

Daggers

Icon	Name	Damage	Poise Damage	Counter Strength	Durability	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Bandit's Knife	65/0/0/0/0 Bleed 67 (Slash/Thrust)	10	130	60	1.0	3/11/0/0 D/-/-/-/-	Huntsman's Copse treasure. Hollow Infantry drop.	Titanite	-
	Black Flamestone Dagger	70/0/0/0/0 (Slash/Thrust)	5	130	50	4.0	10*/12/0/0 D/D/-/-/-	Sold by Chancellor Wellager. Black Armor Edition/preorder bonus.	Titanite	-
	Blue Dagger	76/0/0/0/0 (Slash/Thrust)	10	130	60	0.5	6/14/0/0 E/C/-/-/-	Fume sorcerer drop.	Twinkling Titanite	DLC item. Increases spell damage by ~5%, but decreases elemental resists by 200.
	Broken Thief Sword	60/0/0/0/0 (Slash/Thrust)	20	100	30	1	9/5/0/0 D/-/-/-/-	Heide's Tower of Flame treasure. Rogue (Bow & Dual Daggers) drop.	Titanite	-
	Dagger	57/0/0/0/0 (Slash/Thrust)	10	150	60	0.5	2*/6/0/0 E/B/-/-/-	Things Betwixt treasure. Explorer and Sorcerer class starting item.	Titanite	-
	Manikin Knife	52/0/0/0/0 (Slash/Thrust)	10	150	80	1	6/14/0/0 D/C/-/-/-	Manikin(Bow & Dagger) drop.	Titanite	-

	Mytha's Bent Blade	40/0/0/0/0 Poison 67 (Slash/Thrust)	10	150	40	0.5	5*/20/0/0 -/B/-/-/-/-	Traded by Straid of Olaphis for Mytha, the Baneful Queen Soul.	Petrified Dragon Bone	-
	Parrying Dagger	40/0/0/0/0 (Slash/Thrust)	10	120	60	0.5	4*/9/0/0 E/A/-/-/-/-	The Lost Bastille treasure. Parasite Spider drop.	Titanite	-
	Retainer's Short Sword	53/60/0/0/0 (Slash/Thrust)	10	110	30	1.0	11/15/15/0 E/E/D/-/-/-	Retainer drop.	Titanite	DLC item.
	Royal Dirk	100/0/0/0/0 (Slash/Thrust)	10	140	90	2.0	11*/15/0/0 D/B/-/-/-/-	Chancellor Wellager gift.	Twinkling Titanite	-
	Shadow Dagger	60/0/0/0/0 (Slash/Thrust)	10	130	60	1.5	4*/16/0/0 C/D/-/-/-/-	Suspicious Shadow drop.	Titanite	-
	Thief Dagger	72/0/0/0/0 (Slash/Thrust)	10	110	30	0.5	2*/7/0/0 E/-/-/-/-/-	Rogue (Bow & Dual Daggers) drop.	Titanite	-
	Umbral Dagger	53/0/0/0/0 (Slash/Thrust)	10	130	30	2.0	12*/20/0/0 -/S/-/-/-/-	Fume Sorcerer drop.	Twinkling Titanite	DLC item. Increased backstab damage.

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

** As of Calibration 1.11, Daggers lose approximately 25% of standard Mundane scaling (depends on the dagger). A level 20, Mundane infused Dagger gives a level bonus of 127(74.7% of 170) , instead of 170. A level 99, Mundane infused Dagger gives a level bonus of (74.7% of 187) , instead of 250. Several daggers have different adjustments. For example the Shadow Dagger only loses 20% of the standard Mundane scaling. And the Bandit's Knife loses more than 25%, as the bonus is spread between damage and bleed.

Key

Damage:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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. 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. ($14 \times 2 = 28$)</p>

Stat Bonuses:	<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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	The durability of the weapon.
Weight:	<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>

Enchantable? Items/Spells:	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.
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