

Mail Breaker

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

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

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Standard small thrusting sword.
Unsharpened but pointed solid shaft can pierce tough armor.
Can be thrust using the weight of one"s body,
and is very effective for critical attacks.

Availability

Treasure in the Undead Burg on the way to Capra Demon, in a house where an Undead Assassin emerges from

General Information

| Image | Name | Damage | Critical Bonus | Durability | Weight | Stats Needed Stat Bonuses | Damage Reduction % | Stability | Frampt Souls |
|---|--------------|----------------------|----------------|------------|--------|-----------------------------------|--------------------|-----------|--------------|
|  | Mail Breaker | 57/0/0/0 (Normal) | 120 | 200 | 0.5 | 5 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 | 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 (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 attacks (1-handed & 2-handed) are 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 |
|------------------|-----------|--------------|-------|----------|-------|------|-------|
| Mail Breaker +0 | 57/0/0/0 | D/C/-/- | | | | | |
| Mail Breaker +1 | 62/0/0/0 | D/C/-/- | 1 | | | | 100 |
| Mail Breaker +2 | 68/0/0/0 | D/C/-/- | 1 | | | | 100 |
| Mail Breaker +3 | 74/0/0/0 | D/C/-/- | 2 | | | | 100 |
| Mail Breaker +4 | 79/0/0/0 | D/C/-/- | 2 | | | | 100 |
| Mail Breaker +5 | 85/0/0/0 | D/C/-/- | 3 | | | | 100 |
| Mail Breaker +6 | 91/0/0/0 | D/C/-/- | | 1 | | | 100 |
| Mail Breaker +7 | 96/0/0/0 | D/C/-/- | | 1 | | | 100 |
| Mail Breaker +8 | 102/0/0/0 | D/C/-/- | | 2 | | | 100 |
| Mail Breaker +9 | 108/0/0/0 | D/C/-/- | | 2 | | | 100 |
| Mail Breaker +10 | 114/0/0/0 | D/C/-/- | | 3 | | | 100 |
| Mail Breaker +11 | 119/0/0/0 | D/C/-/- | | | 1 | | 100 |
| Mail Breaker +12 | 125/0/0/0 | D/C/-/- | | | 1 | | 100 |
| Mail Breaker +13 | 131/0/0/0 | D/C/-/- | | | 2 | | 100 |
| Mail Breaker +14 | 136/0/0/0 | D/B/-/- | | | 3 | | 100 |
| Mail Breaker +15 | 142/0/0/0 | D/B/-/- | | | | 1 | 100 |

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Mail Breaker +5
- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

| Name | Damage | Stat Bonuses | L. Shard | Souls |
|---------------------|-----------|--------------|----------|-------|
| Raw Mail Breaker +0 | 99/0/0/0 | E/C/-/- | 1 | 100 |
| Raw Mail Breaker +1 | 105/0/0/0 | E/C/-/- | 1 | 100 |
| Raw Mail Breaker +2 | 112/0/0/0 | E/C/-/- | 1 | 100 |
| Raw Mail Breaker +3 | 118/0/0/0 | E/C/-/- | 2 | 100 |
| Raw Mail Breaker +4 | 125/0/0/0 | E/C/-/- | 2 | 100 |
| Raw Mail Breaker +5 | 132/0/0/0 | E/C/-/- | 3 | 100 |

Crystal

Mail Breaker durability reduced to **20**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Mail Breaker +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

| Name | Damage | Stat Bonuses | Chunk | Slab | Souls |
|-------------------------|-----------|--------------|-------|------|-------|
| Crystal Mail Breaker +0 | 125/0/0/0 | D/C/-/- | 1 | | 100 |
| Crystal Mail Breaker +1 | 131/0/0/0 | D/C/-/- | 1 | | 100 |
| Crystal Mail Breaker +2 | 136/0/0/0 | D/C/-/- | 1 | | 100 |
| Crystal Mail Breaker +3 | 142/0/0/0 | D/C/-/- | 2 | | 100 |
| Crystal Mail Breaker +4 | 148/0/0/0 | D/B/-/- | 3 | | 100 |
| Crystal Mail Breaker +5 | 153/0/0/0 | D/B/-/- | | 1 | 100 |

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Mail Breaker +10

- Titanite

Ascended by the Giant Blacksmith.

| Name | Damage | Stat Bonuses | Damage Reduction | Chunk | Slab | Souls |
|---------------------------|-------------|--------------|------------------|-------|------|-------|
| Lightning Mail Breaker +0 | 102/0/0/102 | -/-/- | 45/10/30/30 | 1 | | 100 |
| Lightning Mail Breaker +1 | 110/0/0/110 | -/-/- | 45/10/30/32.4 | 1 | | 100 |
| Lightning Mail Breaker +2 | 118/0/0/118 | -/-/- | 45/10/30/34.8 | 1 | | 100 |
| Lightning Mail Breaker +3 | 126/0/0/126 | -/-/- | 45/10/30/37.2 | 2 | | 100 |
| Lightning Mail Breaker +4 | 134/0/0/134 | -/-/- | 45/10/30/39.6 | 3 | | 100 |
| Lightning Mail Breaker +5 | 142/0/0/142 | -/-/- | 45/10/30/42 | | 1 | 100 |

Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Mail Breaker +5
- Green Titanite
- Blue Titanite

6% STR, 20% DEX, 66% INT scaling.

| Name | Damage | Stat Bonuses | Green Titanite Shard | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|------------------------|-------------|--------------|----------------------|---------------------|--------------------|-------|
| Magic Mail Breaker +0 | 64/69/0/0 | E/D/C/- | 1 | | | 100 |
| Magic Mail Breaker +1 | 68/73/0/0 | E/D/C/- | 1 | | | 100 |
| Magic Mail Breaker +2 | 73/78/0/0 | E/D/C/- | 1 | | | 100 |
| Magic Mail Breaker +3 | 77/82/0/0 | E/D/C/- | 2 | | | 100 |
| Magic Mail Breaker +4 | 81/87/0/0 | E/D/C/- | 2 | | | 100 |
| Magic Mail Breaker +5 | 86/92/0/0 | E/D/C/- | 3 | | | 100 |
| Magic Mail Breaker +6 | 90/96/0/0 | E/D/C/- | | 1 | | 100 |
| Magic Mail Breaker +7 | 94/101/0/0 | E/D/C/- | | 1 | | 100 |
| Magic Mail Breaker +8 | 98/105/0/0 | E/D/C/- | | 2 | | 100 |
| Magic Mail Breaker +9 | 103/110/0/0 | E/D/C/- | | 3 | | 100 |
| Magic Mail Breaker +10 | 107/115/0/0 | E/D/C/- | | | 1 | 100 |

Enchanted

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

- Magic Mail Breaker +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 Mail Breaker +0 | 86/92/0/0 | E/E/C/- | 1 | | 100 |
| Enchanted Mail Breaker +1 | 89/94/0/0 | E/E/B/- | 1 | | 100 |
| Enchanted Mail Breaker +2 | 92/97/0/0 | E/E/B/- | 1 | | 100 |
| Enchanted Mail Breaker +3 | 96/100/0/0 | E/E/B/- | 2 | | 100 |
| Enchanted Mail Breaker +4 | 99/103/0/0 | E/E/A/- | 3 | | 100 |
| Enchanted Mail Breaker +5 | 103/106/0/0 | E/E/A/- | | 1 | 100 |

Divine

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

Requires

- Mail Breaker +5
- Green Titanite
- White Titanite

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

8% STR, 27% DEX, 66% FAI scaling. Additional damage multiplier against unholy enemies.

| Name | Damage | Stat Bonuses | Aux Effects | Green Titanite Shard | White Titanite Chunk | White Titanite Slab | Souls |
|-------------------------|------------|--------------|-------------|----------------------|----------------------|---------------------|-------|
| Divine Mail Breaker +0 | 57/70/0/0 | E/D/-/C | 0/0/110/- | 1 | | | 100 |
| Divine Mail Breaker +1 | 60/75/0/0 | E/D/-/C | 0/0/110/- | 1 | | | 100 |
| Divine Mail Breaker +2 | 64/79/0/0 | E/D/-/C | 0/0/110/- | 1 | | | 100 |
| Divine Mail Breaker +3 | 68/84/0/0 | E/D/-/C | 0/0/110/- | 2 | | | 100 |
| Divine Mail Breaker +4 | 72/89/0/0 | E/D/-/C | 0/0/110/- | 2 | | | 100 |
| Divine Mail Breaker +5 | 76/94/0/0 | E/D/-/C | 0/0/110/- | 3 | | | 100 |
| Divine Mail Breaker +6 | 79/98/0/0 | E/D/-/C | 0/0/110/- | | 1 | | 100 |
| Divine Mail Breaker +7 | 83/103/0/0 | E/D/-/C | 0/0/110/- | | 1 | | 100 |
| Divine Mail Breaker +8 | 87/108/0/0 | E/D/-/C | 0/0/110/- | | 2 | | 100 |
| Divine Mail Breaker +9 | 91/112/0/0 | E/D/-/C | 0/0/110/- | | 3 | | 100 |
| Divine Mail Breaker +10 | 95/117/0/0 | E/D/-/C | 0/0/110/- | | | 1 | 100 |

Occult

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

Requires

- Divine Mail Breaker +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

8% STR, 25% DEX, 77% FAI scaling. Additional damage multiplier against holy enemies.

| Name | Damage | Stat Bonuses | Aux Effects | White Titanite Chunk | White Titanite Slab | Souls |
|------------------------|-------------|--------------|-------------|----------------------|---------------------|-------|
| Occult Mail Breaker +0 | 78/86/0/0 | E/D/-/B | 0/0/-/110 | 1 | | 100 |
| Occult Mail Breaker +1 | 82/90/0/0 | E/D/-/B | 0/0/-/110 | 1 | | 100 |
| Occult Mail Breaker +2 | 87/94/0/0 | E/D/-/B | 0/0/-/110 | 1 | | 100 |
| Occult Mail Breaker +3 | 92/98/0/0 | E/D/-/B | 0/0/-/110 | 2 | | 100 |
| Occult Mail Breaker +4 | 96/103/0/0 | E/D/-/B | 0/0/-/110 | 3 | | 100 |
| Occult Mail Breaker +5 | 101/107/0/0 | E/D/-/B | 0/0/-/110 | | 1 | 100 |

Fire

Fire damage added. All stat bonuses removed.

Requires

- Mail Breaker +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 Mail Breaker +0 | 74/0/74/0 | -/-/- | 45/10/30/30 | 1 | | | 100 |
| Fire Mail Breaker +1 | 79/0/79/0 | -/-/- | 45/10/30.3/30 | 1 | | | 100 |
| Fire Mail Breaker +2 | 85/0/85/0 | -/-/- | 45/10/30.6/30 | 1 | | | 100 |
| Fire Mail Breaker +3 | 91/0/91/0 | -/-/- | 45/10/30.9/30 | 2 | | | 100 |
| Fire Mail Breaker +4 | 96/0/96/0 | -/-/- | 45/10/31.2/30 | 2 | | | 100 |
| Fire Mail Breaker +5 | 102/0/102/0 | -/-/- | 45/10/31.5/30 | 3 | | | 100 |
| Fire Mail Breaker +6 | 109/0/109/0 | -/-/- | 45/10/31.8/30 | | 1 | | 100 |
| Fire Mail Breaker +7 | 116/0/116/0 | -/-/- | 45/10/32.1/30 | | 1 | | 100 |
| Fire Mail Breaker +8 | 123/0/123/0 | -/-/- | 45/10/32.4/30 | | 2 | | 100 |
| Fire Mail Breaker +9 | 129/0/129/0 | -/-/- | 45/10/32.7/30 | | 3 | | 100 |
| Fire Mail Breaker +10 | 136/0/136/0 | -/-/- | 45/10/33/30 | | | 1 | 100 |

Chaos

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

- Fire Mail Breaker +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

| Name | Damage | Stat Bonuses | Damage Reduction | Red Titanite Chunk | Red Titanite Slab | Souls |
|-----------------------|-------------|--------------|------------------|--------------------|-------------------|-------|
| Chaos Mail Breaker +0 | 88/0/102/0 | -/-/- | 45/10/30/30 | 1 | | 100 |
| Chaos Mail Breaker +1 | 93/0/108/0 | -/-/- | 45/10/30.6/30 | 1 | | 100 |
| Chaos Mail Breaker +2 | 98/0/114/0 | -/-/- | 45/10/31.2/30 | 1 | | 100 |
| Chaos Mail Breaker +3 | 102/0/119/0 | -/-/- | 45/10/31.8/30 | 2 | | 100 |
| Chaos Mail Breaker +4 | 107/0/125/0 | -/-/- | 45/10/32.4/30 | 3 | | 100 |
| Chaos Mail Breaker +5 | 112/0/131/0 | -/-/- | 45/10/33/30 | | 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: | One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes. |
| Durability: | The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%. |
| 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: | <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. When two-handing this weapon, only 4 Strength is required.