

# Halberd

## In-Game Description

*Halberds are combinations of axes and spears with unique bladed tips.*

*Can be used in spear-like thrust attacks, or in axe-like sweeping attacks.*

*The halberd challenges a warrior's skills, but can be a very effective weapon when it's two functions are applied properly.*

## Availability

- Forest of Fallen Giants treasure. It is on a corpse located on the fallen giant sword.
- Hollow Soldier (Halberd) drop.
- Ashen Warrior (Halberd) drop.
- Sold by Blue Sentinel Targray for 2,500 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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	175/0/0 /0/0	0/0	120	35	20/14/0 /0	40/10/3 0/30/35	10/10/1 0/10	40	70	6.0
	(Slash/Thrust)				D/C/-/-/- /-					

# Move Set

+ show Move Set - hide Move Set

1 Handed Right	mirror for 1 Handed Left
Light — Light	Overhead chop into thrust attack.
Strong — Strong	Overhead chop into heavy left-to-right horizontal swing
Roll — Light	Fast right-to-up swing.
Backstep or Run — Light	Overhead chop.
Forward + Light	Guard break.
Forward + Strong	Jumping thrust attack.
2 Handed Right	mirror for 2 Handed Left
Light — Light	Overhead chop into right-to-left horizontal swing.
Strong	2 clockwise spin attacks.
Roll — Light	Fast narrow left-to-right horizontal swing.
Backstep or Run — Light	3 clockwise spin attacks.
Forward + Light	Guard break.
Forward + Strong	Jumping thrust attack.
Left Light or Strong	Guard
Power Stance	
Left Light	Overhead chop with both weapons
Left Strong	Overhead chop with both weapons

# Notes

# Upgrades

FoldUnfold 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
Halberd +0	175/0/0/0/0	0/0	D/C/-/-/-	-	-
Halberd +1	192/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	570
Halberd +2	210/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	710
Halberd +3	227/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	850
Halberd +4	245/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,130
Halberd +5	262/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,270
Halberd +6	280/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,410
Halberd +7	297/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,690
Halberd +8	315/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	1,830
Halberd +9	332/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	1,970
Halberd +10	350/0/0/0/0	0/0	B/C/-/-/-	1x Titanite Slab	2,250

# 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
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Magic Halberd +0	122/122/0/0/0	0/0	D/D/C/-/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Halberd +1	134/134/0/0/0	0/0	D/D/C/-/-/-		
Magic Halberd +2	147/147/0/0/0	0/0	D/D/C/-/-/-		
Magic Halberd +3	159/159/0/0/0	0/0	D/D/B/-/-/-		
Magic Halberd +4	171/171/0/0/0	0/0	D/D/B/-/-/-		
Magic Halberd +5	183/183/0/0/0	0/0	D/D/B/-/-/-		
Magic Halberd +6	196/196/0/0/0	0/0	D/D/B/-/-/-		
Magic Halberd +7	208/208/0/0/0	0/0	C/D/B/-/-/-		
Magic Halberd +8	220/220/0/0/0	0/0	C/D/B/-/-/-		
Magic Halberd +9	232/232/0/0/0	0/0	C/D/B/-/-/-		
Magic Halberd +10	245/245/0/0/0	0/0	C/D/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 Halberd +0	122/0/122/0/0	0/0	D/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Halberd +1	134/0/134/0/0	0/0	D/D/-/C/-/-		
Fire Halberd +2	147/0/147/0/0	0/0	D/D/-/C/-/-		
Fire Halberd +3	159/0/159/0/0	0/0	D/D/-/B/-/-		
Fire Halberd +4	171/0/171/0/0	0/0	D/D/-/B/-/-		

Fire Halberd +5	183/0/183/0/0	0/0	D/D/-/B/-/-
Fire Halberd +6	196/0/196/0/0	0/0	D/D/-/B/-/-
Fire Halberd +7	208/0/208/0/0	0/0	C/D/-/B/-/-
Fire Halberd +8	220/0/220/0/0	0/0	C/D/-/B/-/-
Fire Halberd +9	232/0/232/0/0	0/0	C/D/-/B/-/-
Fire Halberd +10	245/0/245/0/0	0/0	C/D/-/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 Halberd +0	122/0/0/122/0	0/0	D/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Halberd +1	134/0/0/134/0	0/0	D/D/-/-/C/-		
Lightning Halberd +2	147/0/0/147/0	0/0	D/D/-/-/C/-		
Lightning Halberd +3	159/0/0/159/0	0/0	D/D/-/-/B/-		
Lightning Halberd +4	171/0/0/171/0	0/0	D/D/-/-/B/-		
Lightning Halberd +5	183/0/0/183/0	0/0	D/D/-/-/B/-		
Lightning Halberd +6	196/0/0/196/0	0/0	D/D/-/-/B/-		
Lightning Halberd +7	208/0/0/208/0	0/0	C/D/-/-/B/-		
Lightning Halberd +8	220/0/0/220/0	0/0	C/D/-/-/B/-		
Lightning Halberd +9	232/0/0/232/0	0/0	C/D/-/-/B/-		
Lightning Halberd +10	245/0/0/245/0	0/0	C/D/-/-/B/-		

# 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 Halberd +0	122/0/0/0/122	0/0	D/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Halberd +1	134/0/0/0/134	0/0	D/D/-/-/-/C		
Dark Halberd +2	147/0/0/0/147	0/0	D/D/-/-/-/C		
Dark Halberd +3	159/0/0/0/159	0/0	D/D/-/-/-/B		
Dark Halberd +4	171/0/0/0/171	0/0	D/D/-/-/-/B		
Dark Halberd +5	183/0/0/0/183	0/0	D/D/-/-/-/B		
Dark Halberd +6	196/0/0/0/196	0/0	D/D/-/-/-/B		
Dark Halberd +7	208/0/0/0/208	0/0	C/D/-/-/-/B		
Dark Halberd +8	220/0/0/0/220	0/0	C/D/-/-/-/B		
Dark Halberd +9	232/0/0/0/232	0/0	C/D/-/-/-/B		
Dark Halberd +10	245/0/0/0/245	0/0	C/D/-/-/-/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 Halberd +0	122/0/0/0/0	112/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9

Poison Halberd +1	134/0/0/0/0	114/0	D/D/-/-/-/-
Poison Halberd +2	147/0/0/0/0	117/0	D/D/-/-/-/-
Poison Halberd +3	159/0/0/0/0	120/0	D/D/-/-/-/-
Poison Halberd +4	171/0/0/0/0	123/0	D/D/-/-/-/-
Poison Halberd +5	183/0/0/0/0	126/0	D/D/-/-/-/-
Poison Halberd +6	196/0/0/0/0	128/0	D/D/-/-/-/-
Poison Halberd +7	208/0/0/0/0	131/0	C/D/-/-/-/-
Poison Halberd +8	220/0/0/0/0	134/0	C/D/-/-/-/-
Poison Halberd +9	232/0/0/0/0	137/0	C/D/-/-/-/-
Poison Halberd +10	245/0/0/0/0	140/0	C/D/-/-/-/-

# 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 Halberd +0	122/0/0/0/0	0/112	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Halberd +1	134/0/0/0/0	0/114	D/D/-/-/-/-		
Bleed Halberd +2	147/0/0/0/0	0/117	D/D/-/-/-/-		
Bleed Halberd +3	159/0/0/0/0	0/120	D/D/-/-/-/-		
Bleed Halberd +4	171/0/0/0/0	0/123	D/D/-/-/-/-		
Bleed Halberd +5	183/0/0/0/0	0/126	D/D/-/-/-/-		
Bleed Halberd +6	196/0/0/0/0	0/128	D/D/-/-/-/-		

Bleed Halberd +7	208/0/0/0/0	0/131	C/D/-/-/-/-
Bleed Halberd +8	220/0/0/0/0	0/134	C/D/-/-/-/-
Bleed Halberd +9	232/0/0/0/0	0/137	C/D/-/-/-/-
Bleed Halberd +10	245/0/0/0/0	0/140	C/D/-/-/-/-

## 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 Halberd +0	201/0/0/0/0	0/0	E/E/-/-/-/-	40.0/10.0/30.0/30.0/35.0	10.0/10.0/10.0/10.0/10.0
Raw Halberd +1	221/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +2	241/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +3	261/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +4	281/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +5	301/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +6	322/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +7	342/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +8	362/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +9	382/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Halberd +10	402/0/0/0/0	0/0	E/E/-/-/-/-		

## 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 Halberd +0	175/0/0/0/0	0/0	E/E/D/-/-/-	40.0/10.0/30.0/30.0/35.0	10.0/10.0/10.0/10.0
Enchanted Halberd +1	192/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +2	210/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +3	227/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +4	245/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +5	262/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +6	280/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +7	297/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +8	315/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +9	332/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Halberd +10	350/0/0/0/0	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 Halberd +0	87/0/0/0/0	0/0	E/E/-/-/-/-	40.0/10.0/30.0/30.0/35.0	10.0/10.0/10.0/10.0
Mundane Halberd +1	96/0/0/0/0	0/0	E/E/-/-/-/-		

Mundane Halberd +2	105/0/0/0/0	0/0	E/E/-/-/-
Mundane Halberd +3	113/0/0/0/0	0/0	E/E/-/-/-
Mundane Halberd +4	122/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +5	131/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +6	140/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +7	148/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +8	157/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +9	166/0/0/0/0	0/0	D/E/-/-/-
Mundane Halberd +10	175/0/0/0/0	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>
<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>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<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>
<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.</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>

<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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