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Classes Overview



A class is a specialized role chosen

for the player character upon starting the game. Each one has a different starting set of stats, equipment, and abilities. These alternative ways of starting can drastically change the beginning of the game and the player experience. However, the starting class does not determine the final role of a character. All starting classes may raise stats and progress through the game in a way that allows them to use all equipment and abilities once requirements are met.

Click on any of the class names to receive a more detailed overview of the respective class.

Class	vitality stat	attack stat	defense stat	strength stat	dexterity stat	resistance stat	intelligence stat	faith stat	stamina stat	level	Total Points (At Starting Level)
	<u>VIT</u>	<u>ATT</u>	<u>EN</u> <u>D</u>	<u>STR</u>	<u>DEX</u>	<u>RES</u>	<u>INT</u>	<u>FAI</u>	<u>Soul</u> <u>Level</u>		
<u>Warrior</u>	11	8	12	13	13	11	9	9	4		86 (83@1)
<u>Knight</u>	14	10	10	11	11	10	9	11	5		86 (82@1)

<u>Wanderer</u>	10	11	10	10	14	12	11	8	3	86 (84@1)
<u>Thief</u>	9	11	9	9	15	10	12	11	5	86 (82@1)
<u>Bandit</u>	12	8	14	14	9	11	8	10	4	86 (83@1)
<u>Hunter</u>	11	9	11	12	14	11	9	9	4	86 (83@1)
<u>Sorcerer</u>	8	15	8	9	11	8	15	8	3	82 (80@1)
<u>Pyromancer</u>	10	12	11	12	9	12	10	8	1	84 (84@1)
<u>Cleric</u>	11	11	9	12	8	11	8	14	2	84 (83@1)
<u>Deprived</u>	11	11	11	11	11	11	11	11	6	88 (83@1)

Disregarding the Resistance figure, all classes start with a total of 71 stat points plus one per Soul Level; this is worth noting because Resistance is usually considered useless and not beneficial to level. A class should not be chosen solely based upon who has the most points at SL1 - any class that doesn't have useless stats for a chosen build is just as good as any other.

Information for Beginners:

In Dark Souls, the character plays the role of an undead. Most undead are hollow (lost their humanity and will attack anything), and all are labeled pariahs by the society of the Dark Souls world. Hollowing can be reversed by offering humanity at bonfires, making the player character appear human. Being human allows players to access certain multiplayer features, such as summoning phantoms (co-op), invading other players, or being invaded by phantoms (PVP).

Choosing a class does not determine the character's later role or style, it merely gives the player character a set of starting stats and equipment, note however that every class has its strengths and weaknesses that require some time to get used to.

Melee combat is required, but magic and ranged combat are options as well, especially if the engagement of higher-powered foes early on is desired. Magic is mostly learned from trainers. Early Miracles are taught by Petrus of Thorolund, Sorceries by Griggs of Vinheim and Pyromancies by Laurentius of the Great Swamp. Petrus is first met at the Firelink Shrine, the game's hub, while Griggs is rescued from Lower Undead Burg and Laurentius from the depths. Later more advanced trainers will appear. A catalyst and the Soul Arrow sorcery can be purchased immediately after arriving in Firelink from blacksmith Rickert in the New Londo Ruins.

Note that using magic makes combat significantly easier in the overworld since you can snipe enemies from afar and 'bait' or 'kite' single enemies away from a group. Bosses, on the other hand, may prove more difficult if sniping isn't an option. Some bosses like to get very personal, and your physical defense if starting as a sorcerer or cleric will be significantly weaker than melee combat starting options.

Bows are rarely useful in combat but are suitable for stationary foes and to pull enemies. A Short Bow can be purchased early from the Undead Merchant in Undead Burg. Purchasing this bow and about 60-70 arrows allows the Drake Sword, an incredibly powerful sword, to be obtained early - however, note that this sword lacks scaling, meaning that it quickly becomes useless due to its flat damage (this means that the sword's damage is stationary regardless of character level or stats). Crossbows are less useful than bows in such cases because they cannot be manually aimed.

Another way to utilize the bow is poison. Most larger enemies have a limited range of aggression. With this in mind, most enemies can be poisoned/sniped from afar without difficulty.

Unlike Demon's Souls, items are used to write (and rate) comments, create a summoning sign or invade. The Orange Guidance Soapstone (to write and rate messages) is purchased from the Undead Merchant in Undead Burg, the White Sign Soapstone (to offer help in co-op) is given by Solaire of Astora if the player agrees to assist him, and Cracked Red Eye Orbs (for invading) are available throughout the world.

Dark Souls is non-linear, and there are many effective ways to play and options for where to go. Experimenting with different weapons, spells, and techniques will help you decide what you like. There is no single best weapon or Covenant.

Note that despite Dark Souls' being famous for "being extremely difficult," if you're experiencing insurmountable difficulties, perhaps trying another set of equipment, weapons, spells or routes is worth a try.

Keep in mind that the game will reward players who explore and experiment and are willing to change their tactics to overcome difficulties, but will punish those who remain stubborn and make mistakes.

Try to think outside of the box if you're facing obstacles!

Bandit

Description



The Bandit specializes in hard-hitting physical attacks, and is great with weapons such as axes and straight swords. The starting battle axe is great for the game's early areas, where dealing with enemies in as few hits as possible is important. Their high endurance and strength will mean that of all classes they deal the most damage at the beginning of the game. The Spider Shield blocks 100% of physical damage, and has excellent poison resistance.

The Bandit's magic stats are very poor, so using any kind of magic isn't an option without spending a lot of levels on one of those stats. Their starting armor also isn't great, but they have no trouble equipping better armor and shields as the game progresses.

- Spider Shield has 100% physical damage reduction and resistance to poison
- High strength

Starting Equipment

- Battle Axe
- Spider Shield
- Brigand Hood
- Brigand Armor
- Brigand Gauntlets
- Brigand Trousers

Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
4	12	8	14	14	9	11	8	10	0

Bandit max level is 710

Cleric

Description



From the beginning of the game, Clerics can use

Miracles to heal thanks to their high starting Faith stat and equipped Talisman. The Cleric can be a good character for players who find themselves running out of Estus to heal up between battles, as the Heal miracle is stronger than Estus and another copy is available upon reaching Firelink Shrine.

Low starting Dexterity does limit weapon choice for Clerics, but they can use weapons such as Maces and Hammers to get around this or simply put a few levels into Dexterity. Their other stats are fairly average, so they can have plenty of freedom in weapon selection after a few levels. The Cleric starts as a member of the Way of White covenant.

- Member of Way of White: higher chance of co-op and lower chance of invasions
- Light armor enables the player to fast roll
- High faith

Starting Equipment

- Mace
- East-West Shield
- Canvas Talisman
- Holy Robe
- Traveling Gloves
- Holy Trousers

Starting Spells

- Heal

Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
2	11	11	9	12	8	11	8	14	0

Cleric max level is 710.

Tips

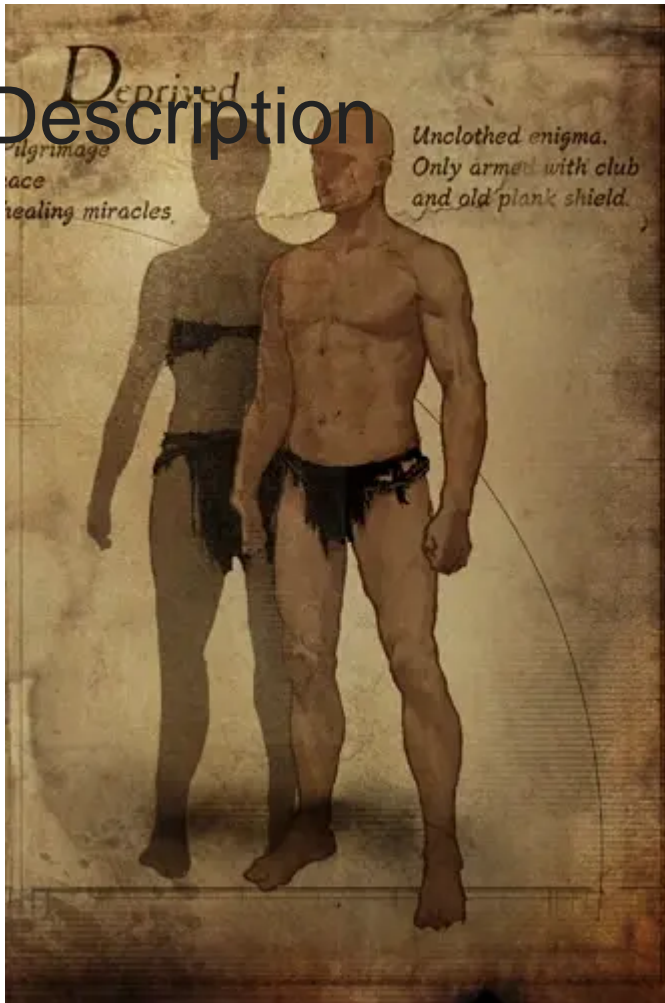
- Since casting the Heal miracle is fairly slow, aim to use it outside battle, while using Estus Flask during battle.
- There are only a few offensive miracles in the game. Early levels should be focused on either increasing melee capabilities, expand into Sorceries or Pyromancies, or join the

Warrior of Sunlight Covenant for some powerful offensive miracles. Joining the covenant, even temporarily, is beneficial to get access to the earliest available offensive Miracles Lightning Spear and Great Lightning Spear. Please note that joining this covenant requires 25 Faith, although it can be lowered by 5 for each area boss cleared while helping other players in Online co-op as a white phantom. For example, defeating 4 bosses as a white phantom lowers the requirement by 4×5 , so only 5 Faith will be required to join.

- Once the Divine Ember is obtained after defeating the Moonlight Butterfly, almost any +5 weapons can be ascended by Andre into the divine upgrade path that scales with the Faith stat.

Deprived

Description



Deprived is a class that lacks any kind of initial

specialization, has very minimal starting gear, and lacks any sorceries, pyromancies or miracles. This class can be viewed as a first time player's hardest starting class because all gear throughout the game will have to be obtained or purchased. While the balanced stats may look inviting at first, ultimately they are a hindering factor due to the nature of some stats being fairly undesired with many builds. This class will start out favoring a melee style of play so people more comfortable playing as a mage or archer may want to avoid this as their first class.

Starting Equipment

- Club
- Plank Shield

Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
6	11	11	11	11	11	11	11	11	0

Max Level: 710

Hunter



Description

Hunters can be used to specialize in bows, due to their high initial dexterity stat. They'll also favor high dexterity weapons such as Spears and Rapiers. Low equip load means they can roll fast and evade well; using quicker weapons to strike and retreat.

Starting Equipment

- Shortsword
- Short Bow
- Standard Arrow (30)

- [Large Leather Shield](#)
- [Leather Armor](#)
- [Leather Gloves](#)
- [Leather Boots](#)

Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
4	11	9	11	12	14	11	9	9	0

Hunter max level is 710

Knight

Pyromancer

Sorcerer

Thief

Warrior

Wanderer