

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.</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:	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.