

Fist

In-Game Description

No in-game description given.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Starting weapon of the Deprived
- Regardless of which class you pick, It is also your character's "default" weapon when no weapons are equipped in any weapon slot.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Nee ded Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	10/0/0/ 0/0 (Strike)	0/0	?	?	0/0/0/0 C/D/-/- /-/-	?	?	?	∞	0	No/No

Vanquisher's Seal Equipped

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/ Spells
	200/0/0/0/0 (Strike)	0/0	?	?	0/0/0/0 B/C/-/- /-/-	?	?	?	∞	0	No/No

Move Set

+ Show move-set - Hide move-set

1H Light Attack - Quick diagonal hook that can be followed up with a horizontal hook.

1H Strong Attack - Overhead diagonal hook that can be followed up with an uppercut.

1H Roll Attack - Quick uppercut.

1H Running/Backstep Attack - Dashing diagonal hook.

2H Light Attack - Rising diagonal double knuckle that can be used repeatedly.

2H Strong Attack - Overhead double knuckle that can be followed up with a spinning diagonal double knuckle.

2H Roll Attack - Spinning diagonal double knuckle.

2H Running/Backstep Attack - Dashing horizontal hook.

Powerstance (Only with the Vanquisher's Seal equipped)

L1 One-two punch.

L2 Double lariat with a strong downward blow at the end.

Notes

- Scaling is 50% of ATK: Strength and 15% of ATK: Dexterity
 - With the Vanquisher's Seal, scaling is 75% of Physical ATK Strength, and 25% of Physical ATK Dexterity.
- Having two or more weapons equipped in a single hand means you can only switch between the two weapons and are unable to use your Fist.
 - For example, say you're using a Longsword in the 'Right Weapon 1' slot and a Broadsword in 'Right Weapon 2' slot.
Switching weapons will only alternate between the two swords but if you only are using the Longsword in the 'Right Weapon 1' slot and nothing else in the 2nd or 3rd slot then you will switch between it and your Fist).

- It can **ONLY** be power-stanced with your other Fist when the Vanquisher's Seal is equipped.
 - Although it can still be power-stanced with a Bone Fist, Caestus, Claws, Malformed Claws, or Manikin Claws **WITH OR WITHOUT** the Vanquisher's Seal equipped.
- Cannot be upgraded or infused.

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>

<p>Stats Needed:</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"> • 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,</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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</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"> • 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).
<p>Damage Reduction:</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"> • 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. 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:	<p>The durability of the weapon.</p>
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:	<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 08:11:49 by jade
Updated 17 December 2024 08:11:49 by jade