

Bleed

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Effect

A sudden burst of damage is inflicted when Bleed Resistance is overcome, signified by a large notice stating "Blood Loss". The damage inflicted is a percentage of the target's max HP. The bleed rating stat on a weapon indicates the percentage of health that the enemy will lose (0.1 times the value indicated on the item). Most weapons have a bleed rating of 300 (30% HP loss). The only exceptions are the weapons obtained from Crossbreed Priscilla (Lifehunt Scythe and Priscilla's Dagger), which have a bleed rating of 500 (50% HP loss).

Causes

The following weapons can be used to inflict bleed on other players, NPCs, and certain enemies:

Weapon	Bleed Buildup Per Strike	Bleed Damage
Priscilla's Dagger	20	50%
Bandit's Knife	30	30%
Jagged Ghost Blade	30	30%
Painting Guardian Sword	30	30%
Washing Pole	30	30%
Reinforced Club	30	30%
Barbed Straight Sword	33	30%
Iaito	33	30%
Morning Star	33	30%
Notched Whip	33	30%
Spiked Shield	33	30%
Uchigatana	33	30%
Claw	36	30%

Chaos Blade	36	30%
Flamberge	36	30%
Great Scythe	36	30%
Gold Tracer	40	30%
Lifehunt Scythe	50/40 ¹	50%

In addition to the various NPCs that wield weapons listed in the table above, the following enemies are other possible sources of bleed against the player:

Enemy	Attack	Bleed Buildup Per Strike	Bleed Damage
Skeleton	Scimitar & Falchion	30	17%
Undead Attack Dog	Bite/ Pounce	30	17%
Giant Skeleton	Sword	33	22%
Undead Assassin	Bandit Knife	39	32%
Undead Merchant	Uchigatana	42	42%
Serpent Mage	Flamberge	45	68%
Crossbreed Priscilla	Lifehunt Scythe	80	60%
Marvellous Chester	Rose Daggers	100	32%

Recover

- Consume Bloodred Moss Clump - recover from the effect of Bleeding and restore full bleed resistance
- Cast Remedy
- Rest at a Bonfire

Resist

- Increase Endurance stat
- Equip Bleed Resistant armors
- Equip Bloodbite Ring (multiplies base Bleed resist by 5)
- Equip Gargoyle's Halberd (increases Bleed resistance by 25)

- Equip Bloodshield (just equipping Bloodshield increases Bleed resistance by 50)
- Block with shields that have 100% Bleed resist to prevent Bleed buildup:
 - Crystal Shield
 - All Greatshields except Bonewheel Shield and Eagle Shield

Notes

- The bleed bar build-up per strike is not listed in the in-game weapon statistics, only the percentage of health lost when blood loss occurs.
- Bleed damage is capped lower for damage against bosses.
- The skeletons are able to inflict bleed upon the player when using their Scimitars and Falchions, despite these weapons not having a bleed effect when used by the player against enemies. Similarly, the Painting Guardians cannot use their weapons to inflict bleed upon the player, though the Painting Guardian Sword does inflict bleed upon enemies when wielded by the player.
- Bleed damage is not blocked by any shields to any degree if the build-up was caused by an opponent in PvP. The same is true with Poison and Toxic.

Enemies Immune to Bleed

The following enemies are fully immune, or have a resistance that is unrealistically high to overcome in-game. NPCs that cannot be killed are not included in this list.

Regular Enemies

- All skeleton types
- Both ghost types
- Crystal Golem / Golden Crystal Golem
- Crystal Lizard
- Demonic Foliage
- Demonic Statue
- Giant Stone Knight
- Hellkite Dragon
- Hydra
- Humanity Phantom
- Scarecrow
- Slime

- Stone Guardian
- Prowling Demon
- Undead Dragon / Bounding Demon of Izalith

Note - Enemies such as the Armored Tusk, Black Knight, Chained Prisoner, Darkwraith, Man Eater Shell and Possessed Tree have a very high resistance that can be difficult to overcome under normal circumstances. Though it is possible to bleed them, it is much more likely that you will kill them well before triggering bleed.

Bosses

- Bed of Chaos
- Black Dragon Kalameet
- Ceaseless Discharge
- Chaos Witch Quelaag
- Four Kings
- Gaping Dragon
- Gravelord Nito
- Gwyn, Lord of Cinder
- Iron Golem
- Knight Artorias
- Manus
- Moonlight Butterfly
- Seath the Scaleless

NPCs

- Vamos

Footnotes 1. The Lifehunt Scythe triggers 50 bleed buildup towards others, 40 bleed buildup towards self.

Revision #1

Created 16 December 2024 14:30:25 by jade

Updated 16 December 2024 14:30:25 by jade