

# 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>

“

*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 <sup>1</sup> /12/0/0  D/C/-/-	45/10/30 /30	22	50

## Move Set

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

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

<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>	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.
<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>(18 x 1.5 = 27)</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>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	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.