

# Thrusting Swords

Icon	Name	Damag e	Poise Damag e	Counte r Streng th	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Availab ility	Reinfor cemen t Materi al	Special Note
	Black Scorpio n Stinger	200/0/0 /0/0  Poison 67  (Thrust)	10	100	30	2	10*/18/ 0/0  -/-/-/-/-	Mimic drop (Doors of Pharros ).	Twinklin g Titanite	-
	Chaos Rapier	73/0/60 /0/0  (Thrust)	10	140	45	1.5	7*/14/1 3/13  -/B/-B/- /-	Enhanc ed Undead drop (Aldia's Keep).	Twinklin g Titanite	-
	Espada Ropera	115/0/0 /0/0  (Thrust)	10	140	80	2	11*/18/ 0/0  E/A/-/-/ /-	Chancel lor Wellage r gift.	Titanite	-
	Estoc	105/0/0 /0/0  (Thrust/ Slash)	20	120	45	3.0	12*/12/ 0/0  C/D/-/-/ /-	Sold by Blacks mith Lenigra st.  Hollow Soldier (Thrusti ng Sword) drop.	Titanite	-

	Ice Rapier	169/0/0/0/0 Bleed 40 (Thrust)	10	140	50	1.5	13*/15/0/0 D/B/-/-/-/-	Spellsword drop.	Twinkling Titanite	Strong attack is an ice blast that consumes durability.  DLC item.
	Mail Breaker	75/0/0/0/0 (Thrust)	15	140	45	0.5	5*/12/0/0 C/C/-/-/-/-	Forest of Fallen Giants treasure.  Parasite Spider drop.	Titanite	Strong Attack pierces shields.
	Rapier	110/0/0/0/0 (Thrust)	10	140	45	1.5	5*/12/0/0 D/B/-/-/-/-	Sold by Blacksmith Lenigrast.  Goblin drop.	Titanite	-
	Ricard's Rapier	80/0/0/0/0 (Thrust)	10	140	45	2	8*/25/0/0 -/A/-/-/-/-	Huntsman's Copse treasure.  Parasite Spider drop.	Titanite	Very fast attacks.
	Spider's Silk	78/0/0/0/0 (Thrust)	10	110	30	0.5	5*/20/0/0 -/S/-/-/-/-	Traded by Weaponsmith Ornifex for Soul of the Duke's Dear Freja.	Petrified Dragon Bone	Strong Attack pierces shields.

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

# 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>
<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>

<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>
<p><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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.

---

Revision #1

Created 17 December 2024 08:08:22 by jade

Updated 17 December 2024 08:08:22 by jade