

# Estoc


## In-Game Description

*A large thrusting sword with a blade.*

*The sturdy, slender long blade is designed to pierce the armor of enemies, and its strong attack can even inflict damage upon foes hiding behind shields.*

*Though primarily a thrusting sword, its blade can also be used to slash your enemy.*

## Availability

- Sold by Blacksmith Lenigrast for 1,500 souls.
- Hollow Soldier (Thrusting Sword & Shield) drop - very rare.

## General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Nee ded Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	105/0/0 /0/0  (Thrust/ Slash)	0/0	120	20	12/12/0 /0  C/D/-/-/- /-	45/10/3 0/30/20	15/15/1 5/15	30	45	3.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	pokes	thrusts
Heavy Attack	quick sweep then thrust	heavy thrusts
Rolling Attack	quick poke	poke
Running Attack	poke	poke

## Notes

## Upgrades

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

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Estoc +0	105/0/0/0/0	0/0	C/D/-/-/-	-	-
Estoc +1	115/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Shard	470
Estoc +2	126/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Shard	580
Estoc +3	136/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Shard	700
Estoc +4	147/0/0/0/0	0/0	C/D/-/-/-	1x Large Titanite Shard	930
Estoc +5	157/0/0/0/0	0/0	C/D/-/-/-	2x Large Titanite Shard	1,050
Estoc +6	168/0/0/0/0	0/0	C/D/-/-/-	3x Large Titanite Shard	1,160
Estoc +7	178/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Chunk	1,390
Estoc +8	189/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Chunk	1,510
Estoc +9	199/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Chunk	1,620

Estoc +10	210/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Slab	1,850
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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 Estoc +0	73/73/0/0/0	0/0	C/E/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9/2.9
Magic Estoc +1	80/80/0/0/0	0/0	C/E/C/-/-		
Magic Estoc +2	88/88/0/0/0	0/0	C/E/C/-/-		
Magic Estoc +3	95/95/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +4	102/102/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +5	110/110/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +6	117/117/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +7	124/124/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +8	132/132/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +9	139/139/0/0/0	0/0	C/E/B/-/-		
Magic Estoc +10	147/147/0/0/0	0/0	C/E/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 Estoc +0	73/0/73/0/0	0/0	C/E/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Estoc +1	80/0/80/0/0	0/0	C/E/-/C/-/-		
Fire Estoc +2	88/0/88/0/0	0/0	C/E/-/C/-/-		
Fire Estoc +3	95/0/95/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +4	102/0/102/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +5	110/0/110/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +6	117/0/117/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +7	124/0/124/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +8	132/0/132/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +9	139/0/139/0/0	0/0	C/E/-/B/-/-		
Fire Estoc +10	147/0/147/0/0	0/0	C/E/-/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 Estoc +0	73/0/0/73/0	0/0	C/E/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Estoc +1	80/0/0/80/0	0/0	C/E/-/-/C/-		
Lightning Estoc +2	88/0/0/88/0	0/0	C/E/-/-/C/-		
Lightning Estoc +3	95/0/0/95/0	0/0	C/E/-/-/B/-		
Lightning Estoc +4	102/0/0/102/0	0/0	C/E/-/-/B/-		
Lightning Estoc +5	110/0/0/110/0	0/0	C/E/-/-/B/-		

Lightning Estoc +6	117/0/0/117/0	0/0	C/E/-/-/B/-
Lightning Estoc +7	124/0/0/124/0	0/0	C/E/-/-/B/-
Lightning Estoc +8	132/0/0/132/0	0/0	C/E/-/-/B/-
Lightning Estoc +9	139/0/0/139/0	0/0	C/E/-/-/B/-
Lightning Estoc +10	147/0/0/147/0	0/0	C/E/-/-/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 Estoc +0	73/0/0/0/73	0/0	C/E/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Estoc +1	80/0/0/0/80	0/0	C/E/-/-/-/C		
Dark Estoc +2	88/0/0/0/88	0/0	C/E/-/-/-/C		
Dark Estoc +3	95/0/0/0/95	0/0	C/E/-/-/-/B		
Dark Estoc +4	102/0/0/0/102	0/0	C/E/-/-/-/B		
Dark Estoc +5	110/0/0/0/110	0/0	C/E/-/-/-/B		
Dark Estoc +6	117/0/0/0/117	0/0	C/E/-/-/-/B		
Dark Estoc +7	124/0/0/0/124	0/0	C/E/-/-/-/B		
Dark Estoc +8	132/0/0/0/132	0/0	C/E/-/-/-/B		
Dark Estoc +9	139/0/0/0/139	0/0	C/E/-/-/-/B		
Dark Estoc +10	147/0/0/0/147	0/0	C/E/-/-/-/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 Estoc +0	73/0/0/0/0	112/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Estoc +1	80/0/0/0/0	114/0	C/E/-/-/-/-		
Poison Estoc +2	88/0/0/0/0	117/0	C/E/-/-/-/-		
Poison Estoc +3	95/0/0/0/0	120/0	C/E/-/-/-/-		
Poison Estoc +4	102/0/0/0/0	123/0	C/E/-/-/-/-		
Poison Estoc +5	110/0/0/0/0	126/0	C/E/-/-/-/-		
Poison Estoc +6	117/0/0/0/0	128/0	C/E/-/-/-/-		
Poison Estoc +7	124/0/0/0/0	131/0	C/E/-/-/-/-		
Poison Estoc +8	132/0/0/0/0	134/0	C/E/-/-/-/-		
Poison Estoc +9	139/0/0/0/0	137/0	C/E/-/-/-/-		
Poison Estoc +10	147/0/0/0/0	140/0	C/E/-/-/-/-		

## 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 Estoc +0	73/0/0/0/0	0/112	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Estoc +1	80/0/0/0/0	0/114	C/E/-/-/-/-		
Bleed Estoc +2	88/0/0/0/0	0/117	C/E/-/-/-/-		
Bleed Estoc +3	95/0/0/0/0	0/120	C/E/-/-/-/-		

Bleed Estoc +4	102/0/0/0/0	0/123	C/E/-/-/-/-
Bleed Estoc +5	110/0/0/0/0	0/126	C/E/-/-/-/-
Bleed Estoc +6	117/0/0/0/0	0/128	C/E/-/-/-/-
Bleed Estoc +7	124/0/0/0/0	0/131	C/E/-/-/-/-
Bleed Estoc +8	132/0/0/0/0	0/134	C/E/-/-/-/-
Bleed Estoc +9	139/0/0/0/0	0/137	C/E/-/-/-/-
Bleed Estoc +10	147/0/0/0/0	0/140	C/E/-/-/-/-

## 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 Estoc +0	120/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Estoc +1	132/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +2	114/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +3	156/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +4	169/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +5	181/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +6	193/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +7	205/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +8	217/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +9	229/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Estoc +10	241/0/0/0/0	0/0	E/E/-/-/-/-		

## Enchanted

Reduces: Stat bonuses.  
Adds/Increases: INT stat bonus.  
Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Estoc +0	105/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Estoc +1	115/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +2	126/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +3	136/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +4	147/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +5	157/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +6	168/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +7	178/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +8	189/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +9	199/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Estoc +10	210/0/0/0/0	0/0	E/E/C/-/-/-		

## 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 Estoc +0	52/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15



Mundane Estoc +1	57/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +2	63/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +3	68/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +4	73/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +5	78/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +6	84/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +7	89/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +8	94/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +9	99/0/0/0/0	0/0	D/E/-/-/-
Mundane Estoc +10	105/0/0/0/0	0/0	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>
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<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>
<b>Stats Needed:</b>	<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"> <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. 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. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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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