

# 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>

“  
*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 <sup>1</sup> /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.	

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

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## Basic

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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

<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. This weapon cannot be two-handed.