

The Demon's Souls "Survival Guide" FAQ

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I. World Tendency

If you don't know how World Tendency works, please visit the following page:

<http://demonssouls.wikidot.com/world-tendency>

Q: I just beat all of the bosses of a world and my World Tendency isn't Pure White. Do I have to wait until the next playthrough for the Pure White World Tendency event or one of the private server events?

Old method:

A: If you're playing online, the easiest method to shift world tendency would be to kill invaders. Unless you do a boss room summon (applies only to original game; discussed later in the FAQ) and kill the black phantom you summon, you won't be able to shift tendency via player interactions.

As long as you haven't killed the named NPC Black Phantom or the Primeval Demon in a world and at least 1 boss, you have the ability to get Pure White World Tendency offline.

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Follow these steps exactly, otherwise this method to get Pure White World Tendency will not work. To be safe, have at least one boss alive in that world so that if you fall short of PWWT, you can make up for it.

- **Step 1:** Go to the Nexus.
- **Step 2:** Go to the world you want to get Pure White World Tendency in.
- **Step 3:** Die in human form as many times as it takes to turn your World Tendency to Pure Black. You will know if it is Pure Black because named NPC Black Phantoms won't show up if it's anything above Pure Black. 7 deaths should be enough to get you to PBWT.
- **Step 4:** Return to the Nexus.
- **Step 5:** Go back to the world whose tendency you adjusted to PBWT.
- **Step 6:** *Kill both the named NPC Black Phantom and the Primeval Demon without leaving the world, dying in human form, killing NPC's, or logging out of the server* (it's recommended you do this offline to avoid complications).
- **Step 7:** Return to the Nexus.
- **Step 8:** Return to the world whose tendency you adjusted. If you did everything correctly as described, your World Tendency should be Pure White or one stage below that. If it's not PWWT, kill at least one remaining boss without dying in body form or logging out of the server.
- **Step 9:** **IMPORTANT!!!** Make sure to complete any Pure White World Tendency events *before* you log out of the server or go back to the Nexus, as the World Tendency can change on you and you will have to complete another game cycle to have another chance at completing the event.

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Note: you can still possibly salvage your attempt at PWWT events by waiting for server events or by having a friend assist you in adjusting WT (which would require you to summon them for boss room duels, something that can only be done in the original game; see VI. Useful PvP Tricks and Techniques subsection “Boss Room Duels”). Both of these, of course, require connecting to the Demon’s Souls Private Servers.

New Method for the original game:

Using Yuvi's message system, you can adjust your own world tendency automatically to pure black, neutral, or pure white. Leave one of the following messages in the Nexus, wait ~5mins, and relog. A message won't physically drop because it is a command being sent to the server

Pure white: "you'll need a SL of 10 ahead"

Neutral: "write more messages!"

Pure black: "requesting a challenger"

II. Spell Tech

There are a variety of effective casting techniques that work in both PvE and PvP. Some involve beneficial glitches, while others are simply clever use of what the game gives you.

Running Cast

Unlike Dark Souls and Bloodborne, Demon's Souls allows you to perform some casting animations while running, with the only stopping point being when you release the spell. These spells include Soul Ray and Fireball, which are both quite powerful with the right stats and equipment. Not only is this useful for pursuing a fleeing opponent, but you can unlock and run in a wide circle around your opponent while casting your spells with a last-second opportunity to either manually aim your spell or lock on for accuracy at range. Use this and other casting techniques to your advantage to succeed as a spellcaster.

Spell Combos

Many of these combos start with fireball because of the long stagger animation. The following combos are only some of the possible combos that can be dealt. (Note that the ability to land some of these combos may be affected by latency)

Fireball -> Fireball

Fireball -> Ignite

Fireball -> Soul Ray

Soul Ray -> Soul Ray

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Pivot Casting

Q: What is Pivot Casting and how do I do it?

A: Pivot casting is a spellcasting technique that speeds up the casting animation. It's not an intended mechanic, however it is a highly beneficial glitch that rewards practice and skillful execution. The glitch occurs when your character begins *casting a spell while standing still and pivoting*. The spell is released immediately after the pivot. A skilled player can pivot cast with very little standstill time. Delaying your pivot can also be used to precisely time the release of your spell, allowing for slight changes that can catch your opponent off-guard in pvp, or to make frame-perfect wake-ups after a backstab easier to perform. *It is recommended that you equip your catalyst in your left hand with a weapon in your right hand.*

Spells Affected by Pivot Casting

Soul Arrow

Soul Ray

Flame Toss

Fireball

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Single-Pivot Cast

- Start with your back facing away from your target
- Initiate the spellcast
- Pivot your character 180 degrees
- Locking on is helpful for aiming at a distance while manual aiming can be used to hit a moving target or take advantage of the AoE of Fireball at close range.
- The spell will quickly release after your pivot

Double-Pivot Cast

- Start facing your target
- Initiate the spellcast
- Quickly pivot your character twice (must not be locked on)
- Locking on between the second pivot and the spell releasing will help you aim at a distance while manual aiming can be used to hit a moving target or take advantage of the AoE of Fireball at close range.
- The spell will quickly release after the second pivot if done properly

NOTE: There are more complex variations of the two techniques provided above, however these are not practical to explain in a step-by-step process because of the number of steps that need to be done and the short time they need to be done in.

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Pivot Casting Speed

Pivot Cast also comes in *three speeds*, based on the class of weapon in your right hand. Weapons that *do not* rest on your shoulder, with the exception of polearms, will give you an intermediate pivot casting speed. Polearms, spears, and weapons that rest on your shoulder will give you a fast pivot casting speed. Popular choices for a right hand weapon are Crescent or Moon weapons, Large Sword of Moonlight, Phosphorescent Pole, and Dragon Bone Smasher. Two-handing your catalyst will give you the fastest pivot cast, which is only marginally faster than the previous speed mentioned for shoulder weapons/poles/spears. Bear in mind, you lose the ability to use effective melee unless you toggle, but this allows you to make optimal use of the boost from a pocket Kris blade.

The following video shows a variety of pivot casting methods worth studying if you wish to become a proficient spellcaster: <https://www.youtube.com/watch?v=jE88vRhOhro>

III. Duping

Q: How do you dupe in this game?

A: There are a couple of ways to do it, and which one you use depends on the situation. They are as follows:

Dupe with Stockpile Thomas (for consumables and ore on the original game only)

(Video demonstration: <https://www.youtube.com/watch?v=eijQAlyCyIs>)

- 1) Hotkey Nexial Binding or a Shard of Archstone, or equip the Evacuate miracle
- 2) Make sure Thomas does not have any of the item you wish to dupe
- 3) Talk to the blacksmith in the Nexus
- 4) Select buy items
- 5) Walk away with the menu open and start spamming either square or R1/L1 with your talisman out like you want to respawn in the nexus, making sure to stand in front of Thomas. The blacksmith will typically yell after you.

- 6) When the “return to nexus?” prompt pops up, hit the Start button. The prompt will disappear if the glitch works correctly.
- 7) Speak to Thomas and deposit the item you wish to dupe
- 8) Hit Circle before you warp and you’ll cancel the warping animation.
- 9) If all of these steps were done correctly, Thomas will have over 1000 of your duped item in his inventory while you gain +1 in your own inventory. Withdrawing any number of this item from Thomas will result in his stock of that item going down to 99.

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Duping via online multiplayer (weapons, armor, souls, etc.)

Auto-save is disabled for phantom players in a host's world, which this duping technique capitalizes on. Auto-save is re-enabled when the phantom dies or leaves via white eye stone.

- 1) Find a friend who wants equipment that you have or is willing to give duped equipment back to you.
- 2) Have them summon you as a blue phantom.
- 3) Drop the equipment/items they asked for or that you want copies of.
- 4) Quit the game with the PS button. If you simply return to your world, you lose your gear.
- 5) When you load the game, you should still have the equipment you dropped while your friend retains a copy (which they can give back to you if you arranged for it).

Dropping/Duping Souls and Multiplayer Stones

Q: Can I drop/dupe Boss Souls or Black/Red Eye Stone for my friend?

A: Yes, in the original game only. Boss souls will be taken directly out of your inventory, so it's recommended that you dupe them with Thomas first. Here is how to drop these items:

(Video Tutorial: <https://www.youtube.com/watch?v=RFYRWq1mvKE>)

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- 1) Have a friend who needs a particular boss soul or eye stone either summon you or drop a blue to be summoned by you.
- 2) Rearrange your item inventory so that you have a consumable such as grass, spice, or lotuses in the top slot of your inventory. It is recommended that you only have 2-3 of this item, so drop any extras to meet this number, walk a few steps away, and pick them up after you are done.
- 3) Rearrange your item inventory so that the item you wish to drop is in the second inventory slot, below the item you moved up to the top in step 2.
- 4) Using your inventory, consecutively use the consumable in your first slot, making sure you have selected the item you are using before the last one of that item disappears. The prompt to use/drop/rearrange the consumable that was used will not change after the first item disappears and the second item moves into the first slot.
- 5) Select the number you want to drop of the item. If you're dropping the Red Eye Stone, it will not disappear from your inventory, no matter how many you drop. Boss Souls in your inventory will be reduced by the number you select.

IV. Ore Farming Tricks

First and foremost, you should know that drop rates for rare ores will improve significantly if you have Pure Black World Tendency.

Pure Ores from Crystal Lizards (Exploit)

Q: I need a Pure Hard/Sharp/Clear/Darkmoon/Moonlight/Faint ore from the Crystal Lizards, but I don't want to have to do another playthrough to get one. Can I guarantee I get one?

A: Yes. When you kill the Crystal Lizard, pick up the ore it drops, but **DON'T close the info box** telling you what ore dropped because the game does not save until after this box closes and you accept the ore. **Quit the game via the PS button** to close the game. When you log back into the game, the Crystal Lizard will be alive and well for you to kill again. Rinse and repeat until you get the ore you desire.

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Pure Bladestone

Q: I need a Pure Bladestone for Sharp weapons on my dex build. Where do I get them and how do I get them?

A: There are only two ways to get them: having someone dupe/trade them to you or farming them yourself. Because you can dupe with Thomas, you only need one, so that's good, but it's a hard farm if you don't have a friend to drop one for you. Pure Bladestone drops from the Black Skeleton found in 4-2, behind an illusory wall in the stairwell to the left of the first Reaper. Another location is the Black Phantom Black Skeleton in 4-2, which is easiest to get to from the 4-3 archstone by backtracking past the last Reaper to the cliffside. It's an extremely rare drop, so you need *Pure Black World Tendency* in order to have the best possible chance to get one.

NOTE: HIGHER LUCK actually makes it harder to get this in the original.

The following video demonstrates how to get to both farming locations:

<https://www.youtube.com/watch?v=w-73-5h5sQ8>

V. Stats, Builds, and Upgrade Paths

Stats and Important Breakpoints

Q: How should I allocate stats for a pvp build?

A: *The standard PvP level is SL125.* The first aspects to consider, with regard to stats, are where stats start showing diminishing returns and where they cap, but above all else, ***EVERY PvP build should have at least 11 intelligence and 16 faith for Second Chance.*** If you mess up, you can always respec your character (see VII. Respec your Builds)

Vitality is your HP and Max Item Burden. *Points invested are permanent and cannot be deleveled.* Important breakpoints are as follows:

- **30:** The first sign of diminishing returns. This is generally the first breakpoint to shoot for, but most builds don't stop here, as it's a bit of a glass cannon.
- **40:** The bare minimum level for pvp builds. This is typically run on pure mages.

- **45:** The general minimum for hybrid melee builds such as spellswords and Light Weapon builds
- **50:** The standard level for most builds and the cap where diminishing returns really show. If your build has points to spare after hitting all relevant stat caps, this is usually where you'll want them.

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Intelligence deals with mana and spell slots, so the important values to keep in mind are:

- **11:** Wearing the Silver Coronet and having a silver catalyst in one hand gives you 100mp to cast Second Chance, the minimum intelligence level recommended for any build. You are limited to only one spell slot.
- **13:** Wearing either the silver coronet or holding the silver catalyst gives you 100mp to cast second chance. You still have only one spell slot.
- **14:** Two spell slots. Must have Silver Coronet on to exceed 100mp, which is needed in order to cast Light Weapon with the Insanity Catalyst, or to cast Second Chance.
- **15:** Cast Second Chance, or cast Light Weapon with the Insanity Catalyst, without Silver gear.
- **18:** Three spell slots. Generally used for Curse Weapon on physical builds like Strength and Dexterity.

- **24:** Four spell slots. A solid minimum for spellswords (a build specialized in both casting and melee)
- **30:** Five spell slots. Pure mages are typically the only build that invests up to this point, although a usable spellword can reach this breakpoint. 200mp baseline should be plenty for just about any caster (even with Insanity Catalyst).
- **40:** Six spell slots and 240 base mp. Typically only used for glass cannon mages.

Endurance: governs stamina and equip burden. *Pure mages can run as little as 8 endurance* and be just fine, but for any build looking to do melee, you need to carefully think about how much stamina you need (and in some cases, equip burden). The following breakpoints are particularly important for melee builds:

- **19:** The absolute minimum endurance to use the three-hit combo with 2h gaxes/ghammers.
- **28:** the minimum endurance recommended for any melee/hybrid build. Stamina management is a must, but is still reasonable. Going lower will limit your ability to be aggressive.
- **40:** the standard endurance for pure melee builds. Stamina does not increase with investment beyond this, so it's not worth further investment.

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Strength: typically used as a damage stat or for weapon reqs. Holding a weapon in two hands increases your effective strength stat by 50%, rounded down. Important levels to consider:

- **12:** Strength req for heater shield and Rune shield.
- **16:** Strength req for Derp Silver Shield 🤪

- **18:** the minimum strength for katanas, Crescent Axe, two-handed Greataxe/Greatsword, Soulbrandt, and Demonbrandt.
- **20:** the minimum strength for the Claymore and Guillotine Axe and a soft cap for two-handed strength-scaling weapons
- **26:** the minimum strength requirement for the Greataxe, Greatsword, and Meat Cleaver.
- **30:** the minimum strength requirement for the Dragon Bone Smasher and a soft cap for strength-scaling weapons in one hand.
- **34:** two-handed strength bonus efficiently converts this stat to 51, which can be used as a scaling cap for Crushing, *Quality*, and Strength-scaling weapons like the DBS.
- **50:** the standard scaling cap for Strength builds. Converts to 75 strength in two hands.
- **66:** converts to 99 strength in two hands, useful for efficiently maxing out the AR of pure Strength weapons.

Dexterity: the scaling stat for Sharp and Quality weapons. The most important breakpoints for this stat are:

- **8:** The lowest possible level for this stat, which still allows you to use most Western style weapons (straight swords and axes)
- **12:** minimum requirement for polearms
- **13:** minimum requirement for katanas.
- **30:** the soft cap for Dexterity scaling, which may offer efficient returns for weapons that are scaling from multiple stats, such as the Meat Cleaver.
- **50:** The hardcap and standard level for dexterity builds.

Worth noting is that Quality weapons have AR increases up to 50 in this stat, with most Quality builds capping at around 44-46 in order to fit 50 vitality, 34 strength, and Curse Weapon in.

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Magic: the scaling stat for spells, Crescent weapons, Moon weapons, and other magic-scaling weapons. Important breakpoints for this stat are:

- **6:** The minimum possible level for this stat.
- **10:** the minimum stat to learn magic from Freke or his apprentice.
- **12:** a minimum req for Northern Regalia and Soulbrandt.
- **30:** The softcap for magic-scaling weapons and catalysts. Also the minimum requirement for the Insanity Catalyst, which may be used to apply a powerful Light Weapon buff to weapons such as the Meat Cleaver or Blueblood Sword.
- **50:** The hardcap for magic-scaling weapons such as Moon and Crescent weapons, and magic-scaling catalysts. Insanity catalyst gets 210 magic adjust.

Faith: the scaling stat for miracles, Blessed weapons, and faith-scaling weapons (Istarelle and Large Sword of Moonlight). Important stat breakpoints are as follows:

- **10:** One miracle slot, but why stop here?
- **16:** Two miracle slots. Second Chance. ***This is a must for pvp.***
- **20:** Umbasa lady gives you pure faintstone if you talk to her before saving Urbain.
- **30:** The soft cap for this stat. Particularly useful stopping point for Light Weapon Meat Cleaver builds, but not much else.
- **36:** The fourth and final miracle slot.
- **50:** The hardcap for this stat. Pretty much standard for most faith builds.

Luck: the scaling stat for the Blueblood Sword. Most Blueblood Sword builds settle for 25-30 in this stat due to diminishing returns and a thinly-stretched stat spread.

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Builds

I encourage all new players to make their own and be creative. If you're feeling lost on how to make a build, feel free to browse the ones that have been archived here, keeping a mental note that the build ratings may not actually reflect the quality of a given build:

<http://demonssouls.wikidot.com/character-builds>

If I receive enough build requests, I can also include a list of my own top builds in this section.

Starting Classes

Q: What's the best starting class for my build?

A: The answer lies in what you want your final stats to be. The following classes cover the majority of build types while minimizing the luck stat and are thus recommended as a starting point.

- **Temple Knight:** Minimizes Magic and Luck, perfect for most physical builds such as Dexterity, Strength with some Dexterity for weapon requirements, and Quality.
- **Priest:** Minimizes Dexterity, Luck, and Magic. While it does waste a point in luck over TK, it gains some points back by minimizing Dexterity. Perfect for builds that use

strength-based (Western) weapons with low dexterity requirements such as Greataxe, Greatsword, Claymore, Knight Sword, and Guillotine Axe.

- **Royal:** Minimizes Endurance, Luck, and Physical stats. The ideal starting class for pure mages.

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Upgrade Paths

What upgrade paths do I want to use for my weapons?

Assuming you're using a standard weapon, it depends on your stats. The upgrade paths are as follows (most effective paths highlighted):

Buffable:

- **Crushing** - removes dexterity scaling and significantly increases strength scaling. Scaling is strong enough to potentially justify investment beyond the hardcap of 50 since weapons benefit from a 50% effective strength stat bonus in two hands (with 66 strength giving you an effective stat of 99 in 2h). Can only be applied to weapons with a “normal” or blunt damage type. Requires Greystone, which can be found in 2-2 as loot from corpses and drops from lava worms and lizard men wielding hammers. Scirvir also gives you a pure for completing his questline.
- **Sharp** - increases dexterity scaling. Can only be applied to weapons with a slash or piercing damage type. Requires Bladestone, which drops from the skeletons in 4-1 and 4-2. Pures are very rare, so farm the black skeletons in 4-2 in pure black world tendency.

- **Quality** - equal strength and dex scaling. Can be applied to virtually any weapon that accepts one of the above upgrade paths. Requires Clearstone, which can be obtained by completing Ostrava's questline, found as loot on corpses in 2-1 and 2-2, drops from certain ore-bag miners, and drops from crystal lizards in 2-2 and 2-3.
- **Normal (+10)** - high base AR and weak scaling from both strength and dexterity. Typically not the best upgrade path, with a few exceptions like having low stats. Requires hardstone or sharpstone, which are most commonly found in world 1 and world 2.

Non-buffable:

- **Moon** - adds strong magic scaling. Can be applied to most weapons with a normal, blunt, or slash damage type. Requires Moonlightstone, which can be found as loot in 3-1 and 3-2 as loot from corpses and drops from crystal lizards.
- **Crescent** - adds very strong magic scaling and a slow mana regeneration effect. Can be applied to most weapons with a slash or piercing damage type. Obtained from the reapers in 4-2 and the crystal lizards throughout world 4.
- **Blessed** - adds strong faith scaling and a gradual hp regeneration effect. Can be applied to most weapons with a normal or blunt damage type. Requires Faintstone, which can be acquired from the female cleric in the Nexus when you have at least 20 faith (before rescuing Saint Urbain), can be found as loot in 5-1 and 5-2, can drop from crystal lizards in 5-1, 5-2, and 5-3, and can drop from shamans in 5-2.
- **Dragon** - removes scaling and adds fire damage. Can be applied to weapons with a blunt or normal damage type. Generally weak, but non-scaling allows you to vit-gouge your build. Requires Dragonstone, which can be found as loot throughout world 2 and drops from bearbugs in 2-2. You get a pure from defeating the dragon god and another can be found in the river of lava in 2-2.

- **Sticky** - removes strength scaling and dramatically increases dexterity scaling for bows with a slight range increase. Requires Spiderstone, which can be found in 2-1 as loot, drops from certain crystal lizards, and drops from the unarmed miners in 2-1 and 2-2. You automatically obtain a pure with the armored spider soul.

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- **Fatal** - adds a powerful critical multiplier that primarily scales with dexterity at the cost of much weaker damage on regular attacks. Can only be applied to certain piercing weapons. Requires Marrowstone, which can be found as loot in 5-3, and drops from the ticks and mosquitos in 5-1 and 5-2, respectively.
- **Tearing** - increases dexterity scaling and adds a slightly stronger bleed effect. This upgrade path is quite a bit weaker than sharp and is generally not recommended. Makoto offers a significantly stronger bleed effect at the cost of losing some hp per second while also carrying a hefty 300AR that is non-scaling. Requires Suckerstone, which can be found as loot from corpses in 5-2 and drops from the slugs in 5-2.
- **Mercury** - adds a poison effect, which deals damage over time and halves healing. This upgrade path is the only means to poison with a weapon, however the effect is quite weak and weapon scaling is significantly reduced. Requires Mercurystone, which can be found as loot in 5-3 and world 3, and drops from facebugs in 3-2.

VI. Useful PvP Tricks and Techniques

Roll Backstab

This simple technique is useful for punishing opponents who miss attacks with an especially slow recovery time, such as greatswords. When facing your opponent, roll to their immediate right or left side to dodge an attack, pivot to face their back, and then initiate the backstab.

Pushlock

Certain weapons, when paired together, can create stunlock combos by alternating between right hand pushes and left hand weapon attacks (particularly katanas). The most common version of this that is used is dual katanas because of the ability to initiate the combo with the stabbing running r1 attack. This combo was somewhat controversial in its use because of the ability to create an inescapable combo with properly timed pushes, leading to fights that could end in one “touch”, or one attack leading into a fatal combo.

Toggle Escape

Switching your right or left hand weapon when you are staggered can offer a momentary hyperarmor effect where you are not staggered. This is useful for escaping stunlock (such as two-handed knight sword or guillotine axe r1 combos) and “pushlock” combos.

“Cracked” Talisman of Beasts

Curse Weapon is a buff, much like Power Within from the Dark Souls games, that boosts physical AR by 50% at a cost of an hp draining effect for as long as the buff is active. Applying this buff to a weapon with a broken catalyst, or a catalyst whose requirements are not met, reduces the hp drained by Curse Weapon dramatically. The Talisman of Beasts requires 18 magic and 18 faith, making it the perfect candidate for such a use. Furthermore, using a “cracked” or broken talisman has no effect on the potency of Curse Weapon or Second Chance.

"Pushed" Talisman of Beasts vs. Insanity Catalyst

With enough dual-investment in magic and faith, Talisman of Beasts becomes the most powerful catalyst and talisman for spells and miracles. Insanity catalyst halves your mp, but has high magic adjust from a single stat. With a total of 94 points between magic and faith, and neither stat above 50, ToB matches a 50 mag insanity catalyst in power and does not halve your mp. That said, insanity catalyst is the strongest catalyst for casting Light Weapon. When making a competitive mage for PvP you will need to make a choice between these two catalysts and allocate your stats accordingly.

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Dead-angling

Just like Dark Souls, you can dead-angle with weapons and some spells to get around shields, which is an attack that is also not parryable if properly done. The info in the following video applies to Demon's Souls dead-angling as well.
<https://www.youtube.com/watch?v=2wk7-Iy7-8A>

Boss Room Duels (original only)

Yes, these are real, and **you don't have to have ANY bosses alive to do it**. It's a glitch that happens when you move in and out of the boss room. This causes signs to load and disappear, eventually confusing the game into showing you summon signs that you shouldn't technically be able to see, and subsequently allowing you to grab those signs if you're quick enough. There are

some rules to remember though. The summons must stay in the boss room while additional players are summoned by the host and the host cannot go into the next level, otherwise the summons can be disconnected. This video shows how it all works:

https://www.youtube.com/watch?v=DF_YZpagf1g

Note: You can use this to your advantage to change World Tendency to Pure White if all of your bosses are dead. It simply requires that you summon a friend via red sign and kill them over and over. You might wanna pay them back in souls though, as it costs them a Soul Level each time you kill them, unless they can't delevel anymore.

VII. Respec Your Builds

Builds in Demon's Souls can be respec'd via Soulsucking. Crazy, right? There's a hitch to be aware of though... There are only two ways to do it:

- 1) **You need a willing party to delevel you by using Soulsucker (only works against enemies, so one of you has to be a black phantom).**
- 2) **You need to bait False King Allant into grabbing you (which is a slow method).**

I recommend just phoning a friend on this one and getting someone to soulsuck you.

The requirements for Soulsucker are:

- **200mp**
- **Three spell slots**
- **A catalyst**

To get it, trade the Maiden in Black's Soul in NG+ to Yuria (MiB soul obtained by getting the "good ending"). **The only thing that cannot be lowered is Vitality because it is permanent (due to being tied to item burden).** A vit-gouge character will always be a vit-gouge character.

Keep these simple ideas in mind during the rebuild (listed in priority):

- Meta level is 125 if you wish to participate in pvp.
- Every pvp build should have a minimum of 16 faith and enough mp for Second Chance.
- Stick with minimum weapon reqs for non-scaling or weakly-scaling offensive stats.
- Give yourself enough vitality to survive long enough to succeed in pvp, 40-50 minimum
- Maximize your primary damage stat(s) at 50 unless you're running a specialized build
- Minimize wasted points by keeping them for the stats you will actually use (don't invest in Luck if you don't run a Blueblood Sword build, don't invest in extra faith for miracles when you're running a Dexterity build, etc.)

- Give your build a reasonable amount of stamina for what you intend to use
- **Important note:** If you accidentally put extra points into vit or another stat when you're leveling up, there is a chance to undo it if you haven't exited the leveling menu since the error. The game does not save until you leave this menu. **Quitting the game via PS button will revert your character state to the last save and undo all changes.**

Thanks for reading. If you have any questions that have not been addressed in this guide, please DM @Astri#9591 and I will either address the question directly or update the document if need be.