

Rapier

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

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

“ Standard thrusting sword. Regular one-handed attack can be delivered with shield held up.

Can parry with use of left hand.

Thrusting attacks pierce and are effective against foes with hard exteriors, but the wielder is left open to damage after a swing.

Availability

Sold by the Undead Merchant (Male) in the Undead Burg for 600 Souls

Drop from rapier-wielding Balder Knights (2% drop rate)

General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Rapier	73/0/0/0 (Thrust)	110	150	1.5	7 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	Lunging thrust into heavy 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	Lunging 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.	

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
Rapier +0	73/0/0/0	D/C/-/-					
Rapier +1	80/0/0/0	D/C/-/-	1				200
Rapier +2	87/0/0/0	D/C/-/-	1				200
Rapier +3	94/0/0/0	D/C/-/-	2				200
Rapier +4	102/0/0/0	D/C/-/-	2				200
Rapier +5	109/0/0/0	D/C/-/-	3				200
Rapier +6	116/0/0/0	D/C/-/-		1			200
Rapier +7	124/0/0/0	D/C/-/-		1			200
Rapier +8	131/0/0/0	D/C/-/-		2			200
Rapier +9	138/0/0/0	D/C/-/-		2			200
Rapier +10	146/0/0/0	D/C/-/-		3			200
Rapier +11	153/0/0/0	D/C/-/-			1		200
Rapier +12	160/0/0/0	D/C/-/-			1		200
Rapier +13	167/0/0/0	D/C/-/-			2		200
Rapier +14	175/0/0/0	D/B/-/-			3		200
Rapier +15	182/0/0/0	D/B/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Rapier +5
- Titanite

Ascended by Andre of Astora with Large Ember.

17% STR, 53% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Rapier +0	126/0/0/0	E/C/-/-	1	200
Raw Rapier +1	134/0/0/0	E/C/-/-	1	200
Raw Rapier +2	142/0/0/0	E/C/-/-	1	200
Raw Rapier +3	151/0/0/0	E/C/-/-	2	200
Raw Rapier +4	159/0/0/0	E/C/-/-	2	200
Raw Rapier +5	168/0/0/0	E/C/-/-	3	200

Crystal

Rapier durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Rapier +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

22% STR, 70% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Rapier +0	160/0/0/0	D/C/-/-	1		200
Crystal Rapier +1	167/0/0/0	D/C/-/-	1		200
Crystal Rapier +2	175/0/0/0	D/B/-/-	1		200
Crystal Rapier +3	182/0/0/0	D/B/-/-	2		200
Crystal Rapier +4	189/0/0/0	D/B/-/-	3		200
Crystal Rapier +5	197/0/0/0	D/B/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Rapier +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Rapier +0	131/0/0/131	-/-/-	45/10/30/30	1		200
Lightning Rapier +1	141/0/0/141	-/-/-	45/10/30/32.4	1		200
Lightning Rapier +2	151/0/0/151	-/-/-	45/10/30/34.8	1		200
Lightning Rapier +3	162/0/0/162	-/-/-	45/10/30/37.2	2		200
Lightning Rapier +4	172/0/0/172	-/-/-	45/10/30/39.6	3		200
Lightning Rapier +5	182/0/0/182	-/-/-	45/10/30/42		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Rapier +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 Rapier +0	82/88/0/0	E/D/C/-	1			200
Magic Rapier +1	88/94/0/0	E/D/C/-	1			200
Magic Rapier +2	93/100/0/0	E/D/C/-	1			200
Magic Rapier +3	99/106/0/0	E/D/C/-	2			200
Magic Rapier +4	104/112/0/0	E/D/C/-	2			200
Magic Rapier +5	110/118/0/0	E/D/C/-	3			200
Magic Rapier +6	115/123/0/0	E/D/C/-		1		200
Magic Rapier +7	121/129/0/0	E/D/C/-		1		200
Magic Rapier +8	126/135/0/0	E/D/C/-		2		200
Magic Rapier +9	132/141/0/0	E/D/C/-		3		200
Magic Rapier +10	137/147/0/0	E/D/C/-			1	200

Enchanted

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

- Magic Rapier +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 Rapier +0	110/116/0/0	E/E/C/-	1		200
Enchanted Rapier +1	114/119/0/0	E/E/B/-	1		200
Enchanted Rapier +2	118/122/0/0	E/E/B/-	1		200
Enchanted Rapier +3	123/126/0/0	E/E/B/-	2		200
Enchanted Rapier +4	127/129/0/0	E/E/A/-	3		200
Enchanted Rapier +5	132/134/0/0	E/E/A/-		1	200

Divine

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

- Rapier +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 Rapier +0	73/90/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +1	78/96/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +2	83/102/0/0	E/D/-/C	0/0/110/-	1			200
Divine Rapier +3	88/108/0/0	E/D/-/C	0/0/110/-	2			200
Divine Rapier +4	93/114/0/0	E/D/-/C	0/0/110/-	2			200
Divine Rapier +5	98/120/0/0	E/D/-/C	0/0/110/-	3			200
Divine Rapier +6	102/125/0/0	E/D/-/C	0/0/110/-		1		200
Divine Rapier +7	107/132/0/0	E/D/-/C	0/0/110/-		1		200
Divine Rapier +8	112/138/0/0	E/D/-/C	0/0/110/-		2		200
Divine Rapier +9	117/144/0/0	E/D/-/C	0/0/110/-		3		200
Divine Rapier +10	122/150/0/0	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 Rapier +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 Rapier +0	100/110/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +1	105/115/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +2	112/121/0/0	E/D/-/B	0/0/-/110	1		200
Occult Rapier +3	117/126/0/0	E/D/-/B	0/0/-/110	2		200
Occult Rapier +4	124/132/0/0	E/D/-/B	0/0/-/110	3		200
Occult Rapier +5	130/137/0/0	E/D/-/B	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Rapier +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 Rapier +0	94/0/94/0	-/-/-	45/10/30/30	1			200
Fire Rapier +1	102/0/102/0	-/-/-	45/10/30.3/30	1			200
Fire Rapier +2	109/0/109/0	-/-/-	45/10/30.6/30	1			200
Fire Rapier +3	116/0/116/0	-/-/-	45/10/30.9/30	2			200
Fire Rapier +4	124/0/124/0	-/-/-	45/10/31.2/30	2			200
Fire Rapier +5	131/0/131/0	-/-/-	45/10/31.5/30	3			200
Fire Rapier +6	140/0/140/0	-/-/-	45/10/31.8/30		1		200
Fire Rapier +7	148/0/148/0	-/-/-	45/10/32.1/30		1		200
Fire Rapier +8	157/0/157/0	-/-/-	45/10/32.4/30		2		200
Fire Rapier +9	166/0/166/0	-/-/-	45/10/32.7/30		3		200
Fire Rapier +10	175/0/175/0	-/-/-	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 Rapier +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Rapier +0	113/0/131/0	-/-/-	45/10/30/30	1		200
Chaos Rapier +1	119/0/138/0	-/-/-	45/10/30.6/30	1		200
Chaos Rapier +2	126/0/146/0	-/-/-	45/10/31.2/30	1		200
Chaos Rapier +3	132/0/153/0	-/-/-	45/10/31.8/30	2		200
Chaos Rapier +4	138/0/160/0	-/-/-	45/10/32.4/30	3		200
Chaos Rapier +5	144/0/167/0	-/-/-	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 x 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.