

Piercing Swords

Piercing Swords (also called Thrusting Swords) focus on swift thrust attacks that excel at breaking enemy poise and delivering devastating critical hits. They are highly effective against heavy armor, thanks to their pinpoint strikes and hidden critical bonus damage. Their linear attack patterns enable precise counterattacks but can be predictable and easily dodged. While not ideal in wide-open duels where opponents can evade the narrow hitbox, their parrying capability and synergy with ripostes make them dangerous in skilled hands. Piercing Swords reward players who time their attacks to interrupt or exploit enemy openings.

- [Estoc](#)
- [Mail Breaker](#)
- [Rapier](#)
- [Ricard's Rapier](#)
- [Velka's Rapier](#)

Estoc

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Estoc.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Estoc>

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The largest of the thrusting swords.

Can pierce an armored knight in one thrust.

The blade is also sharp,

allowing slicing as well.

Availability

Treasure from a corpse in upper New Londo Ruins. From the Firelink Shrine elevator, follow the left path. After the ruined arch, look right

General Information

Has the longest range of all Thrusting Swords.

Slower than other Thrusting Swords.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Estoc	75/0/0/0 (Regular/ Thrust)	100	150	3.0	10 ¹ /12/0/0 D/C/-/-	45/10/30 /30	22	50

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.
R2 — R2	Right-to-left slash into left-to-right slash.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Piercing thrust.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Piercing thrusts.	
R2	Delayed thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attack (1-handed) is replaced by a lunging right-to-left slash followed by a left-to-right slash.
- Strong attack (2-handed) is replaced by a single delayed thrust.

Upgrades

Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Estoc +0	75/0/0/0	D/C/-/-					
Estoc +1	82/0/0/0	D/C/-/-	1				200
Estoc +2	90/0/0/0	D/C/-/-	1				200
Estoc +3	97/0/0/0	D/C/-/-	2				200
Estoc +4	105/0/0/0	D/C/-/-	2				200
Estoc +5	112/0/0/0	D/C/-/-	3				200
Estoc +6	120/0/0/0	D/C/-/-		1			200
Estoc +7	127/0/0/0	D/C/-/-		1			200
Estoc +8	135/0/0/0	D/C/-/-		2			200
Estoc +9	142/0/0/0	D/C/-/-		2			200
Estoc +10	150/0/0/0	D/C/-/-		3			200
Estoc +11	157/0/0/0	D/C/-/-			1		200
Estoc +12	165/0/0/0	D/C/-/-			1		200
Estoc +13	172/0/0/0	D/C/-/-			2		200
Estoc +14	180/0/0/0	D/B/-/-			3		200
Estoc +15	187/0/0/0	D/B/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Estoc +5
- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Estoc +0	129/0/0/0	E/C/-/-	1	200
Raw Estoc +1	137/0/0/0	E/C/-/-	1	200
Raw Estoc +2	146/0/0/0	E/C/-/-	1	200
Raw Estoc +3	154/0/0/0	E/C/-/-	2	200
Raw Estoc +4	163/0/0/0	E/C/-/-	2	200
Raw Estoc +5	172/0/0/0	E/C/-/-	3	200

Crystal

Estoc durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Estoc +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Estoc +0	165/0/0/0	D/C/-/-	1		200
Crystal Estoc +1	172/0/0/0	D/C/-/-	1		200
Crystal Estoc +2	180/0/0/0	D/C/-/-	2		200
Crystal Estoc +3	187/0/0/0	D/C/-/-	2		200
Crystal Estoc +4	195/0/0/0	D/C/-/-	3		200
Crystal Estoc +5	202/0/0/0	D/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Estoc +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Estoc +0	135/0/0/135	-/-/-	45/10/30/30	1		200
Lightning Estoc +1	145/0/0/145	-/-/-	45/10/30/32.4	1		200
Lightning Estoc +2	156/0/0/156	-/-/-	45/10/30/34.8	1		200
Lightning Estoc +3	166/0/0/166	-/-/-	45/10/30/37.2	2		200
Lightning Estoc +4	176/0/0/176	-/-/-	45/10/30/39.6	3		200
Lightning Estoc +5	187/0/0/187	-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Magic Estoc +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Estoc +0	84/91/0/0	E/D/C/-	1			200
Magic Estoc +1	89/97/0/0	E/D/C/-	1			200
Magic Estoc +2	95/103/0/0	E/D/C/-	1			200
Magic Estoc +3	100/109/0/0	E/D/C/-	2			200
Magic Estoc +4	106/115/0/0	E/D/C/-	2			200
Magic Estoc +5	112/122/0/0	E/D/C/-	3			200
Magic Estoc +6	117/128/0/0	E/D/C/-		1		200
Magic Estoc +7	123/134/0/0	E/D/C/-		1		200
Magic Estoc +8	128/140/0/0	E/D/C/-		2		200
Magic Estoc +9	134/146/0/0	E/D/C/-		3		200
Magic Estoc +10	140/152/0/0	E/D/C/-			1	200

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Estoc +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Estoc +0	112/120/0/0	E/E/C/-	1		200
Enchanted Estoc +1	116/123/0/0	E/E/B/-	1		200
Enchanted Estoc +2	120/127/0/0	E/E/B/-	2		200
Enchanted Estoc +3	125/130/0/0	E/E/B/-	2		200
Enchanted Estoc +4	129/134/0/0	E/E/A/-	3		200
Enchanted Estoc +5	134/139/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.
Requires

- Estoc +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

8% STR, 27% DEX, 66% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Estoc +0	76/93/0/0	E/D/-/C	0/0/110/-	1			200
Divine Estoc +1	81/99/0/0	E/D/-/C	0/0/110/-	1			200
Divine Estoc +2	86/105/0/0	E/D/-/C	0/0/110/-	1			200
Divine Estoc +3	91/111/0/0	E/D/-/C	0/0/110/-	2			200
Divine Estoc +4	96/117/0/0	E/D/-/C	0/0/110/-	2			200
Divine Estoc +5	102/124/0/0	E/D/-/C	0/0/110/-	3			200
Divine Estoc +6	107/130/0/0	E/D/-/C	0/0/110/-		1		200
Divine Estoc +7	112/136/0/0	E/D/-/C	0/0/110/-		1		200
Divine Estoc +8	117/142/0/0	E/D/-/C	0/0/110/-		2		200
Divine Estoc +9	122/148/0/0	E/D/-/C	0/0/110/-		3		200
Divine Estoc +10	127/155/0/0	E/D/-/C	0/0/110/-			1	200

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Estoc +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

8% STR, 25% DEX, 77% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Estoc +0	104/112/0/0	E/D/-/B	0/0/-/110	1		200
Occult Estoc +1	110/117/0/0	E/D/-/B	0/0/-/110	1		200
Occult Estoc +2	116/123/0/0	E/D/-/B	0/0/-/110	2		200
Occult Estoc +3	122/128/0/0	E/D/-/B	0/0/-/110	2		200
Occult Estoc +4	128/134/0/0	E/D/-/B	0/0/-/110	3		200
Occult Estoc +5	135/140/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Adds fire damage. All stat bonuses removed.
Requires

- Estoc +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Estoc +0	97/0/97/00	-/-/-	45/10/30/30	1			200
Fire Estoc +1	105/0/105/0	-/-/-	45/10/30.3/30	1			200
Fire Estoc +2	112/0/112/0	-/-/-	45/10/30.6/30	1			200
Fire Estoc +3	120/0/120/0	-/-/-	45/10/30.9/30	2			200
Fire Estoc +4	127/0/127/0	-/-/-	45/10/31.2/30	2			200
Fire Estoc +5	135/0/135/0	-/-/-	45/10/31.5/30	3			200
Fire Estoc +6	144/0/144/0	-/-/-	45/10/31.8/30		1		200
Fire Estoc +7	153/0/153/0	-/-/-	45/10/32.1/30		1		200
Fire Estoc +8	162/0/162/0	-/-/-	45/10/32.4/30		2		200
Fire Estoc +9	171/0/171/0	-/-/-	45/10/32.7/30		3		200
Fire Estoc +10	180/0/180/0	-/-/-	45/10/33/30			1	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Estoc +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Estoc +0	117/0/135/0	-/-/-	45/10/30/30	1		200
Chaos Estoc +1	123/0/142/0	-/-/-	45/10/30.6/30	1		200
Chaos Estoc +2	130/0/150/0	-/-/-	45/10/31.2/30	1		200
Chaos Estoc +3	136/0/157/0	-/-/-	45/10/31.8/30	2		200
Chaos Estoc +4	143/0/165/0	-/-/-	45/10/32.4/30	3		200
Chaos Estoc +5	149/0/172/0	-/-/-	45/10/33/30		1	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Normal• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. $(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 5 Strength is required.

Mail Breaker

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Mail%20Breaker.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Mail%20Breaker>

“

Standard small thrusting sword.

Unsharpened but pointed solid shaft can pierce tough armor.

*Can be thrust using the weight of one's body,
and is very effective for critical attacks.*

Availability

Treasure in the Undead Burg on the way to Capra Demon, in a house where an Undead Assassin emerges from

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Mail Breaker	57/0/0/0 (Normal)	120	200	0.5	5 ¹ /12/0/0 D/C/-/-	45/10/30/30	22	50

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.
R2	Delayed thrust.	

Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Piercing thrust.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Piercing thrusts.	
R2	Delayed thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a single delayed thrust.

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Mail Breaker +0	57/0/0/0	D/C/-/-					
Mail Breaker +1	62/0/0/0	D/C/-/-	1				100
Mail Breaker +2	68/0/0/0	D/C/-/-	1				100
Mail Breaker +3	74/0/0/0	D/C/-/-	2				100
Mail Breaker +4	79/0/0/0	D/C/-/-	2				100
Mail Breaker +5	85/0/0/0	D/C/-/-	3				100
Mail Breaker +6	91/0/0/0	D/C/-/-		1			100
Mail Breaker +7	96/0/0/0	D/C/-/-		1			100
Mail Breaker +8	102/0/0/0	D/C/-/-		2			100
Mail Breaker +9	108/0/0/0	D/C/-/-		2			100
Mail Breaker +10	114/0/0/0	D/C/-/-		3			100
Mail Breaker +11	119/0/0/0	D/C/-/-			1		100
Mail Breaker +12	125/0/0/0	D/C/-/-			1		100
Mail Breaker +13	131/0/0/0	D/C/-/-			2		100
Mail Breaker +14	136/0/0/0	D/B/-/-			3		100
Mail Breaker +15	142/0/0/0	D/B/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Mail Breaker +5
- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Mail Breaker +0	99/0/0/0	E/C/-/-	1	100
Raw Mail Breaker +1	105/0/0/0	E/C/-/-	1	100
Raw Mail Breaker +2	112/0/0/0	E/C/-/-	1	100
Raw Mail Breaker +3	118/0/0/0	E/C/-/-	2	100
Raw Mail Breaker +4	125/0/0/0	E/C/-/-	2	100
Raw Mail Breaker +5	132/0/0/0	E/C/-/-	3	100

Crystal

Mail Breaker durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Mail Breaker +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Mail Breaker +0	125/0/0/0	D/C/-/-	1		100
Crystal Mail Breaker +1	131/0/0/0	D/C/-/-	1		100
Crystal Mail Breaker +2	136/0/0/0	D/C/-/-	1		100
Crystal Mail Breaker +3	142/0/0/0	D/C/-/-	2		100
Crystal Mail Breaker +4	148/0/0/0	D/B/-/-	3		100
Crystal Mail Breaker +5	153/0/0/0	D/B/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Mail Breaker +10

- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Mail Breaker +0	102/0/0/102	-/-/-	45/10/30/30	1		100
Lightning Mail Breaker +1	110/0/0/110	-/-/-	45/10/30/32.4	1		100
Lightning Mail Breaker +2	118/0/0/118	-/-/-	45/10/30/34.8	1		100
Lightning Mail Breaker +3	126/0/0/126	-/-/-	45/10/30/37.2	2		100
Lightning Mail Breaker +4	134/0/0/134	-/-/-	45/10/30/39.6	3		100
Lightning Mail Breaker +5	142/0/0/142	-/-/-	45/10/30/42		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Mail Breaker +5
- Green Titanite
- Blue Titanite

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Mail Breaker +0	64/69/0/0	E/D/C/-	1			100
Magic Mail Breaker +1	68/73/0/0	E/D/C/-	1			100
Magic Mail Breaker +2	73/78/0/0	E/D/C/-	1			100
Magic Mail Breaker +3	77/82/0/0	E/D/C/-	2			100
Magic Mail Breaker +4	81/87/0/0	E/D/C/-	2			100
Magic Mail Breaker +5	86/92/0/0	E/D/C/-	3			100
Magic Mail Breaker +6	90/96/0/0	E/D/C/-		1		100
Magic Mail Breaker +7	94/101/0/0	E/D/C/-		1		100
Magic Mail Breaker +8	98/105/0/0	E/D/C/-		2		100
Magic Mail Breaker +9	103/110/0/0	E/D/C/-		3		100
Magic Mail Breaker +10	107/115/0/0	E/D/C/-			1	100

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Mail Breaker +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Mail Breaker +0	86/92/0/0	E/E/C/-	1		100
Enchanted Mail Breaker +1	89/94/0/0	E/E/B/-	1		100
Enchanted Mail Breaker +2	92/97/0/0	E/E/B/-	1		100
Enchanted Mail Breaker +3	96/100/0/0	E/E/B/-	2		100
Enchanted Mail Breaker +4	99/103/0/0	E/E/A/-	3		100
Enchanted Mail Breaker +5	103/106/0/0	E/E/A/-		1	100

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Mail Breaker +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

8% STR, 27% DEX, 66% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Mail Breaker +0	57/70/0/0	E/D/-/C	0/0/110/-	1			100
Divine Mail Breaker +1	60/75/0/0	E/D/-/C	0/0/110/-	1			100
Divine Mail Breaker +2	64/79/0/0	E/D/-/C	0/0/110/-	1			100
Divine Mail Breaker +3	68/84/0/0	E/D/-/C	0/0/110/-	2			100
Divine Mail Breaker +4	72/89/0/0	E/D/-/C	0/0/110/-	2			100
Divine Mail Breaker +5	76/94/0/0	E/D/-/C	0/0/110/-	3			100
Divine Mail Breaker +6	79/98/0/0	E/D/-/C	0/0/110/-		1		100
Divine Mail Breaker +7	83/103/0/0	E/D/-/C	0/0/110/-		1		100
Divine Mail Breaker +8	87/108/0/0	E/D/-/C	0/0/110/-		2		100
Divine Mail Breaker +9	91/112/0/0	E/D/-/C	0/0/110/-		3		100
Divine Mail Breaker +10	95/117/0/0	E/D/-/C	0/0/110/-			1	100

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Mail Breaker +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

8% STR, 25% DEX, 77% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Mail Breaker +0	78/86/0/0	E/D/-/B	0/0/-/110	1		100
Occult Mail Breaker +1	82/90/0/0	E/D/-/B	0/0/-/110	1		100
Occult Mail Breaker +2	87/94/0/0	E/D/-/B	0/0/-/110	1		100
Occult Mail Breaker +3	92/98/0/0	E/D/-/B	0/0/-/110	2		100
Occult Mail Breaker +4	96/103/0/0	E/D/-/B	0/0/-/110	3		100
Occult Mail Breaker +5	101/107/0/0	E/D/-/B	0/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed.

Requires

- Mail Breaker +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Mail Breaker +0	74/0/74/0	-/-/-	45/10/30/30	1			100
Fire Mail Breaker +1	79/0/79/0	-/-/-	45/10/30.3/30	1			100
Fire Mail Breaker +2	85/0/85/0	-/-/-	45/10/30.6/30	1			100
Fire Mail Breaker +3	91/0/91/0	-/-/-	45/10/30.9/30	2			100
Fire Mail Breaker +4	96/0/96/0	-/-/-	45/10/31.2/30	2			100
Fire Mail Breaker +5	102/0/102/0	-/-/-	45/10/31.5/30	3			100
Fire Mail Breaker +6	109/0/109/0	-/-/-	45/10/31.8/30		1		100
Fire Mail Breaker +7	116/0/116/0	-/-/-	45/10/32.1/30		1		100
Fire Mail Breaker +8	123/0/123/0	-/-/-	45/10/32.4/30		2		100
Fire Mail Breaker +9	129/0/129/0	-/-/-	45/10/32.7/30		3		100
Fire Mail Breaker +10	136/0/136/0	-/-/-	45/10/33/30			1	100

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Mail Breaker +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Mail Breaker +0	88/0/102/0	-/-/-	45/10/30/30	1		100
Chaos Mail Breaker +1	93/0/108/0	-/-/-	45/10/30.6/30	1		100
Chaos Mail Breaker +2	98/0/114/0	-/-/-	45/10/31.2/30	1		100
Chaos Mail Breaker +3	102/0/119/0	-/-/-	45/10/31.8/30	2		100
Chaos Mail Breaker +4	107/0/125/0	-/-/-	45/10/32.4/30	3		100
Chaos Mail Breaker +5	112/0/131/0	-/-/-	45/10/33/30		1	100

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. When two-handing this weapon, only 4 Strength is required.

Rapier

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Rapier.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Rapier>

“ *Standard thrusting sword. Regular one-handed attack can be delivered with shield held up.*

Can parry with use of left hand.


Thrusting attacks pierce and are effective against foes with hard exteriors, but the wielder is left open to damage after a swing.

Availability

Sold by the Undead Merchant (Male) in the Undead Burg for 600 Souls

Drop from rapier-wielding Balder Knights (2% drop rate)

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Rapier	73/0/0/0 (Thrust)	110	150	1.5	7 ¹ /12/0/0 D/C/-/-	45/10/30/30	22	50

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.

R2 — R2	Lunging thrust into heavy thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Piercing thrust.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Piercing thrusts.	
R2	Lunging thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Rapier +0	73/0/0/0	D/C/-/-					
Rapier +1	80/0/0/0	D/C/-/-	1				200
Rapier +2	87/0/0/0	D/C/-/-	1				200
Rapier +3	94/0/0/0	D/C/-/-	2				200
Rapier +4	102/0/0/0	D/C/-/-	2				200
Rapier +5	109/0/0/0	D/C/-/-	3				200
Rapier +6	116/0/0/0	D/C/-/-		1			200
Rapier +7	124/0/0/0	D/C/-/-		1			200
Rapier +8	131/0/0/0	D/C/-/-		2			200
Rapier +9	138/0/0/0	D/C/-/-		2			200
Rapier +10	146/0/0/0	D/C/-/-		3			200
Rapier +11	153/0/0/0	D/C/-/-			1		200
Rapier +12	160/0/0/0	D/C/-/-			1		200
Rapier +13	167/0/0/0	D/C/-/-			2		200
Rapier +14	175/0/0/0	D/B/-/-			3		200
Rapier +15	182/0/0/0	D/B/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Rapier +5
- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Rapier +0	126/0/0/0	E/C/-/-	1	200
Raw Rapier +1	134/0/0/0	E/C/-/-	1	200
Raw Rapier +2	142/0/0/0	E/C/-/-	1	200
Raw Rapier +3	151/0/0/0	E/C/-/-	2	200
Raw Rapier +4	159/0/0/0	E/C/-/-	2	200
Raw Rapier +5	168/0/0/0	E/C/-/-	3	200

Crystal

Rapier durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Rapier +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Rapier +0	160/0/0/0	D/C/-/-	1		200
Crystal Rapier +1	167/0/0/0	D/C/-/-	1		200
Crystal Rapier +2	175/0/0/0	D/B/-/-	1		200
Crystal Rapier +3	182/0/0/0	D/B/-/-	2		200
Crystal Rapier +4	189/0/0/0	D/B/-/-	3		200
Crystal Rapier +5	197/0/0/0	D/B/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Rapier +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Rapier +0	131/0/0/131	-/-/-	45/10/30/30	1		200
Lightning Rapier +1	141/0/0/141	-/-/-	45/10/30/32.4	1		200
Lightning Rapier +2	151/0/0/151	-/-/-	45/10/30/34.8	1		200
Lightning Rapier +3	162/0/0/162	-/-/-	45/10/30/37.2	2		200
Lightning Rapier +4	172/0/0/172	-/-/-	45/10/30/39.6	3		200
Lightning Rapier +5	182/0/0/182	-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Rapier +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

6% STR, 20% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Rapier +0	82/88/0/0	E/D/C/-	1			200
Magic Rapier +1	88/94/0/0	E/D/C/-	1			200
Magic Rapier +2	93/100/0/0	E/D/C/-	1			200
Magic Rapier +3	99/106/0/0	E/D/C/-	2			200
Magic Rapier +4	104/112/0/0	E/D/C/-	2			200
Magic Rapier +5	110/118/0/0	E/D/C/-	3			200
Magic Rapier +6	115/123/0/0	E/D/C/-		1		200
Magic Rapier +7	121/129/0/0	E/D/C/-		1		200
Magic Rapier +8	126/135/0/0	E/D/C/-		2		200
Magic Rapier +9	132/141/0/0	E/D/C/-		3		200
Magic Rapier +10	137/147/0/0	E/D/C/-			1	200

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Rapier +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

4% STR, 14% DEX, 65% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Rapier +0	110/116/0/0	E/E/C/-	1		200
Enchanted Rapier +1	114/119/0/0	E/E/B/-	1		200
Enchanted Rapier +2	118/122/0/0	E/E/B/-	1		200
Enchanted Rapier +3	123/126/0/0	E/E/B/-	2		200
Enchanted Rapier +4	127/129/0/0	E/E/A/-	3		200
Enchanted Rapier +5	132/134/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.
Requires

- Rapier +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

8% STR, 27% DEX, 66% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Rapier +0	73/90/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +1	78/96/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +2	83/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +3	88/108/0/0	E/D/-/C	0/0/110/-	2			200
Divine Rapier +4	93/114/0/0	E/D/-/C	0/0/110/-	2			200
Divine Rapier +5	98/120/0/0	E/D/-/C	0/0/110/-	3			200
Divine Rapier +6	102/125/0/0	E/D/-/C	0/0/110/-		1		200
Divine Rapier +7	107/132/0/0	E/D/-/C	0/0/110/-		1		200
Divine Rapier +8	112/138/0/0	E/D/-/C	0/0/110/-		2		200
Divine Rapier +9	117/144/0/0	E/D/-/C	0/0/110/-		3		200
Divine Rapier +10	122/150/0/0	E/D/-/C	0/0/110/-			1	200

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Rapier +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

8% STR, 25% DEX, 77% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Rapier +0	100/110/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +1	105/115/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +2	112/121/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +3	117/126/0/0	E/D/-/B	0/0/-/110	2		200
Occult Rapier +4	124/132/0/0	E/D/-/B	0/0/-/110	3		200
Occult Rapier +5	130/137/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Rapier +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Rapier +0	94/0/94/0	-/-/-	45/10/30/30	1			200
Fire Rapier +1	102/0/102/0	-/-/-	45/10/30.3/30	1			200
Fire Rapier +2	109/0/109/0	-/-/-	45/10/30.6/30	1			200
Fire Rapier +3	116/0/116/0	-/-/-	45/10/30.9/30	2			200
Fire Rapier +4	124/0/124/0	-/-/-	45/10/31.2/30	2			200
Fire Rapier +5	131/0/131/0	-/-/-	45/10/31.5/30	3			200
Fire Rapier +6	140/0/140/0	-/-/-	45/10/31.8/30		1		200
Fire Rapier +7	148/0/148/0	-/-/-	45/10/32.1/30		1		200
Fire Rapier +8	157/0/157/0	-/-/-	45/10/32.4/30		2		200
Fire Rapier +9	166/0/166/0	-/-/-	45/10/32.7/30		3		200
Fire Rapier +10	175/0/175/0	-/-/-	45/10/33/30			1	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Rapier +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Rapier +0	113/0/131/0	-/-/-	45/10/30/30	1		200
Chaos Rapier +1	119/0/138/0	-/-/-	45/10/30.6/30	1		200
Chaos Rapier +2	126/0/146/0	-/-/-	45/10/31.2/30	1		200
Chaos Rapier +3	132/0/153/0	-/-/-	45/10/31.8/30	2		200
Chaos Rapier +4	138/0/160/0	-/-/-	45/10/32.4/30	3		200
Chaos Rapier +5	144/0/167/0	-/-/-	45/10/33/30		1	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Normal• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. $(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
Frampt Souls:	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

Footnotes

1. When two-handing this weapon, only 5 Strength is required.

Ricard's Rapier

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Ricard's%20Rapier.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Ricard's%20Rapier>

“ A rapier with intricate decorations. Chosen weapon of the infamous Undead Prince Ricard.

Ricard"s exploits are told in a monomyth.

He was born into royalty, but wandered the lands in a fateful ill-conceived journey.

He became Undead, and disappeared up North.

Availability

Undead Prince Ricard drop in Sen's Fortress

General Information

While most rapiers deal moderate damage in one hit, the strong attack of this rapier will spread damage over six quick thrusts. A successful combo is capable of dealing massive damage and building up poison when buffed with Rotten Pine Resin. Upgrading this weapon through the Normal path is highly recommended, as its damage can be amplified via use of resins and spells.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Ricard's Rapier	70/0/0/0 (Thrust)	100	100	2.0	8 ¹ /20/0/0 E/B/-/-	45/10/30 /30	22	50

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.
R2 — R2	Two thrusts into four thrusts.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Piercing thrust.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Piercing thrusts.	
R2 — R2	Two thrusts into four thrusts.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attack (1-handed & 2-handed) is replaced by a shortly-delayed double thrust followed by four more thrusts delivered at very high speed.

Upgrades

Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

6% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Ricard's Rapier +1	77/0/0/0	E/B/-/-	1				
Ricard's Rapier +2	84/0/0/0	E/B/-/-	1				200
Ricard's Rapier +3	91/0/0/0	E/B/-/-	2				200
Ricard's Rapier +4	98/0/0/0	E/B/-/-	2				200
Ricard's Rapier +5	105/0/0/0	E/B/-/-	3				200
Ricard's Rapier +6	112/0/0/0	E/B/-/-		1			200
Ricard's Rapier +7	119/0/0/0	E/B/-/-		1			200
Ricard's Rapier +8	126/0/0/0	E/B/-/-		2			200
Ricard's Rapier +9	133/0/0/0	E/B/-/-		2			200
Ricard's Rapier +10	140/0/0/0	E/B/-/-		3			200
Ricard's Rapier +11	147/0/0/0	E/B/-/-			1		200
Ricard's Rapier +12	154/0/0/0	E/B/-/-			1		200
Ricard's Rapier +13	161/0/0/0	E/B/-/-			2		200
Ricard's Rapier +14	168/0/0/0	E/A/-/-			3		200
Ricard's Rapier +15	175/0/0/0	E/A/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Ricard's Rapier +5
- Titanite

Ascended by Andre of Astora with Large Ember.

4% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Ricard's Rapier +0	121/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +1	129/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +2	137/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +3	145/0/0/0	E/C/-/-	2	200
Raw Ricard's Rapier +4	153/0/0/0	E/C/-/-	2	200
Raw Ricard's Rapier +5	162/0/0/0	E/C/-/-	3	200

Crystal

Ricard's Rapier durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Ricard's Rapier +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

6% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Ricard's Rapier +0	154/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +1	161/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +2	168/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +3	175/0/0/0	E/B/-/-	2		200
Crystal Ricard's Rapier +4	182/0/0/0	E/A/-/-	3		200
Crystal Ricard's Rapier +5	189/0/0/0	E/A/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Ricard's Rapier + 10

- Titanite Chunk

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Ricard's Rapier +0	126/0/0/126	-/-/-	45/10/30/30	1		200
Lightning Ricard's Rapier +1	135/0/0/135	-/-/-	45/10/30/32.4	1		200
Lightning Ricard's Rapier +2	145/0/0/145	-/-/-	45/10/30/34.8	1		200
Lightning Ricard's Rapier +3	155/0/0/155	-/-/-	45/10/30/37.2	2		200
Lightning Ricard's Rapier +4	165/0/0/165	-/-/-	45/10/30/39.6	3		200
Lightning Ricard's Rapier +5	175/0/0/175	-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Ricard's Rapier +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

2% STR, 23% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Ricard's Rapier +0	79/85/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +1	84/91/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +2	90/96/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +3	95/102/0/0	E/D/C/-	2			200
Magic Ricard's Rapier +4	100/108/0/0	E/D/C/-	2			200
Magic Ricard's Rapier +5	106/114/0/0	E/D/C/-	3			200
Magic Ricard's Rapier +6	111/119/0/0	E/D/C/-		1		200
Magic Ricard's Rapier +7	116/125/0/0	E/D/C/-		1		200
Magic Ricard's Rapier +8	121/131/0/0	E/D/C/-		2		200
Magic Ricard's Rapier +9	127/136/0/0	E/D/C/-		3		200
Magic Ricard's Rapier +10	132/142/0/0	E/D/C/-			1	200

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Ricard's Rapier +5
- Blue Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

1% STR, 17% DEX, 64% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Ricard's Rapier +0	106/112/0/0	E/E/C/-	1		200
Enchanted Ricard's Rapier +1	110/115/0/0	E/E/B/-	1		200
Enchanted Ricard's Rapier +2	114/118/0/0	E/E/B/-	1		200
Enchanted Ricard's Rapier +3	118/122/0/0	E/E/B/-	2		200
Enchanted Ricard's Rapier +4	122/125/0/0	E/E/A/-	3		200
Enchanted Ricard's Rapier +5	127/129/0/0	E/E/A/-		1	200

Divine

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Ricard's Rapier +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Dark Ember.

2% STR, 33% DEX, 65% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Ricard's Rapier +0	70/87/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +1	75/92/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +2	79/98/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +3	84/104/0/0	E/D/-/C	0/0/110/-	2			200
Divine Ricard's Rapier +4	89/110/0/0	E/D/-/C	0/0/110/-	2			200
Divine Ricard's Rapier +5	94/116/0/0	E/D/-/C	0/0/110/-	3			200
Divine Ricard's Rapier +6	98/121/0/0	E/D/-/C	0/0/110/-		1		200
Divine Ricard's Rapier +7	103/127/0/0	E/D/-/C	0/0/110/-		1		200
Divine Ricard's Rapier +8	108/133/0/0	E/D/-/C	0/0/110/-		2		200
Divine Ricard's Rapier +9	112/139/0/0	E/D/-/C	0/0/110/-		3		200
Divine Ricard's Rapier +10	117/145/0/0	E/D/-/C	0/0/110/-			1	200

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Ricard's Rapier +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

2% STR, 31% DEX, 76% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Ricard's Rapier +0	96/106/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +1	101/111/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +2	107/116/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +3	113/121/0/0	E/D/-/B	0/0/-/110	2		200
Occult Ricard's Rapier +4	119/127/0/0	E/D/-/B	0/0/-/110	3		200
Occult Ricard's Rapier +5	124/132/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.

Requires

- Ricard's Rapier +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Ricard's Rapier +0	91/0/91/0	-/-/-	45/10/30/30	1			200
Fire Ricard's Rapier +1	98/0/98/0	-/-/-	45/10/30.3/30	1			200
Fire Ricard's Rapier +2	105/0/105/0	-/-/-	45/10/30.6/30	1			200
Fire Ricard's Rapier +3	112/0/112/0	-/-/-	45/10/30.9/30	2			200
Fire Ricard's Rapier +4	119/0/119/0	-/-/-	45/10/31.2/30	2			200
Fire Ricard's Rapier +5	126/0/126/0	-/-/-	45/10/31.5/30	3			200
Fire Ricard's Rapier +6	134/0/134/0	-/-/-	45/10/31.8/30		1		200
Fire Ricard's Rapier +7	142/0/142/0	-/-/-	45/10/32.1/30		1		200
Fire Ricard's Rapier +8	151/0/151/0	-/-/-	45/10/32.4/30		2		200
Fire Ricard's Rapier +9	159/0/159/0	-/-/-	45/10/32.7/30		3		200
Fire Ricard's Rapier +10	168/0/168/0	-/-/-	45/10/33/30			1	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.
Requires

- Fire Ricard's Rapier +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Ricard's Rapier +0	109/0/127/0	-/-/-	45/10/30/30	1		200
Chaos Ricard's Rapier +1	115/0/134/0	-/-/-	45/10/30.6/30	1		200
Chaos Ricard's Rapier +2	122/0/142/0	-/-/-	45/10/31.2/30	1		200
Chaos Ricard's Rapier +3	128/0/149/0	-/-/-	45/10/31.8/30	2		200
Chaos Ricard's Rapier +4	134/0/156/0	-/-/-	45/10/32.4/30	3		200
Chaos Ricard's Rapier +5	140/0/163/0	-/-/-	45/10/33/30		1	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. When two-handing this weapon, only 6 Strength is required.

Velka's Rapier

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Velka's%20Rapier.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Velka's%20Rapier>

“ A symbolic, powerful thrusting sword used by the Pardoner serving Velka,
Goddess of Sin.

It is no mere symbol to be sure; the Pardoner is an inhuman swordsman, and wields this enchanted blade with special sword technique.

Availability

Painted World of Ariamis treasure:
After accessing the Annex using the Annex Key, continue upstairs.
In the next section there is a set of wooden planks on the right.
Breaking them gives access to a corpse with the rapier on it


General Information

A good thrusting weapon for a high-INT build.

Quite effective for killing Giant Mosquitoes because of the vertical slash motion of its one-handed strong attack.

The "V"-shaped strong attack could stand for the initial letter in "Velka."

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
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	Velka's Rapier	62/104/0 /0	100	130	2	8 ¹ /16/16/0	45/10/30 /30	22	5,000
		Dark 110				E/C/B/-			
		(Regular/ Thrust)							

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.
R2 — R2	Two v-slashes into thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 (left hand)	Piercing thrust.	
L2 (left hand)	Parry.	

2 Handed		
R1 — R1	Piercing thrusts.	
R2 — R2	Two v-slashes into thrust.	
Roll — R1	Low piercing thrust.	
Backstep or Run — R1	Jumping piercing thrust.	
Forward + R1	Backstep thrust.	Useful as an evasive attack.
Forward + R2	Jumping thrust attack.	
L1 or L2	Guard.	

- Strong attacks (1-handed) are replaced by a quick, two hit reverse V-shaped swipe that does slash damage followed by a delayed thrust.
- Strong attacks (2-handed) are replaced by a quick, two hit V-shaped swipe that does slash damage followed by a delayed thrust.

Upgrades

Requires

- Twinkling Titanite

5% STR, 53% DEX, 97% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Velka's Rapier +0	62/104/0/0	E/C/B/-		
Velka's Rapier +1	68/114/0/0	E/C/B/-	1	2,000
Velka's Rapier +2	74/124/0/0	E/C/B/-	1	2,000
Velka's Rapier +3	80/135/0/0	E/C/B/-	2	2,000
Velka's Rapier +4	86/145/0/0	E/C/B/-	2	2,000
Velka's Rapier +5	93/156/0/0	E/C/B/-	4	2,000

Key

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Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p>

Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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.</p> <p>Also keep in mind that a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands.</p> <p>$(18 \times 1.5 = 27)$</p>
Damage Reduction %:	<p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction
Stability:	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
Frampt Souls:	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

Footnotes

1. When two-handing this weapon, only 6 Strength is required.