

Humanity

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Humanity (item)

Humanity in 'solid form' is collected or purchased as a Consumable that will appear in the item inventory. These consumables are not lost upon death and, when used, are converted to Humanity in 'loose form' as an increase to the Humanity stat. Solid form Humanity consumables can not be used directly to revive to human form or to kindle a bonfire - they must be used from the item menu to obtain a resulting Humanity stat point, which can then be spent.

In Game Description

*Rare tiny black sprite found on corpses.
Use to gain 1 humanity and restore a
large amount of HP.*

*This black sprite is called humanity, but
little is known about its true nature.
If the soul is the source of all life,
then what distinguishes the humanity
we hold within ourselves?*

Availability

- Dropped by all Bosses (various amount)
- Dropped by most NPCs (various amount)
- 100% drop by Giant Undead Rat, Evil Vagrant (white)
- Dropped by Small Undead Rats (5% drop rate, 3% in Depths)
- Dropped by Large Undead Rats in Depths (5% drop rate)
- Dropped by Snow Rats in Painted World of Ariamis (5% drop rate)
- Dropped by Skeleton Babies in Tomb of the Giants (2% drop rate)
- Dropped by Pisacas in The Duke's Archives' prison tower (4% drop rate)

- Dropped by Humanity Phantoms in Chasm of the Abyss (small/medium/large: 4.4%, 8%, 9.1% drop rates)
- Sold by Patches in Firelink Shrine for 10,000 souls. Limited to 3 per playthrough
- Sold by Marvellous Chester in Royal Wood for 10,000 souls. Limited to 13 per playthrough
- Sold by Undead Merchant Female in Firelink Shrine, for 5,000 souls. Limited to 1 per playthrough

Use

- Consume to increase Humanity (stat)
- Consume to fully restore HP
- Trade with Snuggly the Crow for a Ring of Sacrifice
- Feed to Kingseeker Frampt for 1,000 souls each

Notes

Refer to the Humanity Farming page for ways of quickly acquiring humanity.

Soft Humanity (stat)

Humanity in 'loose form' is added to the counter to increase the Humanity stat point. It is referred to as *Soft Humanity* by the community. This is shown in the upper left corner of the HUD as well as on the Character stat screen. Upon death, any Humanity stat points are lost, along with any souls. Both can be retrieved from the player character's Bloodstain.

Availability

- Consume a Humanity (item)
- Consume a Twin Humanities for 2 Humanities
- Consume a Fire Keeper Soul for 5 Humanities
- Use the Dark Hand's strong attack to 'suck' Humanity out of players and NPCs - the number of Humanity absorbed per use is determined by current Darkwraith Covenant rank
- Kill an invading Darkwraith, players invading with Cracked Red Eye Orb, or Black Phantom NPCs (by interacting with their Bloodstains)
- Gain Soft Humanity by killing a host player by invading them with Red Eye Orb (by being a Darkwraith Covenant member) or Cracked Red Eye Orb

- Gain Soft Humanity by being summoned as a white or gold phantom with the White Sign Soapstone and assist the host player with defeating a boss
- Kill numerous enemies in an area where before defeating the area boss.¹

Use

- Revive to human form at a Bonfire
- Kindle a Bonfire
- Added to the summation of stat points when determining all defenses, therefore, more Humanity directly equals more defense (99 humanity gives approximately 50 more defense in all categories)
- Increases damage of weapons with Humanity scaling (i.e. Weapons in Chaos upgrade path, Chaos Blade, Quelaag's Furysword, and Abyss Greatsword)
- Increase Item Discovery
- Increase Curse Resist
- Given to Darkstalker Kaathe in order to rank up in the Darkwraith Covenant
- Given to Quelaag's Sister in order to rank up in the Chaos Servant Covenant
- Given to Ingward in order to remove Curse

Exact Values

Curse resist figures are presuming no innate resistance granted by equipment

Humanity	Item Discovery Rate	Curse Resist	Phys defense	Mag defense	Flame defense	Lightning defense
00	100	30	0	0	0	0
01	150	40				
02	158	50				
03	165	60				
04	173	70				
05	180	80				
06	186	88				
07	192	96				
08	198	104				
09	204	112				
10	210	120	13	13	13	15

11	210	122				
12		123				
13		125				
14		126				
15		128				
16		129				
17		131				
18		132				
19		134				
20		135				
21		137				
22		138				
23		140				
24		141				
25		143				
26		144				
27		146				
28		147				
29		149				
30-98		150				
99		150	109	101	106	117

Bleed and poison resists are unaffected.

Notes

- Item Discovery stacks with Covetous Gold Serpent Ring **or** Symbol of Avarice
 - The Cursebite Ring multiplies the Curse resistance by 4 (+300% raise) - this does not affect Curse resistance granted by armors, only from base stat + Humanity stat
 - Contribution as a modifier for weapon scaling stops at 10 Humanities
- Footnotes 1. : only works in certain areas and on certain enemies (check this page for more information)