

# Chaos Rapier

## In-Game Description

*Rapier of darkness and chaos.*

*Once, a brilliant young sorcerer cast away his earthly desires, devoting himself entirely to the Dark that bewitched him.*

*Nebulous, inky and serene, the Dark holds an allure matched only by the fear it strikes in men's hearts. Could it be nature, holding a mirror to mankind?*

## Availability

## Dark Souls 2:

- Enhanced Undead (Aldia's Keep only) drop - rare.

### ***Scholar of the First Sin:***

- Sold by Felkin the Outcast for 7,500 souls.

# 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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	73/0/60 /0/0	0/0	140	10	7/14/13 /13	45/10/4 5/30/20	15/15/1 5/15	20	45	1.5
	(Thrust)				-/B/-/B/- /-					

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	thrusts
Heavy Attack	parry	heavy thrusts
Rolling Attack	quick poke	poke
Running Attack	poke	poke

# 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
Chaos Rapier +0	73/0/60/0/0	0/0	-/B/-/B/-/-	-	-
Chaos Rapier +1	80/0/70/0/0	0/0	-/B/-/B/-/-	1x Twinkling Titanite	1,310
Chaos Rapier +2	87/0/80/0/0	0/0	-/B/-/B/-/-	2x Twinkling Titanite	1,640
Chaos Rapier +3	95/0/90/0/0	0/0	-/B/-/B/-/-	3x Twinkling Titanite	1,960
Chaos Rapier +4	102/0/100/0/0	0/0	-/B/-/B/-/-	4x Twinkling Titanite	2,620

Chaos Rapier +5	110/0/110/0/0	0/0	-/A/-/B/-/-	5x Twinkling Titanite	2,940
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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 Chaos Rapier +0	62/17/50/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Chaos Rapier +1	68/20/59/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Chaos Rapier +2	74/23/68/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Chaos Rapier +3	80/26/76/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Chaos Rapier +4	87/29/85/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Chaos Rapier +5	93/32/93/0/0	0/0	-/C/C/B/-/-	43.7/20.0/43.7/28.7/18.7	13.7/13.7/13.7/13.7

## 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
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Fire Chaos Rapier +0	65/0/66/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5
Fire Chaos Rapier +1	72/0/77/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5
Fire Chaos Rapier +2	79/0/88/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5
Fire Chaos Rapier +3	85/0/99/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5
Fire Chaos Rapier +4	92/0/110/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5
Fire Chaos Rapier +5	99/0/121/0/0	0/0	-/C/-/B/-/-	44.5/9.5/48.3/29.5/19.5	14.5/14.5/14.5/14.5

## 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 Chaos Rapier +0	62/0/50/17/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7
Lightning Chaos Rapier +1	68/0/59/20/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7
Lightning Chaos Rapier +2	74/0/68/23/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7
Lightning Chaos Rapier +3	80/0/76/26/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7
Lightning Chaos Rapier +4	87/0/85/29/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7
Lightning Chaos Rapier +5	93/0/93/32/0	0/0	-/C/-/B/C/-	43.7/8.7/43.7/40.0/18.7	13.7/13.7/13.7/13.7

## Dark

Reduces: 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 Chaos Rapier +0	62/0/50/0/17	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7
Dark Chaos Rapier +1	68/0/59/0/20	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7
Dark Chaos Rapier +2	74/0/68/0/23	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7
Dark Chaos Rapier +3	80/0/76/0/26	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7
Dark Chaos Rapier +4	87/0/85/0/29	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7
Dark Chaos Rapier +5	93/0/93/0/32	0/0	-/C/-/B/-/C	43.7/8.7/43.7/28.7/18.7/30.0	13.7/13.7/13.7/13.7

## 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 Chaos Rapier +0	65/0/54/0/0	96/0	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Chaos Rapier +1	72/0/63/0/0	100/0	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Chaos Rapier +2	79/0/72/0/0	105/0	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Chaos Rapier +3	85/0/81/0/0	110/0	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Chaos Rapier +4	92/0/90/0/0	115/0	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Chaos Rapier +5	99/0/99/0/0	120/0	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	31.6/12.9/12.9/12.9
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# 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 Chaos Rapier +0	65/0/54/0/0	0/96	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Chaos Rapier +1	72/0/63/0/0	0/100	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Chaos Rapier +2	79/0/72/0/0	0/105	-/C/-/A/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Chaos Rapier +3	85/0/81/0/0	0/110	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Chaos Rapier +4	92/0/90/0/0	0/115	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Chaos Rapier +5	99/0/99/0/0	0/120	-/C/-/S/-/-	42.9/7.9/42.9/27.9/17.9	12.9/31.6/12.9/12.9

# 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 Chaos Rapier +0	83/0/69/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Chaos Rapier +1	92/0/80/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0

Raw Chaos Rapier +2	100/0/92/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Chaos Rapier +3	109/0/103/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Chaos Rapier +4	117/0/115/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Chaos Rapier +5	126/0/126/0/0	0/0	-/E/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0

## 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 Chaos Rapier +0	73/0/60/0/0	0/0	-/E/D/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Chaos Rapier +1	80/0/70/0/0	0/0	-/E/D/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Chaos Rapier +2	87/0/80/0/0	0/0	-/E/D/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Chaos Rapier +3	95/0/90/0/0	0/0	-/E/D/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Chaos Rapier +4	102/0/100/0/0	0/0	-/E/D/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Chaos Rapier +5	110/0/110/0/0	0/0	-/D/C/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0

## 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 Chaos Rapier +0	36/0/30/0/0	0/0	-/D/-/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Chaos Rapier +1	40/0/35/0/0	0/0	-/D/-/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Chaos Rapier +2	43/0/40/0/0	0/0	-/D/-/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Chaos Rapier +3	47/0/45/0/0	0/0	-/D/-/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Chaos Rapier +4	51/0/50/0/0	0/0	-/D/-/D/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Chaos Rapier +5	55/0/55/0/0	0/0	-/D/-/C/-/-	45.0/10.0/45.0/30.0/20.0	15.0/15.0/15.0/15.0

# 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>

Revision #1  
Created 17 December 2024 08:19:48 by jade  
Updated 17 December 2024 08:19:48 by jade