

# Rapier

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

<https://jadepilld.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 <sup>1</sup> /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.

<b>R2 — R2</b>	Lunging thrust into heavy thrust.	
<b>Roll — R1</b>	Low piercing thrust.	
<b>Backstep or Run — R1</b>	Jumping piercing thrust.	
<b>Forward + R1</b>	Backstep thrust.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1</b> (left hand)	Piercing thrust.	
<b>L2</b> (left hand)	Parry.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Piercing thrusts.	
<b>R2</b>	Lunging thrust.	
<b>Roll — R1</b>	Low piercing thrust.	
<b>Backstep or Run — R1</b>	Jumping piercing thrust.	
<b>Forward + R1</b>	Backstep thrust.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping thrust attack.	
<b>L1 or L2</b>	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

<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>	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>	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 5 Strength is required.