

# Pike

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Pike.glb>

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

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*Long spear with a very long red hilt.*

*Traditionally used by groups of soldiers.*

*Specially designed for distance thrusting.*

*Has the longest range of the non-projectile weapons, but its very length makes it somewhat difficult to handle.*

## Availability

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Sold by Andre of Astora for 2,000 Souls

## General Information

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Spears are precise long-range weapons that are used for thrusting attacks. They allow attacks while holding a shield up to guard, providing simultaneous offense and defense.

Spears do not do well against a shield. They glance off the shield and do not stagger shielded enemies as easily as other weapon attack types.

Despite what the item description says, the Pike does not have the longest range of non-projectile weapons. The Silver Knight Spear, Dragonslayer Spear, Moonlight Butterfly Horn, and Demon's Spear are all longer.

On rare occasions the pike may "Launch" an enemy with its two-handed rolling attack. So far this has only happened on a killing blow.

Charging thrust attacks (backstep/run + R1) will carry the character over a long distance, hence can potentially cause falling off edges.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Pike	86/0/0/0 (Thrust)	100	180	10.0	24 <sup>1</sup> /10/0/0  D/C/-/-	40/10/30 /30	26	50

# Move Set

One-handed

R1 - R1	Basic thrusts
R2	Delayed strong thrust
Backstep/Run - R1	Charging thrust. Hits up to 3 times
Forward + R1	Kick
Forward + R2	Jumping thrust
Roll - R1	Overhead chop
L1 (left hand)	Guard
L2 (left hand)	Basic thrust

Two-handed

R1 - R1	Basic thrusts
R2	Delayed strong thrust
Backstep/Run - R1	Charging thrust. Hits up to 3 times
Forward + R1	Kick
Forward + R2	Jumping thrust
Roll - R1	Uppercut

# Upgrades

## Basic

Standard upgrade path.

Requires

- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Pike +0	86/0/0/0	D/C/-/-	-	-	-	-	-
Pike +1	94/0/0/0	D/C/-/-	1	-	-	-	200
Pike +2	103/0/0/0	D/C/-/-	1	-	-	-	200
Pike +3	111/0/0/0	D/C/-/-	2	-	-	-	200
Pike +4	120/0/0/0	D/C/-/-	2	-	-	-	200
Pike +5	129/0/0/0	D/C/-/-	3	-	-	-	200
Pike +6	137/0/0/0	D/C/-/-	-	1	-	-	200
Pike +7	146/0/0/0	D/C/-/-	-	1	-	-	200
Pike +8	154/0/0/0	D/C/-/-	-	2	-	-	200
Pike +9	163/0/0/0	D/C/-/-	-	2	-	-	200
Pike +10	172/0/0/0	D/C/-/-	-	3	-	-	200
Pike +11	180/0/0/0	D/C/-/-	-	-	1	-	200
Pike +12	189/0/0/0	D/C/-/-	-	-	1	-	200
Pike +13	197/0/0/0	D/C/-/-	-	-	2	-	200
Pike +14	206/0/0/0	D/B/-/-	-	-	3	-	200
Pike +15	215/0/0/0	D/B/-/-	-	-	-	1	200

## Crystal

Pike durability reduced to **18**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Pike +10
- Titanite

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Pike +0	189/0/0/0	D/C/-/-	1		200
Crystal Pike +1	197/0/0/0	D/C/-/-	1		200
Crystal Pike +2	206/0/0/0	D/C/-/-	1		200
Crystal Pike +3	215/0/0/0	D/C/-/-	2		200
Crystal Pike +4	223/0/0/0	D/B/-/-	3		200
Crystal Pike +5	232/0/0/0	D/B/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Pike +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Pike +0	154/0/0/154	-/-/-/-	40/10/30/30	1		200
Lightning Pike +1	166/0/0/166	-/-/-/-	40/10/30/32.4	1		200
Lightning Pike +2	178/0/0/178	-/-/-/-	40/10/30/34.8	1		200
Lightning Pike +3	190/0/0/190	-/-/-/-	40/10/30/37.2	2		200
Lightning Pike +4	202/0/0/202	-/-/-/-	40/10/30/39.6	3		200
Lightning Pike +5	215/0/0/215	-/-/-/-	40/10/30/42		1	200

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Pike +5
- Titanite

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Pike +0	148/0/0/0	E/C/-/-	1	200
Raw Pike +1	158/0/0/0	E/C/-/-	1	200
Raw Pike +2	168/0/0/0	E/C/-/-	1	200
Raw Pike +3	178/0/0/0	E/C/-/-	2	200
Raw Pike +4	188/0/0/0	E/C/-/-	2	200
Raw Pike +5	198/0/0/0	E/C/-/-	3	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Pike +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 Pike +0	97/105/0/0	E/D/C/-	1			200
Magic Pike +1	104/112/0/0	E/D/C/-	1			200
Magic Pike +2	110/119/0/0	E/D/C/-	1			200
Magic Pike +3	117/126/0/0	E/D/C/-	2			200
Magic Pike +4	123/133/0/0	E/D/C/-	2			200
Magic Pike +5	130/140/0/0	E/D/C/-	3			200
Magic Pike +6	136/147/0/0	E/D/C/-		1		200
Magic Pike +7	143/154/0/0	E/D/C/-		1		200
Magic Pike +8	149/161/0/0	E/D/C/-		2		200
Magic Pike +9	156/168/0/0	E/D/C/-		3		200
Magic Pike +10	162/175/0/0	E/D/C/-			1	200

## Enchanted

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

- Magic Pike +5
- Blue Titanite

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 Pike +0	130/138/0/0	E/E/C/-	1		200
Enchanted Pike +1	135/142/0/0	E/E/B/-	1		200
Enchanted Pike +2	140/146/0/0	E/E/B/-	1		200
Enchanted Pike +3	145/150/0/0	E/E/B/-	2		200
Enchanted Pike +4	150/154/0/0	E/E/A/-	3		200
Enchanted Pike +5	156/160/0/0	E/E/A/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Pike +5
- Green Titanite
- White Titanite

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 Pike +0	87/106/0/0	E/D/-/C	0/0/110/-	1			200
Divine Pike +1	92/113/0/0	E/D/-/C	0/0/110/-	1			200
Divine Pike +2	98/120/0/0	E/D/-/C	0/0/110/-	1			200
Divine Pike +3	104/127/0/0	E/D/-/C	0/0/110/-	2			200
Divine Pike +4	110/134/0/0	E/D/-/C	0/0/110/-	2			200
Divine Pike +5	116/142/0/0	E/D/-/C	0/0/110/-	3			200
Divine Pike +6	121/149/0/0	E/D/-/C	0/0/110/-		1		200
Divine Pike +7	127/156/0/0	E/D/-/C	0/0/110/-		1		200
Divine Pike +8	133/163/0/0	E/D/-/C	0/0/110/-		2		200
Divine Pike +9	139/170/0/0	E/D/-/C	0/0/110/-		3		200
Divine Pike +10	145/177/0/0	E/D/-/C	0/0/110/-			1	200

# Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.  
Requires

- Divine Pike +5
- White Titanite

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 Pike +0	118/130/0/0	E/D/-/B	0/0/-/110	1		200
Occult Pike +1	125/136/0/0	E/D/-/B	0/0/-/110	1		200
Occult Pike +2	132/143/0/0	E/D/-/B	0/0/-/110	1		200
Occult Pike +3	139/149/0/0	E/D/-/B	0/0/-/110	2		200
Occult Pike +4	146/156/0/0	E/D/-/B	0/0/-/110	3		200
Occult Pike +5	153/162/0/0	E/D/-/B	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Pike +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Pike +0	111/0/111/0	-/-/-	40/10/30/30	1			200
Fire Pike +1	120/0/120/0	-/-/-	40/10/30.3/30	1			200
Fire Pike +2	129/0/129/0	-/-/-	40/10/30.6/30	1			200
Fire Pike +3	137/0/137/0	-/-/-	40/10/30.9/30	2			200
Fire Pike +4	146/0/146/0	-/-/-	40/10/31.2/30	2			200
Fire Pike +5	154/0/154/0	-/-/-	40/10/31.5/30	3			200
Fire Pike +6	165/0/165/0	-/-/-	40/10/31.8/30		1		200
Fire Pike +7	175/0/175/0	-/-/-	40/10/32.1/30		1		200
Fire Pike +8	185/0/185/0	-/-/-	40/10/32.4/30		2		200
Fire Pike +9	196/0/196/0	-/-/-	40/10/32.7/30		3		200
Fire Pike +10	206/0/206/0	-/-/-	40/10/33/30			1	200

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.  
 Requires

- Fire Pike +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Pike +0	135/0/156/0	-/-/-	40/10/30/30	1		200
Chaos Pike +1	142/0/165/0	-/-/-	40/10/3.6/30	1		200
Chaos Pike +2	150/0/174/0	-/-/-	40/10/31.2/30	1		200
Chaos Pike +3	157/0/182/0	-/-/-	40/10/31.8/30	2		200
Chaos Pike +4	165/0/191/0	-/-/-	40/10/32.4/30	3		200
Chaos Pike +5	172/0/200/0	-/-/-	40/10/33/30		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>	<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.  <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>	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 16 Strength is required

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