

	Velka's Rapier	62/104/0 /0	100	130	2	8 ¹ /16/16/0	45/10/30 /30	22	5,000
		Dark 110				E/C/B/-			
		(Regular/Thrust)							

Move Set

1 Handed		
R1 — R1	Piercing thrusts.	Can be done with shield raised.
R2 — R2	Two v-slashes into 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 — R2	Two v-slashes into 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.	

- Strong attacks (1-handed) are replaced by a quick, two hit reverse V-shaped swipe that does slash damage followed by a delayed thrust.
- Strong attacks (2-handed) are replaced by a quick, two hit V-shaped swipe that does slash damage followed by a delayed thrust.

Upgrades

Requires

- Twinkling Titanite

5% STR, 53% DEX, 97% INT scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Velka's Rapier +0	62/104/0/0	E/C/B/-		
Velka's Rapier +1	68/114/0/0	E/C/B/-	1	2,000
Velka's Rapier +2	74/124/0/0	E/C/B/-	1	2,000
Velka's Rapier +3	80/135/0/0	E/C/B/-	2	2,000
Velka's Rapier +4	86/145/0/0	E/C/B/-	2	2,000
Velka's Rapier +5	93/156/0/0	E/C/B/-	4	2,000

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:	<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>

<p>Stats Needed:</p>	<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. (18 x 1.5 = 27)</p>
<p>Damage Reduction %:</p>	<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
<p>Stability:</p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p>Frampt Souls:</p>	<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.

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