

# Battle Axe

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

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

“ Standard battle axe. Inflicts regular damage, making it effective in various situations.

Powerful attack due to its weight, but one wrong swing leaves the wielder wide open, so timing and proximity to the enemy must be judged carefully.

## Availability

- Bandit class starting weapon
- Sold by Andre of Astora for 1,000 Souls
- Drop by Armored Hollow (Axe) in Undead Burg (2% drop rate).

## General Information

Like all Axes, if an attack doesn't connect with an enemy, the user will stumble and seem to not be able to handle the weight. If the hit connects, the stumble animation does not come into play and the user moves as normal.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Battle Axe	95/0/0/0  (Normal)	100	250	4.0	12 <sup>1</sup> /8/0/0  C/D/-/-	55/10/40 /40	36	50

# Move Set

1 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Left-to-right horizontal swing.	

2 Handed		
<b>R1</b>	Right-to-left horizontal swing.	
<b>R2 — R2</b>	Heavy overhead chop into overhead chop.	
<b>Roll — R1</b>	Fast overhead chop.	
<b>Backstep or Run — R1</b>	Fast running chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping overhead chop.	
<b>L1 or L2</b>	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).

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Battle Axe +0	95/0/0/0	C/D/-/-					
Battle Axe +1	104/0/0/0	C/D/-/-	1				200
Battle Axe +2	114/0/0/0	C/D/-/-	1				200
Battle Axe +3	123/0/0/0	C/D/-/-	2				200
Battle Axe +4	133/0/0/0	C/D/-/-	2				200
Battle Axe +5	142/0/0/0	C/D/-/-	3				200
Battle Axe +6	152/0/0/0	C/D/-/-		1			200
Battle Axe +7	161/0/0/0	C/D/-/-		1			200
Battle Axe +8	171/0/0/0	C/D/-/-		2			200
Battle Axe +9	180/0/0/0	C/D/-/-		2			200
Battle Axe +10	190/0/0/0	C/D/-/-		3			200
Battle Axe +11	199/0/0/0	C/D/-/-			1		200
Battle Axe +12	209/0/0/0	C/D/-/-			1		200
Battle Axe +13	218/0/0/0	C/D/-/-			2		200
Battle Axe +14	228/0/0/0	C/D/-/-			3		200
Battle Axe +15	237/0/0/0	C/D/-/-				1	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires:

- Battle Axe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

45% STR, 23% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Battle Axe +0	163/0/0/0	D/D/-/-	1	200
Raw Battle Axe +1	174/0/0/0	D/D/-/-	1	200
Raw Battle Axe +2	185/0/0/0	D/D/-/-	1	200
Raw Battle Axe +3	196/0/0/0	D/D/-/-	2	200
Raw Battle Axe +4	207/0/0/0	D/D/-/-	2	200
Raw Battle Axe +5	218/0/0/0	D/D/-/-	3	200

## Crystal

Battle Axe durability reduced to 25. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires:

- Battle Axe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

60% STR, 30% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Battle Axe +0	209/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +1	218/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +2	228/0/0/0	C/D/-/-	1		200
Crystal Battle Axe +3	237/0/0/0	C/D/-/-	2		200
Crystal Battle Axe +4	247/0/0/0	C/D/-/-	2		200
Crystal Battle Axe +5	256/0/0/0	C/D/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires:

- Battle Axe +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Battle Axe +0	171/0/0/171	-/-/-	55/10/40/40	1		200
Lightning Battle Axe +1	184/0/0/184	-/-/-	55/10/40/43.2	1		200
Lightning Battle Axe +2	197/0/0/197	-/-/-	55/10/40/46.4	1		200
Lightning Battle Axe +3	210/0/0/210	-/-/-	55/10/40/49.6	2		200
Lightning Battle Axe +4	224/0/0/224	-/-/-	55/10/40/52.8	3		200
Lightning Battle Axe +5	237/0/0/237	-/-/-	55/10/40/56		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires:

- Battle Axe +5
- Green Titanite
- Blue Titanite

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

17% STR, 8% DEX, 65% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Battle Axe +0	106/115/0/0	E/E/C/-	1			200

Magic Battle Axe +1	113/123/0/0	E/E/C/-	1			200
Magic Battle Axe +2	120/130/0/0	E/E/C/-	1			200
Magic Battle Axe +3	127/138/0/0	E/E/C/-	2			200
Magic Battle Axe +4	134/146/0/0	E/E/C/-	2			200
Magic Battle Axe +5	142/154/0/0	E/E/C/-	3			200
Magic Battle Axe +6	149/161/0/0	E/E/C/-		1		200
Magic Battle Axe +7	156/169/0/0	E/E/C/-		1		200
Magic Battle Axe +8	163/177/0/0	E/E/C/-		2		200
Magic Battle Axe +9	170/184/0/0	E/E/C/-		2		200
Magic Battle Axe +10	177/192/0/0	E/E/C/-			1	200

## Enchanted

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

- Magic Battle Axe +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

12% STR, 6% DEX, 63% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Battle Axe +0	142/152/0/0	E/E/C/-	1		200
Enchanted Battle Axe +1	147/156/0/0	E/E/C/-	1		200
Enchanted Battle Axe +2	153/161/0/0	E/E/C/-	1		200

Enchanted Battle Axe +3	159/165/0/0	E/E/C/-	2		200
Enchanted Battle Axe +4	164/170/0/0	E/E/C/-	3		200
Enchanted Battle Axe +5	170/176/0/0	E/E/C/-		1	200

## Divine

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

Requires:

- Battle Axe +10
- Green Titanite
- White Titanite

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

23% STR, 12% DEX, 64% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Battle Axe +0	96/117/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +1	102/124/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +2	108/132/0/0	D/E/-/C	0/0/110/-	1			200
Divine Battle Axe +3	115/140/0/0	D/E/-/C	0/0/110/-	2			200
Divine Battle Axe +4	121/148/0/0	D/E/-/C	0/0/110/-	2			200
Divine Battle Axe +5	128/156/0/0	D/E/-/C	0/0/110/-	3			200
Divine Battle Axe +6	134/163/0/0	D/E/-/C	0/0/110/-		1		200

Divine Battle Axe +7	140/171/0/0	D/E/-/C	0/0/110/-		1		200
Divine Battle Axe +8	147/179/0/0	D/E/-/C	0/0/110/-		2		200
Divine Battle Axe +9	153/187/0/0	D/E/-/C	0/0/110/-		3		200
Divine Battle Axe +10	160/195/0/0	D/E/-/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 Battle Axe +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

22% STR, 11% DEX, 76% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Battle Axe +0	130/142/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +1	137/149/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +2	145/156/0/0	D/E/-/B	0/0/-/110	1		200
Occult Battle Axe +3	153/163/0/0	D/E/-/B	0/0/-/110	2		200
Occult Battle Axe +4	161/170/0/0	D/E/-/B	0/0/-/110	3		200
Occult Battle Axe +5	169/177/0/0	D/E/-/B	0/0/-/110		1	200

## Fire



Fire damage added. All stat bonuses removed.

Requires:

- Battle Axe +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 Battle Axe +0	123/0/123/0	-/-/-	55/10/40/40	1			200
Fire Battle Axe +1	133/0/133/0	-/-/-	55/10/40.4/40	1			200
Fire Battle Axe +2	142/0/142/0	-/-/-	55/10/40.8/40	1			200
Fire Battle Axe +3	152/0/152/0	-/-/-	55/10/41.2/40	2			200
Fire Battle Axe +4	161/0/161/0	-/-/-	55/10/41.6/40	2			200
Fire Battle Axe +5	171/0/171/0	-/-/-	55/10/42/40	3			200
Fire Battle Axe +6	182/0/182/0	-/-/-	55/10/42.4/40		1		200
Fire Battle Axe +7	193/0/193/0	-/-/-	55/10/42.8/40		1		200
Fire Battle Axe +8	205/0/205/0	-/-/-	55/10/43.2/40		2		200
Fire Battle Axe +9	216/0/216/0	-/-/-	55/10/43.6/40		3		200
Fire Battle Axe +10	228/0/228/0	-/-/-	55/10/44/40			1	200

## Chaos

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

Requires:

- Fire Battle Axe +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Battle Axe +0	149/0/171/0	-/-/-	55/10/40/40	1		200
Chaos Battle Axe +1	157/0/180/0	-/-/-	55/10/40.8/40	1		200
Chaos Battle Axe +2	166/0/190/0	-/-/-	55/10/41.6/40	1		200
Chaos Battle Axe +3	174/0/199/0	-/-/-	55/10/42.4/40	2		200
Chaos Battle Axe +4	182/0/209/0	-/-/-	55/10/43.2/40	3		200
Chaos Battle Axe +5	190/0/218/0	-/-/-	55/10/44/40		1	200

# Key

<b>Damage:</b>	<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"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<b>Weight:</b>	<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>
<b>Stats Needed:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z is the Faith required</li></ul> <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><math>(18 \times 1.5 = 27)</math></p>

<b>Damage Reduction %:</b>	<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"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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 8 Strength is required.