

Claw

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

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

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A weapon formed by three sharp claws.
Attacks cause bleeding, and the wounds inflicted are not easily mended.
Preferred weapon of the spooks of an Eastern land.

Availability

Sold by Shiva of the East for 5,000 Souls

General Information

Bleed build-up is 30 per strike.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Claw	72/0/0/0 (Slash)	150	1.0	6 ¹ /14/0/0 E/B/-/-	0/0/0/0	0	300/0/-/-	50

Move Set

+ Show Move Set - Hide Move Set

R1 — R1	Right hook punch into backhand blow.	
R2 — R2	Right-to-left slash into left-to-right slash.	
Roll — R1	Rolling thrust.	

Backstep or Run — R1	Running backhand blow.	
Forward + R1	Knee kick.	Same effect as a regular kick.
L1 (left hand)	Left-to-right slash.	
L2 (left hand)	Parry.	

- Rolling R1 attack is replaced by a second roll into a thrust attack.
- R2 attacks are replaced by alternative wide horizontal slash attacks.

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).

13% STR, 85% DEX scaling

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Claw +0	72/0/0/0	E/B/-/-					
Claw +1	79/0/0/0	E/B/-/-	1				100
Claw +2	86/0/0/0	E/B/-/-	1				100
Claw +3	93/0/0/0	E/B/-/-	2				100
Claw +4	100/0/0/0	E/B/-/-	2				100
Claw +5	108/0/0/0	E/B/-/-	3				100
Claw +6	115/0/0/0	E/B/-/-		1			100
Claw +7	122/0/0/0	E/B/-/-		1			100
Claw +8	129/0/0/0	E/B/-/-		2			100
Claw +9	136/0/0/0	E/B/-/-		2			100
Claw +10	144/0/0/0	E/B/-/-		3			100
Claw +11	151/0/0/0	E/B/-/-			1		100
Claw +12	158/0/0/0	E/B/-/-			1		100
Claw +13	165/0/0/0	E/B/-/-			2		100
Claw +14	172/0/0/0	E/A/-/-			3		100
Claw +15	180/0/0/0	E/A/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Claw+5
- Titanite

Ascended by Andre of Astora with Large Ember.

10% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Claw +0	124/0/0/0	E/C/-/-	1	100
Raw Claw +1	132/0/0/0	E/C/-/-	1	100
Raw Claw +2	141/0/0/0	E/C/-/-	1	100
Raw Claw +3	149/0/0/0	E/C/-/-	2	100
Raw Claw +4	157/0/0/0	E/C/-/-	2	100
Raw Claw +5	166/0/0/0	E/C/-/-	3	100

Crystal

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

Requires

- Claw +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

13% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Claw +0	158/0/0/0	E/B/-/-	1		100
Crystal Claw +1	165/0/0/0	E/B/-/-	1		100
Crystal Claw +2	172/0/0/0	E/B/-/-	1		100
Crystal Claw +3	180/0/0/0	E/B/-/-	2		100
Crystal Claw +4	187/0/0/0	E/A/-/-	3		100
Crystal Claw +5	194/0/0/0	E/A/-/-		1	100

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Claw+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Lightning Claw +0	129/0/0/129	-/-/-/-	1		100
Lightning Claw +1	139/0/0/139	-/-/-/-	1		100
Lightning Claw +2	149/0/0/149	-/-/-/-	1		100
Lightning Claw +3	159/0/0/159	-/-/-/-	2		100
Lightning Claw +4	169/0/0/169	-/-/-/-	3		100
Lightning Claw +5	180/0/0/180	-/-/-/-		1	100

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Claw+5
- Green Titanite
- Blue Titanite

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

4% STR, 24% DEX, 71% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Claw +0	81/87/0/0	E/D/C/-	1			100
Magic Claw +1	86/92/0/0	E/D/C/-	1			100
Magic Claw +2	91/98/0/0	E/D/C/-	1			100
Magic Claw +3	97/104/0/0	E/D/C/-	2			100
Magic Claw +4	102/110/0/0	E/D/C/-	2			100
Magic Claw +5	108/116/0/0	E/D/C/-	3			100
Magic Claw +6	113/121/0/0	E/D/B/-		1		100
Magic Claw +7	118/127/0/0	E/D/B/-		1		100
Magic Claw +8	124/133/0/0	E/D/B/-		2		100
Magic Claw +9	129/139/0/0	E/D/B/-		3		100
Magic Claw +10	135/145/0/0	E/D/B/-			1	100

Enchanted

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

- Magic Claw +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

3% STR, 17% DEX, 69% INT scaling. Unknown amount of additional INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Claw +0	108/114/0/0	E/E/C/-	1		100
Enchanted Claw +1	112/117/0/0	E/E/B/-	1		100
Enchanted Claw +2	116/120/0/0	E/E/B/-	1		100
Enchanted Claw +3	120/124/0/0	E/E/A/-	2		100
Enchanted Claw +4	125/127/0/0	E/E/A/-	3		100
Enchanted Claw +5	129/132/0/0	E/E/A/-		1	100

Divine

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

Requires

- Claw +5
- Green Titanite
- White Titanite

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

5% STR, 33% DEX, 70% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Claw +0	72/88/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +1	76/94/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +2	81/100/0/0	E/D/-/C	300/0/110/-	1			100
Divine Claw +3	86/106/0/0	E/D/-/C	300/0/110/-	2			100
Divine Claw +4	91/112/0/0	E/D/-/C	300/0/110/-	2			100
Divine Claw +5	96/118/0/0	E/D/-/C	300/0/110/-	3			100
Divine Claw +6	100/123/0/0	E/D/-/C	300/0/110/-		1		100
Divine Claw +7	105/129/0/0	E/D/-/C	300/0/110/-		1		100
Divine Claw +8	110/135/0/0	E/D/-/C	300/0/110/-		2		100
Divine Claw +9	115/141/0/0	E/D/-/B	300/0/110/-		3		100
Divine Claw +10	120/147/0/0	E/D/-/B	300/0/110/-			1	100

Occult

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

Requires

- Divine Claw +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

5% STR, 31% DEX, 82% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Claw +0	100/108/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +1	105/113/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +2	112/118/0/0	E/D/-/B	300/0/-/110	1		100
Occult Claw +3	117/124/0/0	E/D/-/B	300/0/-/110	2		100
Occult Claw +4	124/129/0/0	E/D/-/B	300/0/-/110	3		100
Occult Claw +5	130/135/0/0	E/D/-/B	300/0/-/110		1	100

Fire

Fire damage added. All stat bonuses removed
Requires

- Claw +5
- Green Titanite
- Red Titanite

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

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Claw +0	93/0/93/0	-/-/-	1			100
Fire Claw +1	100/0/100/0	-/-/-	1			100
Fire Claw +2	108/0/108/0	-/-/-	1			100
Fire Claw +3	115/0/115/0	-/-/-	2			100
Fire Claw +4	122/0/122/0	-/-/-	2			100
Fire Claw +5	129/0/129/0	-/-/-	3			100
Fire Claw +6	138/0/138/0	-/-/-		1		100
Fire Claw +7	146/0/146/0	-/-/-		1		100
Fire Claw +8	155/0/155/0	-/-/-		2		100
Fire Claw +9	164/0/164/0	-/-/-		3		100
Fire Claw +10	172/0/172/0	-/-/-			1	100

Chaos

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

Requires

- Fire Claw +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Claw +0	113/0/129/0	-/-/-	1		100
Chaos Claw +1	119/0/136/0	-/-/-	1		100
Chaos Claw +2	126/0/144/0	-/-/-	2		100
Chaos Claw +3	132/0/151/0	-/-/-	2		100
Chaos Claw +4	138/0/158/0	-/-/-	3		100
Chaos Claw +5	144/0/165/0	-/-/-		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:	<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:	<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. This weapon cannot be two-handed.