

# Charred Loyce Greatsword


## In-Game Description

*A charred greatsword of the Knights of Loyce, its blade burned black by flame.*

*These Knights of Loyce lacked all sense of self, and were driven only by the urge to expunge any who might disturb the flame, even former compatriots.*

## Availability

Charred Loyce Knight 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
	138/0/6 0/0/0  (Slash/T hrust)	0/0	110	35	25/28/0 /0  D/B/- /D/-/-	60/10/6 0/40/20	20/20/2 0/20	40	40	9

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	Horizontal swings	Upward horizontal swings
Heavy Attack	Overhead slash then swing	Full swing, then upward swing
Rolling Attack	Forward thrust	Full swing
Running Attack	Full swing	Slow full swing

# Notes

Pose differently (than other greatswords) when wielding 2-handed (similar to 2-handed straight sword/katana/dagger).

# Upgrades

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

Special upgrade path.  
Requires:

- Twinkling Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Charred Loyce Greatsword +0	138/0/60/0/0	D/B/-/D/-/-	-	-
Charred Loyce Greatsword +1	146/0/66/0/0	D/B/-/D/-/-	1x Twinkling Titanite	1,180
Charred Loyce Greatsword +2	154/0/72/0/0	D/B/-/D/-/-	2x Twinkling Titanite	1,470
Charred Loyce Greatsword +3	163/0/78/0/0	D/B/-/D/-/-	3x Twinkling Titanite	1,760
Charred Loyce Greatsword +4	171/0/84/0/0	D/B/-/D/-/-	4x Twinkling Titanite	2,350
Charred Loyce Greatsword +5	180/0/90/0/0	C/B/-/C/-/-	5x Twinkling Titanite	2,640

# 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 Charred Loyce Greatsword +0	140/46/60/0/0	0/0	D/C/C/C/-/-	57.7/28.3/57.7/37.7/17.7	17.7/17.7/17.7/17.7
Magic Charred Loyce Greatsword +1	148/50/66/0/0	0/0	D/C/C/C/-/-		
Magic Charred Loyce Greatsword +2	157/55/72/0/0	0/0	D/C/C/C/-/-		
Magic Charred Loyce Greatsword +3	165/60/79/0/0	0/0	D/C/C/C/-/-		
Magic Charred Loyce Greatsword +4	174/64/85/0/0	0/0	D/C/C/C/-/-		
Magic Charred Loyce Greatsword +5	182/69/91/0/0	0/0	D/C/C/C/-/-		

## 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 Charred Loyce Greatsword +0	135/0/109/0/0	0/0	D/C/-/C/-/-	58.7/8.7/70.0/38.7/18.7	18.7/18.7/18.7/18.7
Fire Charred Loyce Greatsword +1	143/0/120/0/0	0/0	D/C/-/C/-/-		
Fire Charred Loyce Greatsword +2	151/0/131/0/0	0/0	D/C/-/C/-/-		
Fire Charred Loyce Greatsword +3	159/0/141/0/0	0/0	D/C/-/C/-/-		
Fire Charred Loyce Greatsword +4	168/0/152/0/0	0/0	D/C/-/C/-/-		
Fire Charred Loyce Greatsword +5	176/0/163/0/0	0/0	D/C/-/C/-/-		

# 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 Charred Loyce Greatsword +0	140/0/60/46/0	0/0	D/C/-/C/C/-	57.7/7.7/57.7/58.3/17.7	17.7/17.7/17.7/17.7
Lightning Charred Loyce Greatsword +1	148/0/66/50/0	0/0	D/C/-/C/C/-		
Lightning Charred Loyce Greatsword +2	157/0/73/55/0	0/0	D/C/-/C/C/-		
Lightning Charred Loyce Greatsword +3	165/0/79/60/0	0/0	D/C/-/C/C/-		

Lightning Charred Loyce Greatsword +4	174/0/85/64/0	0/0	D/C/-/C/C/-
Lightning Charred Loyce Greatsword +5	182/0/91/69/0	0/0	D/C/-/C/C/-

## 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 Charred Loyce Greatsword +0	140/0/60/0/46	0/0	D/C/-/C/-/C	57.7/7.7/57.7/37.7/38.3	17.7/17.7/17.7/17.7
Dark Charred Loyce Greatsword +1	148/0/66/0/50	0/0	D/C/-/C/-/C		
Dark Charred Loyce Greatsword +2	157/0/73/0/55	0/0	D/C/-/C/-/C		
Dark Charred Loyce Greatsword +3	165/0/79/0/60	0/0	D/C/-/C/-/C		
Dark Charred Loyce Greatsword +4	174/0/85/0/64	0/0	D/C/-/C/-/C		
Dark Charred Loyce Greatsword +5	182/0/91/0/69	0/0	D/C/-/C/-/C		

## 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 Charred Loyce Greatsword+0	140/0/60/0/0	123/0	D/C/-/B/-/-	57.7/7.7/57.7/37.7/17.7	38.3/17.7/17.7/17.7
Poison Charred Loyce Greatsword +1	148/0/66/0/0	129/0	D/C/-/B/-/-		
Poison Charred Loyce Greatsword +2	157/0/73/0/0	135/0	D/C/-/B/-/-		
Poison Charred Loyce Greatsword +3	165/0/79/0/0	141/0	D/C/-/B/-/-		
Poison Charred Loyce Greatsword +4	174/0/85/0/0	147/0	D/C/-/B/-/-		
Poison Charred Loyce Greatsword +5	182/0/91/0/0	154/0	D/C/-/B/-/-		

## 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 Charred Loyce Greatsword+0	140/0/60/0/0	0/123	D/C/-/B/-/-	57.7/7.7/57.7/37.7/17.7	17.7/38.3/17.7/17.7
Bleed Charred Loyce Greatsword +1	148/0/66/0/0	0/129	D/C/-/B/-/-		
Bleed Charred Loyce Greatsword +2	157/0/73/0/0	0/135	D/C/-/B/-/-		

Bleed Charred Loyce Greatsword +3	165/0/79/0/0	0/141	D/C/-/B/-/-
Bleed Charred Loyce Greatsword +4	174/0/85/0/0	0/147	D/C/-/B/-/-
Bleed Charred Loyce Greatsword +5	182/0/91/0/0	0/154	D/C/-/B/-/-

## Raw

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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 Charred Loyce Greatsword +0	158/0/69/0/0	0/0	E/E/-/D/-/-	60/10/60/40/20	20/20/20/20
Raw Charred Loyce Greatsword +1	168/0/75/0/0	0/0	E/E/-/D/-/-		
Raw Charred Loyce Greatsword +2	178/0/82/0/0	0/0	E/E/-/D/-/-		
Raw Charred Loyce Greatsword +3	187/0/89/0/0	0/0	E/E/-/D/-/-		
Raw Charred Loyce Greatsword +4	197/0/96/0/0	0/0	E/E/-/D/-/-		
Raw Charred Loyce Greatsword +5	207/0/103/0/0	0/0	E/E/-/D/-/-		

## 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 Charred Loyce Greatsword +0	138/0/60/0/0	0/0	E/E/D/E/-/-	60/10/60/40/20	20/20/20/20
Enchanted Charred Loyce Greatsword +1	146/0/66/0/0	0/0	E/E/D/E/-/-		
Enchanted Charred Loyce Greatsword +2	154/0/72/0/0	0/0	E/E/D/E/-/-		
Enchanted Charred Loyce Greatsword +3	163/0/78/0/0	0/0	E/E/D/E/-/-		
Enchanted Charred Loyce Greatsword +4	171/0/84/0/0	0/0	E/E/D/E/-/-		
Enchanted Charred Loyce Greatsword +5	180/0/90/0/0	0/0	E/E/D/E/-/-		

## 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 Charred Loyce Greatsword +0	69/0/30/0/0	0/0	E/D/-/E/-/-	60/10/60/40/20	20/20/20/20
Mundane Charred Loyce Greatsword +1	73/0/33/0/0	0/0	E/D/-/E/-/-		



Mundane Charred Loyce Greatsword +2	77/0/36/0/0	0/0	E/D/-/E/-/-
Mundane Charred Loyce Greatsword +3	81/0/39/0/0	0/0	E/D/-/E/-/-
Mundane Charred Loyce Greatsword +4	85/0/42/0/0	0/0	E/D/-/E/-/-
Mundane Charred Loyce Greatsword +5	90/0/45/0/0	0/0	E/D/-/E/-/-

# 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>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<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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