

# Blue Knight's Halberd

## In-Game Description

*Halberd of Targray, Knight of the Blue.*  
*A fitting weapon for a shepherd of lost souls.*

*Those who put faith in an absolute good also believe in the existence of true evil. But to others, the distinction between the two can be quite unclear.*

## Availability

Blue Sentinel Targray drop.

# Notes

- Receives the normal 40% boost to total base AR when infused, without the usual penalty to base physical.
- Both strength and dexterity scaling is reduced by half when infused, despite not losing a grade level in strength, and losing only one letter grade in dexterity.
- The elemental scaling that is added by infusion is incredibly weak, even compared to other regular infused weapons. The B grade is a lie.

# 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
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	233/0/0 /0/0	0/0	120	35	18/20/0 /0	40/10/3 0/30/35	10/10/1 0/10	40	60	12.0
	(Slash)				C/B/-/-/- /-					

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by thrust	overhead swing then horizontal
Heavy Attack	slow overhead smack followed by wide horizontal sweep	a spinning attack that hits twice
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

# 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
Blue Knight's Halberd +0	233/0/0/0/0	0/0	C/B/-/-/-	-	-
Blue Knight's Halberd +1	256/0/0/0/0	0/0	C/B/-/-/-	1x Twinkling Titanite	1,230
Blue Knight's Halberd +2	279/0/0/0/0	0/0	C/B/-/-/-	2x Twinkling Titanite	1,540
Blue Knight's Halberd +3	303/0/0/0/0	0/0	C/B/-/-/-	3x Twinkling Titanite	1,840
Blue Knight's Halberd +4	326/0/0/0/0	0/0	C/B/-/-/-	4x Twinkling Titanite	2,450

Blue Knight's Halberd +5	350/0/0/0/0	0/0	C/B/-/-/-	5x Twinkling Titanite	2,760
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# 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 Blue Knight's Halberd +0	228/97/0/0/0	0/0	D/C/C/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7
Magic Blue Knight's Halberd +1	251/107/0/0/0	0/0	D/C/C/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7
Magic Blue Knight's Halberd +2	274/117/0/0/0	0/0	D/C/C/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7
Magic Blue Knight's Halberd +3	297/127/0/0/0	0/0	C/C/B/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7
Magic Blue Knight's Halberd +4	320/137/0/0/0	0/0	C/C/B/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7
Magic Blue Knight's Halberd +5	343/146/0/0/0	0/0	C/C/B/-/-	38.7/20.0/28.7/28.7/33.7	8.7/8.7/8.7/8.7

## 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 Blue Knight's Halberd +0	228/0/97/0/0	0/0	D/C/-/C/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7
Fire Blue Knight's Halberd +1	251/0/107/0/0	0/0	D/C/-/C/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7
Fire Blue Knight's Halberd +2	274/0/117/0/0	0/0	D/C/-/C/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7
Fire Blue Knight's Halberd +3	297/0/127/0/0	0/0	C/C/-/B/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7
Fire Blue Knight's Halberd +4	320/0/137/0/0	0/0	C/C/-/B/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7
Fire Blue Knight's Halberd +5	343/0/146/0/0	0/0	C/C/-/B/-/-	38.7/8.7/40.0/28.7/33.7	8.7/8.7/8.7/8.7

## 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 Blue Knight's Halberd +0	228/0/0/97/0	0/0	D/C/-/-/C/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7
Lightning Blue Knight's Halberd +1	251/0/0/107/0	0/0	D/C/-/-/C/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7
Lightning Blue Knight's Halberd +2	274/0/0/117/0	0/0	D/C/-/-/C/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7
Lightning Blue Knight's Halberd +3	297/0/0/127/0	0/0	C/C/-/-/B/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7
Lightning Blue Knight's Halberd +4	320/0/0/137/0	0/0	C/C/-/-/B/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7

Lightning Blue Knight's Halberd +5	343/0/0/146/0	0/0	C/C/-/-/B/-	38.7/8.7/28.7/40.0/33.7	8.7/8.7/8.7/8.7
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# 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 Blue Knight's Halberd +0	228/0/0/0/97	0/0	D/C/-/-/-/C	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7
Dark Blue Knight's Halberd +1	251/0/0/0/107	0/0	D/C/-/-/-/C	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7
Dark Blue Knight's Halberd +2	274/0/0/0/117	0/0	D/C/-/-/-/C	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7
Dark Blue Knight's Halberd +3	297/0/0/0/127	0/0	C/C/-/-/-/B	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7
Dark Blue Knight's Halberd +4	320/0/0/0/137	0/0	C/C/-/-/-/B	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7
Dark Blue Knight's Halberd +5	343/0/0/0/146	0/0	C/C/-/-/-/B	38.7/8.7/28.7/28.7/45.0	8.7/8.7/8.7/8.7

# 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 Blue Knight's Halberd +0	228/0/0/0/0	67/0	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7
Poison Blue Knight's Halberd +1	251/0/0/0/0	70/0	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7
Poison Blue Knight's Halberd +2	274/0/0/0/0	73/0	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7
Poison Blue Knight's Halberd +3	297/0/0/0/0	77/0	C/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7
Poison Blue Knight's Halberd +4	320/0/0/0/0	80/0	C/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7
Poison Blue Knight's Halberd +5	343/0/0/0/0	83/0	C/C/-/-/-	38.7/8.7/28.7/28.7/33.7	20.0/8.7/8.7/8.7

# 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 Blue Knight's Halberd +0	228/0/0/0/0	0/67	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7
Bleed Blue Knight's Halberd +1	251/0/0/0/0	0/70	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7
Bleed Blue Knight's Halberd +2	274/0/0/0/0	0/73	D/C/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7
Bleed Blue Knight's Halberd +3	297/0/0/0/0	0/77	C/C/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7

Bleed Blue Knight's Halberd +4	320/0/0/0/0	0/80	C/C/-/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7
Bleed Blue Knight's Halberd +5	343/0/0/0/0	0/83	C/C/-/-/-/-	38.7/8.7/28.7/28.7/33.7	8.7/20.0/8.7/8.7

## 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 Blue Knight's Halberd +0	267/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Blue Knight's Halberd +1	294/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Blue Knight's Halberd +2	321/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Blue Knight's Halberd +3	348/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Blue Knight's Halberd +4	375/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Blue Knight's Halberd +5	402/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10

## Enchanted

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 Blue Knight's Halberd +0	233/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Blue Knight's Halberd +1	256/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Blue Knight's Halberd +2	279/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Blue Knight's Halberd +3	303/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Blue Knight's Halberd +4	326/0/0/0/0	0/0	E/E/D/-/-	40/10/30/30/35	10/10/10/10
Enchanted Blue Knight's Halberd +5	350/0/0/0/0	0/0	E/D/D/-/-	40/10/30/30/35	10/10/10/10

## Mundane

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 Blue Knight's Halberd +0	116/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Blue Knight's Halberd +1	128/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Blue Knight's Halberd +2	139/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10



Mundane Blue Knight's Halberd +3	151/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Blue Knight's Halberd +4	163/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Blue Knight's Halberd +5	175/0/0/0/0	0/0	D/D/-/-/-	40/10/30/30/35	10/10/10/10

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<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,</p> <p>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>
<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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. 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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