

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 | - |

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| | Ice Rapier | 169/0/0 /0/0 Bleed 40 (Thrust) | 10 | 140 | 50 | 1.5 | 13*/15/0/0 D/B/-/-/-/- | Spellsw ord drop. | Twinklin g 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 Blacks mith Lenigra st. 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

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| 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> |

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| 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> |

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| 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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