

# Ricard's Rapier

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Ricard's%20Rapier.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Ricard's%20Rapier>

“ A rapier with intricate decorations. Chosen weapon of the infamous Undead Prince Ricard.

Ricard"s exploits are told in a monomyth.

He was born into royalty, but wandered the lands in a fateful ill-conceived journey.

He became Undead, and disappeared up North.

## Availability

Undead Prince Ricard drop in Sen's Fortress

## General Information

While most rapiers deal moderate damage in one hit, the strong attack of this rapier will spread damage over six quick thrusts. A successful combo is capable of dealing massive damage and building up poison when buffed with Rotten Pine Resin. Upgrading this weapon through the Normal path is highly recommended, as its damage can be amplified via use of resins and spells.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Ricard's Rapier	70/0/0/0 (Thrust)	100	100	2.0	8 <sup>1</sup> /20/0/0 E/B/-/-	45/10/30 /30	22	50

# Move Set

1 Handed		
<b>R1 — R1</b>	Piercing thrusts.	Can be done with shield raised.
<b>R2 — R2</b>	Two thrusts into four thrusts.	
<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.	

2 Handed		
<b>R1 — R1</b>	Piercing thrusts.	
<b>R2 — R2</b>	Two thrusts into four thrusts.	
<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.	

- Strong attack (1-handed & 2-handed) is replaced by a shortly-delayed double thrust followed by four more thrusts delivered at very high speed.

## 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).

6% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Ricard's Rapier +1	77/0/0/0	E/B/-/-	1				
Ricard's Rapier +2	84/0/0/0	E/B/-/-	1				200
Ricard's Rapier +3	91/0/0/0	E/B/-/-	2				200
Ricard's Rapier +4	98/0/0/0	E/B/-/-	2				200
Ricard's Rapier +5	105/0/0/0	E/B/-/-	3				200
Ricard's Rapier +6	112/0/0/0	E/B/-/-		1			200
Ricard's Rapier +7	119/0/0/0	E/B/-/-		1			200
Ricard's Rapier +8	126/0/0/0	E/B/-/-		2			200
Ricard's Rapier +9	133/0/0/0	E/B/-/-		2			200
Ricard's Rapier +10	140/0/0/0	E/B/-/-		3			200
Ricard's Rapier +11	147/0/0/0	E/B/-/-			1		200
Ricard's Rapier +12	154/0/0/0	E/B/-/-			1		200
Ricard's Rapier +13	161/0/0/0	E/B/-/-			2		200
Ricard's Rapier +14	168/0/0/0	E/A/-/-			3		200
Ricard's Rapier +15	175/0/0/0	E/A/-/-				1	200

## Raw

Base damage increased. Stat bonuses reduced.  
Requires

- Ricard's Rapier +5
- Titanite

Ascended by Andre of Astora with Large Ember.

4% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Ricard's Rapier +0	121/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +1	129/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +2	137/0/0/0	E/C/-/-	1	200
Raw Ricard's Rapier +3	145/0/0/0	E/C/-/-	2	200
Raw Ricard's Rapier +4	153/0/0/0	E/C/-/-	2	200
Raw Ricard's Rapier +5	162/0/0/0	E/C/-/-	3	200

## Crystal

Ricard's Rapier durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Ricard's Rapier +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

6% STR, 85% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Ricard's Rapier +0	154/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +1	161/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +2	168/0/0/0	E/B/-/-	1		200
Crystal Ricard's Rapier +3	175/0/0/0	E/B/-/-	2		200
Crystal Ricard's Rapier +4	182/0/0/0	E/A/-/-	3		200
Crystal Ricard's Rapier +5	189/0/0/0	E/A/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Ricard's Rapier + 10

- Titanite Chunk

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Ricard's Rapier +0	126/0/0/126	-/-/-	45/10/30/30	1		200
Lightning Ricard's Rapier +1	135/0/0/135	-/-/-	45/10/30/32.4	1		200
Lightning Ricard's Rapier +2	145/0/0/145	-/-/-	45/10/30/34.8	1		200
Lightning Ricard's Rapier +3	155/0/0/155	-/-/-	45/10/30/37.2	2		200
Lightning Ricard's Rapier +4	165/0/0/165	-/-/-	45/10/30/39.6	3		200
Lightning Ricard's Rapier +5	175/0/0/175	-/-/-	45/10/30/42		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.

Requires

- Ricard's Rapier +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

2% STR, 23% DEX, 66% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Ricard's Rapier +0	79/85/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +1	84/91/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +2	90/96/0/0	E/D/C/-	1			200
Magic Ricard's Rapier +3	95/102/0/0	E/D/C/-	2			200
Magic Ricard's Rapier +4	100/108/0/0	E/D/C/-	2			200
Magic Ricard's Rapier +5	106/114/0/0	E/D/C/-	3			200
Magic Ricard's Rapier +6	111/119/0/0	E/D/C/-		1		200
Magic Ricard's Rapier +7	116/125/0/0	E/D/C/-		1		200
Magic Ricard's Rapier +8	121/131/0/0	E/D/C/-		2		200
Magic Ricard's Rapier +9	127/136/0/0	E/D/C/-		3		200
Magic Ricard's Rapier +10	132/142/0/0	E/D/C/-			1	200

## Enchanted

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

- Magic Ricard's Rapier +5
- Blue Titanite

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

1% STR, 17% DEX, 64% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Ricard's Rapier +0	106/112/0/0	E/E/C/-	1		200
Enchanted Ricard's Rapier +1	110/115/0/0	E/E/B/-	1		200
Enchanted Ricard's Rapier +2	114/118/0/0	E/E/B/-	1		200
Enchanted Ricard's Rapier +3	118/122/0/0	E/E/B/-	2		200
Enchanted Ricard's Rapier +4	122/125/0/0	E/E/A/-	3		200
Enchanted Ricard's Rapier +5	127/129/0/0	E/E/A/-		1	200

## Divine

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

Requires

- Ricard's Rapier +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Dark Ember.

2% STR, 33% DEX, 65% 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 Ricard's Rapier +0	70/87/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +1	75/92/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +2	79/98/0/0	E/D/-/C	0/0/110/-	1			200
Divine Ricard's Rapier +3	84/104/0/0	E/D/-/C	0/0/110/-	2			200
Divine Ricard's Rapier +4	89/110/0/0	E/D/-/C	0/0/110/-	2			200
Divine Ricard's Rapier +5	94/116/0/0	E/D/-/C	0/0/110/-	3			200
Divine Ricard's Rapier +6	98/121/0/0	E/D/-/C	0/0/110/-		1		200
Divine Ricard's Rapier +7	103/127/0/0	E/D/-/C	0/0/110/-		1		200
Divine Ricard's Rapier +8	108/133/0/0	E/D/-/C	0/0/110/-		2		200
Divine Ricard's Rapier +9	112/139/0/0	E/D/-/C	0/0/110/-		3		200
Divine Ricard's Rapier +10	117/145/0/0	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 Ricard's Rapier +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

2% STR, 31% DEX, 76% FAI scaling. Additional damage multiplier against holy enemies.



Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Ricard's Rapier +0	96/106/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +1	101/111/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +2	107/116/0/0	E/D/-/B	0/0/-/110	1		200
Occult Ricard's Rapier +3	113/121/0/0	E/D/-/B	0/0/-/110	2		200
Occult Ricard's Rapier +4	119/127/0/0	E/D/-/B	0/0/-/110	3		200
Occult Ricard's Rapier +5	124/132/0/0	E/D/-/B	0/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed.

Requires

- Ricard's 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 Ricard's Rapier +0	91/0/91/0	-/-/-	45/10/30/30	1			200
Fire Ricard's Rapier +1	98/0/98/0	-/-/-	45/10/30.3/30	1			200
Fire Ricard's Rapier +2	105/0/105/0	-/-/-	45/10/30.6/30	1			200
Fire Ricard's Rapier +3	112/0/112/0	-/-/-	45/10/30.9/30	2			200
Fire Ricard's Rapier +4	119/0/119/0	-/-/-	45/10/31.2/30	2			200
Fire Ricard's Rapier +5	126/0/126/0	-/-/-	45/10/31.5/30	3			200
Fire Ricard's Rapier +6	134/0/134/0	-/-/-	45/10/31.8/30		1		200
Fire Ricard's Rapier +7	142/0/142/0	-/-/-	45/10/32.1/30		1		200
Fire Ricard's Rapier +8	151/0/151/0	-/-/-	45/10/32.4/30		2		200
Fire Ricard's Rapier +9	159/0/159/0	-/-/-	45/10/32.7/30		3		200
Fire Ricard's Rapier +10	168/0/168/0	-/-/-	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 Ricard's 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 Ricard's Rapier +0	109/0/127/0	-/-/-	45/10/30/30	1		200
Chaos Ricard's Rapier +1	115/0/134/0	-/-/-	45/10/30.6/30	1		200
Chaos Ricard's Rapier +2	122/0/142/0	-/-/-	45/10/31.2/30	1		200
Chaos Ricard's Rapier +3	128/0/149/0	-/-/-	45/10/31.8/30	2		200
Chaos Ricard's Rapier +4	134/0/156/0	-/-/-	45/10/32.4/30	3		200
Chaos Ricard's Rapier +5	140/0/163/0	-/-/-	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>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<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>	<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 6 Strength is required.