/0/0	0/0	E/E/-/-/-		
Raw Berserker Blade +2	220/0/0/0/0	0/0	E/E/-/-/-		
Raw Berserker Blade +3	239/0/0/0/0	0/0	E/E/-/-/-		

Raw Berserker Blade +4	257/0/0/0/0	0/0	E/E/-/-/-
Raw Berserker Blade +5	276/0/0/0/0	0/0	E/E/-/-/-

## Enchanted

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Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Berserker Blade +0	160/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Berserker Blade +1	176/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Berserker Blade +2	192/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Berserker Blade +3	208/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Berserker Blade +4	224/0/0/0/0	0/0	E/E/D/-/-		
Enchanted Berserker Blade +5	240/0/0/0/0	0/0	E/D/D/-/-		

## Mundane

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Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Berserker Blade +0	80/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Berserker Blade +1	88/0/0/0/0	0/0	E/D/-/-/-		
Mundane Berserker Blade +2	96/0/0/0/0	0/0	E/D/-/-/-		
Mundane Berserker Blade +3	104/0/0/0/0	0/0	E/D/-/-/-		
Mundane Berserker Blade +4	112/0/0/0/0	0/0	E/D/-/-/-		
Mundane Berserker Blade +5	120/0/0/0/0	0/0	E/D/-/-/-		

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"><li>• A is Poison Effect</li><li>• B is Bleed Effect</li></ul>



<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).</li> </ul>

<b>Damage Reduction:</b>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
<b>Enchantable? Items/Spells:</b>	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

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