

# Hand Axe

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

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

“ Small hand axe. Appears identical to a lumberjack's tool, but has an ideal weight and strength, and is easy to handle.

One wrong swing leaves the wielder wide open, so timing and proximity to the enemy must be judged carefully.

## Availability

Starting weapon of the Pyromancer class

Sold by the Undead Merchant (Male) for 450 Souls

## 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<br>Stat Bonuses     | Damage Reduction % | Stability | Frampt Souls |
|---|----------|----------------------|----------|------------|--------|----------------------------------|--------------------|-----------|--------------|
|  | Hand Axe | 80/0/0/0<br>(Normal) | 100      | 250        | 2      | 8 <sup>1</sup> /8/0/0<br>C/D/-/- | 55/10/40/40        | 36        | 50           |

## Move Set

| 1 Handed                    |   |                            |
|-----------------------------|---|----------------------------|
| <b>R1 — R1</b>              | Right-to-left swing into left-to-right swing. | No stagger on miss.        |
| <b>R2</b>                   | Right-to-left horizontal swing.               |                            |
| <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 — R1</b>              | Right-to-left swing into left-to-right swing. | No stagger on miss.        |
| <b>R2</b>                   | Right-to-left horizontal swing.               |                            |
| <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.  |                            |

- Light attacks (1-handed & 2-handed) are replaced by fast, alternating horizontal slashes that do not cause staggering if they miss.
- Strong attacks (1-handed & 2-handed) are replaced by the normal weak attack of axes.

# 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 |
|--------------|-----------|--------------|-------|----------|-------|------|-------|
| Hand Axe +0  | 80/0/0/0  | C/D/-/-      |       |          |       |      |       |
| Hand Axe +1  | 88/0/0/0  | C/D/-/-      | 1     |          |       |      | 200   |
| Hand Axe +2  | 96/0/0/0  | C/D/-/-      | 1     |          |       |      | 200   |
| Hand Axe +3  | 104/0/0/0 | C/D/-/-      | 2     |          |       |      | 200   |
| Hand Axe +4  | 112/0/0/0 | C/D/-/-      | 2     |          |       |      | 200   |
| Hand Axe +5  | 120/0/0/0 | C/D/-/-      | 3     |          |       |      | 200   |
| Hand Axe +6  | 128/0/0/0 | C/D/-/-      |       | 1        |       |      | 200   |
| Hand Axe +7  | 136/0/0/0 | C/D/-/-      |       | 1        |       |      | 200   |
| Hand Axe +8  | 144/0/0/0 | C/D/-/-      |       | 2        |       |      | 200   |
| Hand Axe +9  | 152/0/0/0 | C/D/-/-      |       | 2        |       |      | 200   |
| Hand Axe +10 | 160/0/0/0 | C/D/-/-      |       | 3        |       |      | 200   |
| Hand Axe +11 | 168/0/0/0 | C/D/-/-      |       |          | 1     |      | 200   |
| Hand Axe +12 | 176/0/0/0 | C/D/-/-      |       |          | 1     |      | 200   |
| Hand Axe +13 | 184/0/0/0 | C/D/-/-      |       |          | 2     |      | 200   |
| Hand Axe +14 | 192/0/0/0 | C/D/-/-      |       |          | 3     |      | 200   |
| Hand Axe +15 | 200/0/0/0 | C/D/-/-      |       |          |       | 1    | 200   |

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Hand Axe +5
- Titanite

Ascended by Andre of Astora with Large Ember.

45% STR, 23% DEX scaling.

| Name            | Damage    | Stat Bonuses | L. Shard | Souls |
|-----------------|-----------|--------------|----------|-------|
| Raw Hand Axe +0 | 138/0/0/0 | D/D/-/-      | 1        | 200   |
| Raw Hand Axe +1 | 147/0/0/0 | D/D/-/-      | 1        | 200   |
| Raw Hand Axe +2 | 156/0/0/0 | D/D/-/-      | 1        | 200   |
| Raw Hand Axe +3 | 165/0/0/0 | D/D/-/-      | 2        | 200   |
| Raw Hand Axe +4 | 174/0/0/0 | D/D/-/-      | 2        | 200   |
| Raw Hand Axe +5 | 184/0/0/0 | D/D/-/-      | 3        | 200   |

## Crystal

Hand Axe durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

- Hand Axe +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

60% STR, 30% DEX scaling.

| Name                | Damage    | Stat Bonuses | Damage Reduction | Chunk | Slab | Souls |
|---------------------|-----------|--------------|------------------|-------|------|-------|
| Crystal Hand Axe +0 | 176/0/0/0 | C/D/-/-      | 55/10/40/40      | 1     |      | 200   |
| Crystal Hand Axe +1 | 184/0/0/0 | C/D/-/-      | 55/10/40/40      | 1     |      | 200   |
| Crystal Hand Axe +2 | 192/0/0/0 | C/D/-/-      | 55/10/40/40      | 1     |      | 200   |
| Crystal Hand Axe +3 | 200/0/0/0 | C/D/-/-      | 55/10/40/40      | 2     |      | 200   |
| Crystal Hand Axe +4 | 208/0/0/0 | C/D/-/-      | 55/10/40/40      | 3     |      | 200   |
| Crystal Hand Axe +5 | 216/0/0/0 | C/D/-/-      | 55/10/40/40      |       | 1    | 200   |

## Lightning

- Hand Axe +10
- Titanite Chunk.

Ascended by the Giant Blacksmith.

| Name                     | Damage      | Stat Bonuses | Damage Reduction | Chunk | Slab | Souls |
|--------------------------|-------------|--------------|------------------|-------|------|-------|
| Lightning Hand<br>Axe +0 | 144/0/0/144 | -/-/-        | 55/10/40/40      | 1     |      | 200   |
| Lightning Hand<br>Axe +1 | 155/0/0/155 | -/-/-        | 55/10/40/43.2    | 1     |      | 200   |
| Lightning Hand<br>Axe +2 | 166/0/0/166 | -/-/-        | 55/10/40/46.4    | 1     |      | 200   |
| Lightning Hand<br>Axe +3 | 177/0/0/177 | -/-/-        | 55/10/40/49.6    | 2     |      | 200   |
| Lightning Hand<br>Axe +4 | 188/0/0/188 | -/-/-        | 55/10/40/52.8    | 3     |      | 200   |
| Lightning Hand<br>Axe +5 | 200/0/0/200 | -/-/-        | 55/10/40/56      |       | 1    | 200   |

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Hand 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 Hand Axe +0  | 90/97/0/0   | E/E/C/-      | 1                    |                     |                    | 200   |
| Magic Hand Axe +1  | 96/104/0/0  | E/E/C/-      | 1                    |                     |                    | 200   |
| Magic Hand Axe +2  | 102/110/0/0 | E/E/C/-      | 1                    |                     |                    | 200   |
| Magic Hand Axe +3  | 108/117/0/0 | E/E/C/-      | 2                    |                     |                    | 200   |
| Magic Hand Axe +4  | 114/123/0/0 | E/E/C/-      | 2                    |                     |                    | 200   |
| Magic Hand Axe +5  | 120/130/0/0 | E/E/C/-      | 3                    |                     |                    | 200   |
| Magic Hand Axe +6  | 125/136/0/0 | E/E/C/-      |                      | 1                   |                    | 200   |
| Magic Hand Axe +7  | 132/143/0/0 | E/E/C/-      |                      | 1                   |                    | 200   |
| Magic Hand Axe +8  | 138/149/0/0 | E/E/C/-      |                      | 2                   |                    | 200   |
| Magic Hand Axe +9  | 144/156/0/0 | E/E/C/-      |                      | 3                   |                    | 200   |
| Magic Hand Axe +10 | 150/162/0/0 | E/E/C/-      |                      |                     | 1                  | 200   |

## Enchanted

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

- Magic Hand 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 Hand Axe +0 | 120/128/0/0 | E/E/C/-      | 1                   |                    | 200   |
| Enchanted Hand Axe +1 | 124/131/0/0 | E/E/C/-      | 1                   |                    | 200   |
| Enchanted Hand Axe +2 | 129/135/0/0 | E/E/B/-      | 1                   |                    | 200   |
| Enchanted Hand Axe +3 | 134/139/0/0 | E/E/B/-      | 2                   |                    | 200   |
| Enchanted Hand Axe +4 | 139/143/0/0 | E/E/A/-      | 3                   |                    | 200   |
| Enchanted Hand Axe +5 | 144/148/0/0 | E/E/A/-      |                     | 1                  | 200   |

## Divine

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

- Hand Axe +5
- 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 Hand Axe +0  | 81/99/0/0   | D/E/-/C      | 0/0/110/-   | 1                    |                      |                     | 200   |
| Divine Hand Axe +1  | 86/105/0/0  | D/E/-/C      | 0/0/110/-   | 1                    |                      |                     | 200   |
| Divine Hand Axe +2  | 91/112/0/0  | D/E/-/C      | 0/0/110/-   | 1                    |                      |                     | 200   |
| Divine Hand Axe +3  | 97/118/0/0  | D/E/-/C      | 0/0/110/-   | 2                    |                      |                     | 200   |
| Divine Hand Axe +4  | 102/125/0/0 | D/E/-/C      | 0/0/110/-   | 2                    |                      |                     | 200   |
| Divine Hand Axe +5  | 108/132/0/0 | D/E/-/C      | 0/0/110/-   | 3                    |                      |                     | 200   |
| Divine Hand Axe +6  | 113/138/0/0 | D/E/-/C      | 0/0/110/-   |                      | 1                    |                     | 200   |
| Divine Hand Axe +7  | 118/145/0/0 | D/E/-/C      | 0/0/110/-   |                      | 1                    |                     | 200   |
| Divine Hand Axe +8  | 124/151/0/0 | D/E/-/C      | 0/0/110/-   |                      | 2                    |                     | 200   |
| Divine Hand Axe +9  | 129/158/0/0 | D/E/-/C      | 0/0/110/-   |                      | 3                    |                     | 200   |
| Divine Hand Axe +10 | 135/165/0/0 | 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 Hand 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 Hand Axe +0 | 110/120/0/0 | D/E/-/B      | 0/0/-/110   | 1                    |                     | 200   |
| Occult Hand Axe +1 | 116/125/0/0 | D/E/-/B      | 0/0/-/110   | 1                    |                     | 200   |
| Occult Hand Axe +2 | 123/132/0/0 | D/E/-/B      | 0/0/-/110   | 1                    |                     | 200   |
| Occult Hand Axe +3 | 129/138/0/0 | D/E/-/B      | 0/0/-/110   | 2                    |                     | 200   |
| Occult Hand Axe +4 | 136/144/0/0 | D/E/-/B      | 0/0/-/110   | 3                    |                     | 200   |
| Occult Hand Axe +5 | 143/150/0/0 | D/E/-/B      | 0/0/-/110   |                      | 1                   | 200   |

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Hand Axe +5
- Green Titanite
- Red Titanite

| Name              | Damage      | Stat Bonuses | Damage Reduction | Green Titanite Shard | Red Titanite Chunk | Red Titanite Slab | Souls |
|-------------------|-------------|--------------|------------------|----------------------|--------------------|-------------------|-------|
| Fire Hand Axe +0  | 104/0/104/0 | -/-/-        | 55/10/40/40/36   | 1                    |                    |                   | 200   |
| Fire Hand Axe +1  | 112/0/112/0 | -/-/-        | 55/10/40.4/40/36 | 1                    |                    |                   | 200   |
| Fire Hand Axe +2  | 120/0/120/0 | -/-/-        | 55/10/40.8/40/36 | 1                    |                    |                   | 200   |
| Fire Hand Axe +3  | 128/0/128/0 | -/-/-        | 55/10/41.2/40/36 | 2                    |                    |                   | 200   |
| Fire Hand Axe +4  | 136/0/136/0 | -/-/-        | 55/10/41.6/40/36 | 2                    |                    |                   | 200   |
| Fire Hand Axe +5  | 144/0/144/0 | -/-/-        | 55/10/42/40/36   | 3                    |                    |                   | 200   |
| Fire Hand Axe +6  | 153/0/153/0 | -/-/-        | 55/10/42.4/40/36 |                      | 1                  |                   | 200   |
| Fire Hand Axe +7  | 163/0/163/0 | -/-/-        | 55/10/42.8/40/36 |                      | 1                  |                   | 200   |
| Fire Hand Axe +8  | 172/0/172/0 | -/-/-        | 55/10/43.2/40/36 |                      | 2                  |                   | 200   |
| Fire Hand Axe +9  | 182/0/182/0 | -/-/-        | 55/10/43.6/40/36 |                      | 3                  |                   | 200   |
| Fire Hand Axe +10 | 192/0/192/0 | -/-/-        | 55/10/44/40/36   |                      |                    | 1                 | 200   |

## Chaos

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

Requires

- Fire Hand 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 Hand Axe +0 | 126/0/144/0 | -/-/-        | 55/10/40/40/36   | 1                  |                   | 200   |
| Chaos Hand Axe +1 | 133/0/152/0 | -/-/-        | 55/10/40.8/40/36 | 1                  |                   | 200   |
| Chaos Hand Axe +2 | 140/0/160/0 | -/-/-        | 55/10/44.6/40/36 | 1                  |                   | 200   |
| Chaos Hand Axe +3 | 147/0/168/0 | -/-/-        | 55/10/42.4/40/36 | 2                  |                   | 200   |
| Chaos Hand Axe +4 | 154/0/176/0 | -/-/-        | 55/10/43.2/40/36 | 3                  |                   | 200   |
| Chaos Hand Axe +5 | 161/0/184/0 | -/-/-        | 55/10/44/40/36   |                    | 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>   | One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.  |
| <b>Durability:</b> | The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.  |
| <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>          | <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 6 Strength is required.