Titanite Catch Pole

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Titanite%20Catch%20Pole.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Titanite%20Catch%20Pole

> *Weapon of the titanite demon, a faceless stone monster born from titanite slab.*
>
> *One of the enchanted weapons, perhaps from residual power of the titanite slab.*
>
> *Known for its leaping attack which comes smashing down on foes from above.*

Availability

Drop from Prowling Demons (2% drop rate)

General Information

Like all Halberds, if the Titanite Catch Pole's weak 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.

This weapon is very powerful if obtained early game from the Prowling Demon near Andre, as it has high physical and magic damage for low levels

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Titanite Catch Pole	125/145/0/0 (Regular)	100	600	6.0	16/14/0/0 D/D/D/-	40/10/30/30	26	100

Move Set

Jump attack and strong attacks are replaced by a jumping "catching" attack similar to the Prowling Demon's

+ Show move-set - Hide move-set

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

2 Handed		
R1 — R1	Overhead chop into left-to-right horizontal swing.	
R2	720 degree clockwise spin attack.	Hits twice.
Roll — R1	Fast left-to-right horizontal swing.	
Backstep or Run — R1	Overhead chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or **L2**	Guard.	

Upgrades

Requires Twinkling Titanite

25% STR, 45% DEX, 40% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Titanite Catch Pole +0	125/145/0/0	D/D/D/-		
Titanite Catch Pole +1	137/159/0/0	D/D/D/-	1	2,000
Titanite Catch Pole +2	150/174/0/0	D/D/D/-	1	2,000
Titanite Catch Pole +3	162/188/0/0	D/D/D/-	2	2,000
Titanite Catch Pole +4	175/203/0/0	D/D/D/-	2	2,000
Titanite Catch Pole +5	187/217/0/0	D/D/D/-	4	2,000

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
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:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required 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. 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. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • 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.

Revision #1
Created 21 December 2024 07:09:59 by jade
Updated 21 December 2024 07:09:59 by jade