

# Reinforced Club

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Reinforced%20Club.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Reinforced%20Club>

“  
*A club with leather nailed to the pommel.*  
  
*The burg Undead merchant proudly peddles this club, but its reinforcement is shoddy.*  
  
*Indeed, its attack is stronger, but the club is no longer dependably sturdy.*

## Availability

Sold by Undead Merchant (Male) in the Undead Burg for 350 Souls

## General Information

Bleed build-up is 30 per strike.

Like all Hammers, 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.

Very useful for low-level builds. Strong leaping attack is effective in many situations. Does a lot of damage when upgraded with Lightning or Fire (which doesn't depend of stat scaling).

| Image                                                                               | Name            | Damage               | Critical | Durability | Weight | Stats Needed<br>Stat Bonuses    | Damage Reduction % | Stability | Aux Effects | Framp<br>Souls |
|-------------------------------------------------------------------------------------|-----------------|----------------------|----------|------------|--------|---------------------------------|--------------------|-----------|-------------|----------------|
|  | Reinforced Club | 97/0/0/0<br>(Strike) | 100      | 100        | 4.0    | 12 <sup>1</sup> /0/0/0<br>C/-/- | 45/10/30/30        | 30        | 300/0/-/-   | 50             |

# Move Set

| 1 Handed             |                                           |                            |
|----------------------|-------------------------------------------|----------------------------|
| R1                   | Right-to-left horizontal swing.           |                            |
| R2 — R2              | Jumping overhead chop into overhead chop. |                            |
| Roll — R1            | Fast overhead chop.                       |                            |
| Backstep or Run — R1 | Fast running chop.                        |                            |
| Forward + R1         | Kick.                                     | Useful for breaking guard. |
| Forward + R2         | Jumping overhead chop.                    |                            |
| L1 (left hand)       | Guard.                                    |                            |
| L2 (left hand)       | Left-to-right horizontal swing.           |                            |

| 2 Handed             |                                           |                            |
|----------------------|-------------------------------------------|----------------------------|
| R1                   | Right-to-left horizontal swing.           |                            |
| R2 — R2              | Jumping overhead chop into overhead chop. |                            |
| Roll — R1            | Fast overhead chop.                       |                            |
| Backstep or Run — R1 | Fast running chop.                        |                            |
| Forward + R1         | Kick.                                     | Useful for breaking guard. |
| Forward + R2         | Jumping overhead chop.                    |                            |
| L1 or L2             | Guard.                                    |                            |

- Strong attacks (1-handed & 2-handed) are replaced by a leaping smash, followed up by a right-to-left swing.

# 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).

75% STR scaling.

| Name                | Damage    | Stat Bonuses | Shard | L. Shard | Chunk | Slab | Souls |
|---------------------|-----------|--------------|-------|----------|-------|------|-------|
| Reinforced Club +0  | 97/0/0/0  | C/-/-/-      |       |          |       |      |       |
| Reinforced Club +1  | 106/0/0/0 | C/-/-/-      | 1     |          |       |      | 200   |
| Reinforced Club +2  | 116/0/0/0 | C/-/-/-      | 1     |          |       |      | 200   |
| Reinforced Club +3  | 126/0/0/0 | C/-/-/-      | 2     |          |       |      | 200   |
| Reinforced Club +4  | 135/0/0/0 | C/-/-/-      | 2     |          |       |      | 200   |
| Reinforced Club +5  | 145/0/0/0 | C/-/-/-      | 3     |          |       |      | 200   |
| Reinforced Club +6  | 155/0/0/0 | B/-/-/-      |       | 1        |       |      | 200   |
| Reinforced Club +7  | 164/0/0/0 | B/-/-/-      |       | 1        |       |      | 200   |
| Reinforced Club +8  | 174/0/0/0 | B/-/-/-      |       | 2        |       |      | 200   |
| Reinforced Club +9  | 184/0/0/0 | B/-/-/-      |       | 2        |       |      | 200   |
| Reinforced Club +10 | 194/0/0/0 | B/-/-/-      |       | 3        |       |      | 200   |
| Reinforced Club +11 | 203/0/0/0 | B/-/-/-      |       |          | 1     |      | 200   |
| Reinforced Club +12 | 213/0/0/0 | B/-/-/-      |       |          | 1     |      | 200   |
| Reinforced Club +13 | 223/0/0/0 | B/-/-/-      |       |          | 2     |      | 200   |
| Reinforced Club +14 | 232/0/0/0 | B/-/-/-      |       |          | 3     |      | 200   |
| Reinforced Club +15 | 242/0/0/0 | B/-/-/-      |       |          |       | 1    | 200   |

## Raw

Base damage increased. Stat bonuses reduced.

Requires

- Reinforced Club+5
- Titanite

Ascended by Andre of Astora with Large Ember.

56% STR scaling.

| Name                   | Damage    | Stat Bonuses | L. Shard | Souls |
|------------------------|-----------|--------------|----------|-------|
| Raw Reinforced Club +0 | 168/0/0/0 | C/-/-        | 1        | 200   |
| Raw Reinforced Club +1 | 179/0/0/0 | C/-/-        | 1        | 200   |
| Raw Reinforced Club +2 | 190/0/0/0 | C/-/-        | 1        | 200   |
| Raw Reinforced Club +3 | 201/0/0/0 | C/-/-        | 2        | 200   |
| Raw Reinforced Club +4 | 212/0/0/0 | C/-/-        | 2        | 200   |
| Raw Reinforced Club +5 | 224/0/0/0 | C/-/-        | 3        | 200   |

## Crystal

Reinforced Club durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Reinforced Club+10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

75% STR scaling.

| Name                       | Damage    | Stat Bonuses | Chunk | Slab | Souls |
|----------------------------|-----------|--------------|-------|------|-------|
| Crystal Reinforced Club +0 | 213/0/0/0 | B/-/-        | 1     |      | 200   |
| Crystal Reinforced Club +1 | 223/0/0/0 | B/-/-        | 1     |      | 200   |
| Crystal Reinforced Club +2 | 232/0/0/0 | B/-/-        | 1     |      | 200   |
| Crystal Reinforced Club +3 | 242/0/0/0 | B/-/-        | 2     |      | 200   |
| Crystal Reinforced Club +4 | 252/0/0/0 | B/-/-        | 3     |      | 200   |
| Crystal Reinforced Club +5 | 261/0/0/0 | B/-/-        |       | 1    | 200   |

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Reinforced Club+10
- Titanite

Ascended by the Giant Blacksmith.

| Name                         | Damage      | Stat Bonuses | Damage Reduction | Chunk | Slab | Souls |
|------------------------------|-------------|--------------|------------------|-------|------|-------|
| Lightning Reinforced Club +0 | 174/0/0/174 | -/-/-        | 45/10/30/30      | 1     |      | 200   |
| Lightning Reinforced Club +1 | 188/0/0/188 | -/-/-        | 45/10/30/32.4    | 1     |      | 200   |
| Lightning Reinforced Club +2 | 201/0/0/201 | -/-/-        | 45/10/30/34.8    | 1     |      | 200   |
| Lightning Reinforced Club +3 | 215/0/0/215 | -/-/-        | 45/10/30/37.2    | 2     |      | 200   |
| Lightning Reinforced Club +4 | 228/0/0/228 | -/-/-        | 45/10/30/39.6    | 3     |      | 200   |
| Lightning Reinforced Club +5 | 242/0/0/242 | -/-/-        | 45/10/30/42      |       | 1    | 200   |

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Reinforced Club+5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

21% STR, 54% INT scaling.

| Name                      | Damage      | Stat Bonuses | Green Titanite Shard | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|---------------------------|-------------|--------------|----------------------|---------------------|--------------------|-------|
| Magic Reinforced Club +0  | 109/118/0/0 | D/-/C/-      | 1                    |                     |                    | 200   |
| Magic Reinforced Club +1  | 116/126/0/0 | D/-/C/-      | 1                    |                     |                    | 200   |
| Magic Reinforced Club +2  | 124/134/0/0 | D/-/C/-      | 1                    |                     |                    | 200   |
| Magic Reinforced Club +3  | 131/142/0/0 | D/-/C/-      | 2                    |                     |                    | 200   |
| Magic Reinforced Club +4  | 138/150/0/0 | D/-/C/-      | 2                    |                     |                    | 200   |
| Magic Reinforced Club +5  | 146/158/0/0 | D/-/C/-      | 3                    |                     |                    | 200   |
| Magic Reinforced Club +6  | 153/165/0/0 | D/-/C/-      |                      | 1                   |                    | 200   |
| Magic Reinforced Club +7  | 160/173/0/0 | D/-/C/-      |                      | 1                   |                    | 200   |
| Magic Reinforced Club +8  | 167/181/0/0 | D/-/C/-      |                      | 2                   |                    | 200   |
| Magic Reinforced Club +9  | 175/189/0/0 | D/-/C/-      |                      | 3                   |                    | 200   |
| Magic Reinforced Club +10 | 182/197/0/0 | D/-/C/-      |                      |                     | 1                  | 200   |

## Enchanted

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

- Magic Reinforced Club+5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

14% STR, 53% INT scaling. Unknown amount of additional INT scaling.

| Name                         | Damage      | Stat Bonuses | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|------------------------------|-------------|--------------|---------------------|--------------------|-------|
| Enchanted Reinforced Club +0 | 146/156/0/0 | E-/C/-       | 1                   |                    | 200   |
| Enchanted Reinforced Club +1 | 151/160/0/0 | E-/C/-       | 1                   |                    | 200   |
| Enchanted Reinforced Club +2 | 157/165/0/0 | E-/C/-       | 1                   |                    | 200   |
| Enchanted Reinforced Club +3 | 163/170/0/0 | E-/B/-       | 2                   |                    | 200   |
| Enchanted Reinforced Club +4 | 169/174/0/0 | E-/B/-       | 3                   |                    | 200   |
| Enchanted Reinforced Club +5 | 175/180/0/0 | E-/B/-       |                     | 1                  | 200   |

## Divine

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

Requires

- Reinforced Club+5
- Green Titanite
- White Titanite

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

29% STR, 54% FAI scaling.

| Name                       | Damage      | Stat Bonuses | Aux Effects | Green Titanite Shard | White Titanite Chunk | White Titanite Slab | Souls |
|----------------------------|-------------|--------------|-------------|----------------------|----------------------|---------------------|-------|
| Divine Reinforced Club +0  | 97/120/0/0  | D/-/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Reinforced Club +1  | 104/128/0/0 | D/-/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Reinforced Club +2  | 110/136/0/0 | D/-/-/C      | 300/0/110/- | 1                    |                      |                     | 200   |
| Divine Reinforced Club +3  | 117/144/0/0 | D/-/-/C      | 300/0/110/- | 2                    |                      |                     | 200   |
| Divine Reinforced Club +4  | 123/152/0/0 | D/-/-/C      | 300/0/110/- | 2                    |                      |                     | 200   |
| Divine Reinforced Club +5  | 130/160/0/0 | D/-/-/C      | 300/0/110/- | 3                    |                      |                     | 200   |
| Divine Reinforced Club +6  | 136/168/0/0 | D/-/-/C      | 300/0/110/- |                      | 1                    |                     | 200   |
| Divine Reinforced Club +7  | 143/176/0/0 | D/-/-/C      | 300/0/110/- |                      | 1                    |                     | 200   |
| Divine Reinforced Club +8  | 149/184/0/0 | D/-/-/C      | 300/0/110/- |                      | 2                    |                     | 200   |
| Divine Reinforced Club +9  | 156/192/0/0 | D/-/-/C      | 300/0/110/- |                      | 3                    |                     | 200   |
| Divine Reinforced Club +10 | 162/200/0/0 | D/-/-/C      | 300/0/110/- |                      |                      | 1                   | 200   |

# Occult

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

Requires

- Divine Reinforced Club+5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Dark Ember.

27% STR, 63% FAI scaling.



| Name                      | Damage      | Stat Bonuses | Aux Effects | White Titanite Chunk | White Titanite Slab | Souls |
|---------------------------|-------------|--------------|-------------|----------------------|---------------------|-------|
| Occult Reinforced Club +0 | 134/146/0/0 | D/-/-/C      | 300/0/-/110 | 1                    |                     | 200   |
| Occult Reinforced Club +1 | 142/153/0/0 | D/-/-/C      | 300/0/-/110 | 1                    |                     | 200   |
| Occult Reinforced Club +2 | 150/160/0/0 | D/-/-/C      | 300/0/-/110 | 1                    |                     | 200   |
| Occult Reinforced Club +3 | 158/167/0/0 | D/-/-/C      | 300/0/-/110 | 2                    |                     | 200   |
| Occult Reinforced Club +4 | 166/175/0/0 | D/-/-/C      | 300/0/-/110 | 3                    |                     | 200   |
| Occult Reinforced Club +5 | 174/182/0/0 | D/-/-/C      | 300/0/-/110 |                      | 1                   | 200   |

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Reinforced Club+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 Reinforced Club +0  | 126/0/126/0 | -/-/-        | 45/10/30/30      | 1                    |                    |                   | 200   |
| Fire Reinforced Club +1  | 135/0/135/0 | -/-/-        | 45/10/30.3/30    | 1                    |                    |                   | 200   |
| Fire Reinforced Club +2  | 145/0/145/0 | -/-/-        | 45/10/30.6/30    | 1                    |                    |                   | 200   |
| Fire Reinforced Club +3  | 155/0/155/0 | -/-/-        | 45/10/30.9/30    | 2                    |                    |                   | 200   |
| Fire Reinforced Club +4  | 164/0/164/0 | -/-/-        | 45/10/31.2/30    | 2                    |                    |                   | 200   |
| Fire Reinforced Club +5  | 174/0/174/0 | -/-/-        | 45/10/31.5/30    | 3                    |                    |                   | 200   |
| Fire Reinforced Club +6  | 186/0/186/0 | -/-/-        | 45/10/31.8/30    |                      | 1                  |                   | 200   |
| Fire Reinforced Club +7  | 197/0/197/0 | -/-/-        | 45/10/32.1/30    |                      | 1                  |                   | 200   |
| Fire Reinforced Club +8  | 209/0/209/0 | -/-/-        | 45/10/32.4/30    |                      | 2                  |                   | 200   |
| Fire Reinforced Club +9  | 221/0/221/0 | -/-/-        | 45/10/32.7/30    |                      | 3                  |                   | 200   |
| Fire Reinforced Club +10 | 232/0/232/0 | -/-/-        | 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 Reinforced Club+5
- Red Titanite
- Ascended by Vamos with Chaos Flame Ember.

| Name                     | Damage      | Stat Bonuses | Damage Reduction | Red Titanite Chunk | Red Titanite Slab | Souls |
|--------------------------|-------------|--------------|------------------|--------------------|-------------------|-------|
| Chaos Reinforced Club +0 | 153/0/174/0 | -/-/-        | 45/10/30/30      | 1                  |                   | 200   |
| Chaos Reinforced Club +1 | 161/0/184/0 | -/-/-        | 45/10/30.6/30    | 1                  |                   | 200   |
| Chaos Reinforced Club +2 | 170/0/194/0 | -/-/-        | 45/10/31.2/30    | 1                  |                   | 200   |
| Chaos Reinforced Club +3 | 178/0/203/0 | -/-/-        | 45/10/31.8/30    | 2                  |                   | 200   |
| Chaos Reinforced Club +4 | 187/0/213/0 | -/-/-        | 45/10/32.4/30    | 3                  |                   | 200   |
| Chaos Reinforced Club +5 | 195/0/223/0 | -/-/-        | 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>     | <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.</p> <p><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>          | <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 8 Strength is required.