Dark Souls III

Damage Calculator

Attack	235
Defense	350
Absorption	12.548
Damage	#REF!

Instructions

Multiply the attack rating of each damage type by its motion value. Input **corrected** attack, defense, and absorption in their respective fields.

Note: This tool does not account for the location modifiers used by bosses.

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Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Dagger	390	468	125	100	113	160	90	80	103	115	180	105	95							103
Parrying Dagger	360	432	125	100	113	160	90	80	103	115	180	105	95							100
Mail Breaker	375	450	125	100	113	160	90	80	103	115	180	105	95	160						100
Harpe	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Bandit's Knife	330	396	125	100	113	160	90	80	103	115	180	105	95							100
Rotten Gru Dagger	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Corvian Greatknife	330	396	125	100	113	160	90	80	103	115	180	105	95	155						100
Handmaid's Dagger	330	396	125	100	113	160	90	80	103	115	180	105	95	155						103
Scholar's Candlestick	345	414	125	100	113	160	90	80	103	115	180	105	95							100
Tailbone Short Sword	330	396	125	100	113	160	90	80	103	115	180	105	95	100 + 113 * 2						100
Murky Hand Scythe	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Aquamarine Dagger	300	360	125	100	113	160	90	80	103	115	180	105	95	80 (140 Magic)	90 (150 Magic)	100 (165 Magic)				100
Bandit Twindaggers	375	450	125	100	113	160	90	80	90 * 2			90 * 2	85 * 2							100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Shortsword	220	275	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Long Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Broadsword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Broken Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Astora Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Lothric Knight Sword	220	275	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Barbed Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Dark Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	180						100
Cleric's Candlestick	200	250	125	100	113		90	80	103	115	180	105	95							100
Irithyll Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Anri's Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Sunlight Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95							100
Lothric's Holy Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	100 + 75					100
Morion Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Ringed Knight Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	70 * 4 + 135	135 + 155					100
Valorheart	200	250	125	100	113	160	90	80	100	90			85	135	70					100
Gotthard Twinswords	200	250	125	100	113	160	90	80	85 * 2			85 * 2	85 + 80	61 * 2	200					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Bastard Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	185						100
Claymore	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Flameberge	195	245	125	100	113	160	90	80	103	115	180	105	95	130	185					100
Drakeblood Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Executioner's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	75 + 125						100
Black Knight Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Hollowslayer Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Wolnir's Holy Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	100 + 180						100
Greatsword of Judgment	195	245	125	100	113	160	90	80	103	115	180	105	95	120	80 (?? Magic)					100
Storm Ruler	195	245	125	100	113	160	90	80	103	115	180	105	95	132	132 + 110	134				100
Wolf Knight's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	55 + 100	185					100
Moonlight Greatsword	195	245	125	100	113	70 + (?? Magic)	90	80	103	115	80 + (?? Magic)	105	95	85 (?? Magic)						100
Firelink Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	100 (?? Fire) * 2						100
Twin Princes' Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	90 (100 Magic)	134 (?? Fire)					100
Onyx Blade	195	245	125	100	113	160	90	80	103	115	180	105	95	98 (60 Dark)						100
Gael's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	75	125 [R1]	145 [R2]				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Zweihander	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	75 + 125						100
Astora Greatsword	50 + 150	85 + 165	123	100	118	165	90	118	105	125	182	105	125	55 * 2 + 75	185					100
Lothric Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Cathedral Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	75 + 125						100
Black Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	45 + 20 + 125	45 + 20 + 182	105	95	185						100
Fume Ultra Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Profaned Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Lorian's Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	160 (?? Fire)						100
Farron Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	30 + 100			30 + 100	30 + 80	???						100
Ringed Knight Paired Greatswords	50 + 150	85 + 165	123	100	118	165	90	80	110	64 * 2		59 * 2	55 * 2	60 (2000 Fire)	85 (1500 Fire)	90 (1500 Fire) [R1]	(2400 Fire) [R2]			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Scimitar	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	150			60	65	100
Falchion	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Shotel	215	270	125	100	113	160	95	90	103	115	180	100	95	61	166			60	65	100
Carthus Shotel	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Carthus Curved Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Rotten Gru Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	150			60	65	100
Painting Guardian's Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	205			60	65	100
Pontiff Knight Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	190			60	65	100
Crescent Moon Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	80 (?? Magic)						100
Storm Curved Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	15 + 61	186					100
Follower Saber	200	250	125	100	113	160	90	80	103	115	180	105	95	80 + 100	150					100
Demon's Scar	237	297	125	100			95	90	103			100	95	65	250			60	65	100
Sellsword Twinblades	215	270	125	100	70 + 85	95 + 120	95	90	85 * 2			85 * 2	83 * 2	60 * 2	160			60		100
Warden Twinblades	215	270	125	100	70 + 85	95 + 120	95	90	85 * 2			85 * 2	83 * 2	60 * 2	160			60		100
Dancer's Enchanted Swords	205	255	125	100	113	160	90	80	90 * 2			113	85 * 2	37 * 40	45 (100 Fire)(100 Magic) * 4					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Murakumo	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	190					100
Carthus Curved Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	195					100
Exile Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	190					100
Old Wolf Curved Sword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	70	100					100
Harald Curved Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	50 * 2	125 [R1]	50 [R2]				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Rapier	260	319	125	100	113	160	90	80	103	115	180	105	95	132	53 * 3 + 100			60	65	100
Estoc	200	245	125	100	113	160	90	80	103	115	180	105	95	160				60	65	100
Ricard's Rapier	200	245	125	100	113	160	90	80	103	115	180	105	95	50 * 3 (100 Element)	235			60	65	100
Irithyll Rapier	220	270	125	100	113	160	90	80	103	115	180	105	95	160	160			60	65	100
Crystal Sage's Rapier	200	245	125	100	113	160	90	80	103	115	180	105	95	132	53 * 3 + 100			60	65	100
Crow Quills	240	295	125	100	113	160	90	80	85 * 2	50 * 2 + 85		95	80 * 2	30 * 4	120			60		100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Uchigatana	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Washing Pole	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Black Blade	200	250	125	100	117	170	90	80	103	120	200	105	95	130						100
Bloodlust	200	250	125	100	113	160	90	80	103	115	180	105	95	134 + 100						100
Chaos Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Darkdrift	200	250	125	100	113	160	90	80	103	115	180	105	95	120						100
Frayed Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	100 (500 Dark)	51 * 4					100
Onikiri and Ubadachi	200	250	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2	120 + 60						100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Hand Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Thrall Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Battle Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Brigand Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Dragonslayer's Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Man Serpent Hatchet	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Butcher Knife	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Eleonora	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Milwood Battle Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Winged Knight Twinaxes	60 + 181	60 + 220	125	100	113	160	90	80	90 * 2			90 * 2	91 * 2	35 * 4	180					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	30 + 108	30 + 155	33 + 110	33 + 166			100
Great Machete	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Black Knight Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	40 + 10 + 125	40 + 10 + 182	105	95	30 + 108	30 + 155	33 + 110	33 + 166			100
Demon's Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	85 (?? Fire)						100
Dragonslayer Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100 (?? Lightning)						100
Yhorm's Great Machete	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	45 + 90	65 + 120	45 + 90	65 + 120			100
Earth Seeker	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100	100	120				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Caestus	60 + 191	60 + 240	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2							100
Demon's Fist	60 + 191	60 + 240	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2	50	40 (50 Fire) * 4	90 (?? Fire)				100
Dark Hand	60 + 191	60 + 240	125	100	113	160	90	80					200							100
Claws	66 + 210	66 + 264	125	100	113	160	100	80	85 * 2			85 * 2	80 * 2		70 * 3					100
Manikin Claws	66 + 210	66 + 264	125	100	113	160	100	80	85 * 2			85 * 2	80 * 2							100
Crow Talons	66 + 210	66 + 264	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2		75 * 5 + 100					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Club	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95	65 + 30 * 2 + 65	70 + 30 * 2 + 110	70 + 30 * 2 + 75	75 + 30 * 2 + 115			100
Reinforced Club	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95	65 + 30 * 2 + 65	70 + 30 * 2 + 110	70 + 30 * 2 + 75	75 + 30 * 2 + 115			100
Mace	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Morning Star	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Warpick	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Blacksmith Hammer	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Heysel Pick	60 + 171	60 + 208	125	100			90	80	103			105	95							100
Follower Torch	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95		(220 Fire)					100
Drang Hammers	60 + 171	60 + 208	125	100	113	160	90	80	88 * 2			88 * 2	83 * 2	85 * 2	176					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Large Club	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 30 + 65	80 + 30 + 110	73 + 30 + 68	85 + 30 + 125			100
Great Club	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 30 + 65	80 + 30 + 110	73 + 30 + 68	85 + 30 + 125			100
Great Mace	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Spiked Mace	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70	185					100
Pickaxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Great Wooden Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70	200					100
Gargoyle Flame Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	(??? Fire) * 3						100
Morne's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100 + 143						100
Smough's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Vordt's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Old King's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 (??? Fire)						100
Dragon Tooth	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Quakestone Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100	110					100
Ledo's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 80	180 + 65					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	150						100
Winged Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Partizan	215	265	125	100	113	160	90	80	103	115	180	105	95	50	135					100
Rotten Ghru Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Four-Pronged Plow	215	265	125	100	113	160	90	80	103	115	180	105	95	45 + 45 + 65	175					100
Saint Bident	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Gargoyle Flame Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	45 + 45 + 65	50 + 80 (?? Fire)					100
Soldering Iron	215	265	125	100	113	160	90	80	103	115	180	105	95	60 * 2 + 80	140					100

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Yorshka's Spear	215	265	125	100	113	160	90	80	103	115	180	105	95				100
Dragonslayer Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	37 (??? Lightning) * 2 / 37 (??? Lightning)			100
Golden Ritual Spear	215	265	125	100			90	80	103			105	95				100
Tailbone Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	100 + 120			100
Ariator's Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	150			100
Dragonslayer Swordspear	215	265	125	100	113	160	90	80	103	115	180	105	95	60 (77 Lightning)			100
Pike	215	265	125	100	113	160	35 * 2 + 55	80	103	115	180	40 * 2 + 55	95	45 * 2 + 65 / 185			100
Greatlance	215	265	125	100	35 * 2 + 73	37 * 2 + 100	35 * 2 + 55	80	103	37 * 2 + 75	37 * 2 + 100	40 * 2 + 55	95	45 * 2 / 55 * 2			100
Lothric Knight Long Spear	215	265	125	100	113	160	35 * 2 + 55	80	103	115	180	40 * 2 + 55	95	45 * 2 / 55 * 2			100
Follower Javelin	215	265	125	100	113	160	90	80	103	115	180	105	95	110			100
Ringed Knight Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	130 / 130 (1250 Fire) / (2500 Fire)			100
Lothric War Banner	215	265	125	100	113	160	90	80	103	115	180	105	95	Damage Modifier (1.15x)			100
Drang Twinspears	215	265	125	100	113	160	90	80	65 + 90			95 * 2	76 + 85	40 * 3 + 80 / 140			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Halberd	200	250	125	95	113	160	90	80	98	68 + 70	80 + 110	105	95	55 * 2 + 75 / 130			100
Red Hilted Halberd	200	250	125	95	113	160	90	80	98	68 + 70	80 + 110	105	95				100
Lucerne	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 / 200			100
Glaive	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 / 200			100
Crescent Axe	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	110 / 10 + 150 / 110 / 20 + 165			100
Winged Knight Halberd	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	47 * 2 / 47 + 75			100
Black Knight Glaive	200	250	125	100	30 + 110	33 + 150	90	80	103	115	180	105	95	70 / 200			100
Immolation Tinder	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 + (77 Fire)			100
Gundyr's Halberd	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	55 * 2 + 75 / 230			100
Splitleaf Greatsword	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	60 * 3 / 81 **[Activates Charge]** / 60 + 77 **[R1]** / 94 + 111 **[R1: Charged]** / 60 * 85 **[R2]** / 98 + 125 **[R2: Charged]**			100
Crucifix of the Mad King	200	250	125	100	115	145	90	80	103	115	145	105	95	110 / 50+100 **[Roar]** / 50+80 **[Perseverance]** / 50 [or] 80 + (180 Dark) **[Curse]**			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Great Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95	115			100
Great Corvian Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95	115			100
Pontiff Knight Great Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95				100
Friede's Great Scythe	200	250	125	100	113	160	90	80	115	115	180	105	95	95 (100 Magic) / (115 Magic) + (200 Magic)			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Notched Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Spotted Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Witch's Locks			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Rose of Ariandel			125	100			90	80	103			105	95	Miracle Damage (1.2x)			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Sorcerer's Staff					113					115							
Murky Longstaff					113					115				Dark Sorcery Damage (1.2x)			
Preacher's Right Arm					113					115				120 (150 Magic)			
Talisman					113					115							
Priest's Chime					113					115							
Sacred Chime of Filianore					113					115				4 HP/sec [60 sec]			
Pyromancy Flame					70	110								(45 Fire) + (80 Fire)			
White Hair Talisman					70					115				(45 Fire) + (80 Fire)			
Pyromancer's Parting Flame					80	120											
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Torch			125	100	113	160	90	80	103	115	180	105	95				100
Buckler			125	100	113		90	80	103	115		105	95				
Plank Shield			125	100	113		90	80	103	115		105	95	125			
Large Leather Shield			125	100	113		90	80	103	115		105	95				
Spiked Shield			125	100	113		90	80	103	115		105	95	113			100
Pierce Shield			125	100	113		90	80	103	115		105	95	125			
Porcine Shield			125	100	113		90	80	103	115		105	95	125			
Twin Dragon Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Black Iron Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Bonewheel Shield			123	100	118		90	80	105	125		105	95	85 * 3			
Dragonslayer Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Dragonhead Shield			125	100	113		90	80	103	115		105	95	55 (1250 Fire)			
Dragonhead Greatshield			123	100	118		90	80	105	125		105	95				
Giant Door Shield			123	100	118		90	80	130			115	110	160			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Composite Bow									100					60			
Black Bow of Pharis									100					80 * 3			
Dragonrider Bow									100					125			
Darkmoon Longbow									100					100 (130 Magic)			
White Birch Bow									100					115			
Dragonslayer Greatbow									100					112			
Millwood Greatbow									100					112 + 100			
Light Crossbow									100								
Avelyn									95 * 3								
Repeating Crossbow									100					55 * 10			

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art												1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art												1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Dagger	390	468	125	100	113	160	90	80	103	115	180	105	95							103
Parrying Dagger	360	432	125	100	113	160	90	80	103	115	180	105	95							100
Mail Breaker	375	450	125	100	113	160	90	80	103	115	180	105	95	160						100
Harpe	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Bandit's Knife	330	396	125	100	113	160	90	80	103	115	180	105	95							100
Rotten Gru Dagger	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Corvian Greatknife	330	396	125	100	113	160	90	80	103	115	180	105	95	155						100
Handmaid's Dagger	330	396	125	100	113	160	90	80	103	115	180	105	95	155						103
Scholar's Candlestick	345	414	125	100	113	160	90	80	103	115	180	105	95							100
Tailbone Short Sword	330	396	125	100	113	160	90	80	103	115	180	105	95	100 + 113 * 2						100
Murky Hand Scythe	300	360	125	100	113	160	90	80	103	115	180	105	95							100
Aquamarine Dagger	300	360	125	100	113	160	90	80	103	115	180	105	95	80 (140 Magic)	90 (150 Magic)	100 (165 Magic)				100
Bandit Twindaggers	375	450	125	100	113	160	90	80	90 * 2			90 * 2	85 * 2							100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Shortsword	220	275	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Long Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Broadsword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Broken Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Astora Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Lothric Knight Sword	220	275	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Barbed Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Dark Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	180						100
Cleric's Candlestick	200	250	125	100	113		90	80	103	115	180	105	95							100
Irithyll Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Anri's Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Sunlight Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95							100
Lothric's Holy Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	132	100 + 75					100
Morion Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Ringed Knight Straight Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	70 * 4 + 135	135 + 155					100
Valorheart	200	250	125	100	113	160	90	80	100	90			85	135	70					100
Gotthard Twinswords	200	250	125	100	113	160	90	80	85 * 2			85 * 2	85 + 80	61 * 2	200					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Bastard Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	185						100
Claymore	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Flameberge	195	245	125	100	113	160	90	80	103	115	180	105	95	130	185					100
Drakeblood Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Executioner's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	75 + 125						100
Black Knight Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Hollowslayer Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	132	134					100
Wolnir's Holy Sword	195	245	125	100	113	160	90	80	103	115	180	105	95	100 + 180						100
Greatsword of Judgment	195	245	125	100	113	160	90	80	103	115	180	105	95	120	80 (?? Magic)					100
Storm Ruler	195	245	125	100	113	160	90	80	103	115	180	105	95	132	132 + 110	134				100
Wolf Knight's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	55 + 100	185					100
Moonlight Greatsword	195	245	125	100	113	70 + (?? Magic)	90	80	103	115	80 + (?? Magic)	105	95	85 (?? Magic)						100
Firelink Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	100 (?? Fire) * 2						100
Twin Princes' Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	90 (100 Magic)	134 (?? Fire)					100
Onyx Blade	195	245	125	100	113	160	90	80	103	115	180	105	95	98 (60 Dark)						100
Gael's Greatsword	195	245	125	100	113	160	90	80	103	115	180	105	95	75	125 [R1]	145 [R2]				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Zweihander	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	75 + 125						100
Astora Greatsword	50 + 150	85 + 165	123	100	118	165	90	118	105	125	182	105	125	55 * 2 + 75	185					100
Lothric Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Cathedral Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	75 + 125						100
Black Knight Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	45 + 20 + 125	45 + 20 + 182	105	95	185						100
Fume Ultra Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Profaned Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	185						100
Lorian's Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	160 (?? Fire)						100
Farron Greatsword	50 + 150	85 + 165	123	100	118	165	90	80	30 + 100			30 + 100	30 + 80	???						100
Ringed Knight Paired Greatswords	50 + 150	85 + 165	123	100	118	165	90	80	110	64 * 2		59 * 2	55 * 2	60 (2000 Fire)	85 (1500 Fire)	90 (1500 Fire) [R1]	(2400 Fire) [R2]			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Scimitar	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	150			60	65	100
Falchion	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Shotel	215	270	125	100	113	160	95	90	103	115	180	100	95	61	166			60	65	100
Carthus Shotel	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Carthus Curved Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	61	166					100
Rotten Gru Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	150			60	65	100
Painting Guardian's Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	205			60	65	100
Pontiff Knight Curved Sword	215	270	125	100	70 + 85	95 + 120	95	90	103	75 + 90	90 + 130	100	95	50	190			60	65	100
Crescent Moon Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	80 (?? Magic)						100
Storm Curved Sword	200	250	125	100	113	160	90	80	103	115	180	105	95	15 + 61	186					100
Follower Saber	200	250	125	100	113	160	90	80	103	115	180	105	95	80 + 100	150					100
Demon's Scar	237	297	125	100			95	90	103			100	95	65	250			60	65	100
Sellsword Twinblades	215	270	125	100	70 + 85	95 + 120	95	90	85 * 2			85 * 2	83 * 2	60 * 2	160			60		100
Warden Twinblades	215	270	125	100	70 + 85	95 + 120	95	90	85 * 2			85 * 2	83 * 2	60 * 2	160			60		100
Dancer's Enchanted Swords	205	255	125	100	113	160	90	80	90 * 2			90 * 2	85 * 2	37 + 40	45 (100 Fire)(100 Magic) * 4					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Murakumo	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	190					100
Carthus Curved Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	195					100
Exile Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	60	190					100
Old Wolf Curved Sword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	70	100					100
Harald Curved Greatsword	50 + 160	85 + 175	123	100	118	165	90	80	103	125	182	105	95	50 * 2	125 [R1]	50 [R2]				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Rapier	260	319	125	100	113	160	90	80	103	115	180	105	95	132	53 * 3 + 100			60	65	100
Estoc	200	245	125	100	113	160	90	80	103	115	180	105	95	160				60	65	100
Ricard's Rapier	200	245	125	100	113	160	90	80	103	115	180	105	95	50 * 3 (100 Element)	235			60	65	100
Irithyll Rapier	220	270	125	100	113	160	90	80	103	115	180	105	95	160	160			60	65	100
Crystal Sage's Rapier	200	245	125	100	113	160	90	80	103	115	180	105	95	132	53 * 3 + 100			60	65	100
Crow Quills	240	295	125	100	113	160	90	80	85 * 2	50 * 2 + 85		95	80 * 2	30 * 4	120			60		100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Uchigatana	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Washing Pole	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Black Blade	200	250	125	100	117	170	90	80	103	120	200	105	95	130						100
Bloodlust	200	250	125	100	113	160	90	80	103	115	180	105	95	134 + 100						100
Chaos Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	130						100
Darkdrift	200	250	125	100	113	160	90	80	103	115	180	105	95	120						100
Frayed Blade	200	250	125	100	113	160	90	80	103	115	180	105	95	100 (500 Dark)	51 * 4					100
Onikiri and Ubadachi	200	250	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2	120 + 60						100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Hand Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Thrall Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Battle Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Brigand Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Dragonslayer's Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Man Serpent Hatchet	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Butcher Knife	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Eleonora	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95							100
Milwood Battle Axe	60 + 181	60 + 220	125	100	113	160	90	80	103	115	180	105	95	110	10+150	110	20+165			100
Winged Knight Twinaxes	60 + 181	60 + 220	125	100	113	160	90	80	90 * 2			90 * 2	91 * 2	35 * 4	180					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	30 + 108	30 + 155	33 + 110	33 + 166			100
Great Machete	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Black Knight Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	40 + 10 + 125	40 + 10 + 182	105	95	30 + 108	30 + 155	33 + 110	33 + 166			100
Demon's Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	85 (?? Fire)						100
Dragonslayer Greataxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100 (?? Lightning)						100
Yhorm's Great Machete	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	45 + 90	65 + 120	45 + 90	65 + 120			100
Earth Seeker	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100	100	120				100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Caestus	60 + 191	60 + 240	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2							100
Demon's Fist	60 + 191	60 + 240	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2	50	40 (50 Fire) * 4	90 (?? Fire)				100
Dark Hand	60 + 191	60 + 240	125	100	113	160	90	80						200						100
Claws	66 + 210	66 + 264	125	100	113	160	100	80	85 * 2			85 * 2	80 * 2	70 * 3						100
Manikin Claws	66 + 210	66 + 264	125	100	113	160	100	80	85 * 2			85 * 2	80 * 2							100
Crow Talons	66 + 210	66 + 264	125	100	113	160	90	80	85 * 2			85 * 2	80 * 2	75 * 5 + 100						100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Club	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95	65 + 30 * 2 + 65	70 + 30 * 2 + 110	70 + 30 * 2 + 75	75 + 30 * 2 + 115			100
Reinforced Club	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95	65 + 30 * 2 + 65	70 + 30 * 2 + 110	70 + 30 * 2 + 75	75 + 30 * 2 + 115			100
Mace	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Morning Star	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Warpick	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Blacksmith Hammer	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95							100
Heysel Pick	60 + 171	60 + 208	125	100			90	80	103			105	95							100
Follower Torch	60 + 171	60 + 208	125	100	113	160	90	80	103	115	180	105	95	(220 Fire)						100
Drang Hammers	60 + 171	60 + 208	125	100	113	160	90	80	88 * 2			88 * 2	83 * 2	85 * 2	176					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Large Club	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 30 + 65	80 + 30 + 110	73 + 30 + 68	85 + 30 + 125			100
Great Club	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 30 + 65	80 + 30 + 110	73 + 30 + 68	85 + 30 + 125			100
Great Mace	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Spiked Mace	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70	185					100
Pickaxe	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Great Wooden Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70	200					100
Gargoyle Flame Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	(??? Fire) * 3						100
Morne's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100 + 143						100
Smough's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Vordt's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Old King's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 (??? Fire)						100
Dragon Tooth	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95							100
Quakestone Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	100	110					100
Ledo's Great Hammer	50 + 150	85 + 165	123	100	118	165	90	80	105	125	182	105	95	70 + 80	180 + 65					100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art				1H-Kick	2H-Kick	LHR1
Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	150						100
Winged Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Partizan	215	265	125	100	113	160	90	80	103	115	180	105	95	50	135					100
Rotten Ghru Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Four-Pronged Plow	215	265	125	100	113	160	90	80	103	115	180	105	95	45 + 45 + 65	175					100
Saint Bident	215	265	125	100	113	160	90	80	103	115	180	105	95	55 * 2 + 75	130					100
Gargoyle Flame Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	45 + 45 + 65	50 + 80 (?? Fire)					100
Soldering Iron	215	265	125	100	113	160	90	80	103	115	180	105	95	60 * 2 + 80	140					100

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Yorshka's Spear	215	265	125	100	113	160	90	80	103	115	180	105	95				100
Dragonslayer Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	37 (??? Lightning) * 2 / 37 (??? Lightning)			100
Golden Ritual Spear	215	265	125	100			90	80	103			105	95				100
Tailbone Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	100 + 120			100
Ariator's Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	150			100
Dragonslayer Swordspear	215	265	125	100	113	160	90	80	103	115	180	105	95	60 (77 Lightning)			100
Pike	215	265	125	100	113	160	35 * 2 + 55	80	103	115	180	40 * 2 + 55	95	45 * 2 + 65 / 185			100
Greatlance	215	265	125	100	35 * 2 + 73	37 * 2 + 100	35 * 2 + 55	80	103	37 * 2 + 75	37 * 2 + 100	40 * 2 + 55	95	45 * 2 / 55 * 2			100
Lothric Knight Long Spear	215	265	125	100	113	160	35 * 2 + 55	80	103	115	180	40 * 2 + 55	95	45 * 2 / 55 * 2			100
Follower Javelin	215	265	125	100	113	160	90	80	103	115	180	105	95	110			100
Ringed Knight Spear	215	265	125	100	113	160	90	80	103	115	180	105	95	130 / 130 (1250 Fire) / (2500 Fire)			100
Lothric War Banner	215	265	125	100	113	160	90	80	103	115	180	105	95	Damage Modifier (1.15x)			100
Drang Twinspears	215	265	125	100	113	160	90	80	65 + 90			95 * 2	76 + 85	40 * 3 + 80 / 140			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Halberd	200	250	125	95	113	160	90	80	98	68 + 70	80 + 110	105	95	55 * 2 + 75 / 130			100
Red Hilted Halberd	200	250	125	95	113	160	90	80	98	68 + 70	80 + 110	105	95				100
Lucerne	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 / 200			100
Glaive	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 / 200			100
Crescent Axe	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	110 / 10 + 150 / 110 / 20 + 165			100
Winged Knight Halberd	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	47 * 2 / 47 + 75			100
Black Knight Glaive	200	250	125	100	30 + 110	33 + 150	90	80	103	115	180	105	95	70 / 200			100
Immolation Tinder	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	70 + (77 Fire)			100
Gundyr's Halberd	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	55 * 2 + 75 / 230			100
Splitleaf Greatsword	200	250	125	100	113	160	90	80	103	68 + 70	80 + 110	105	95	60 * 3 / 81 **[Activates Charge]** / 60 + 77 **[R1]** / 94 + 111 **[R1: Charged]** / 60 * 85 **[R2]** / 98 + 125 **[R2: Charged]**			100
Crucifix of the Mad King	200	250	125	100	115	145	90	80	103	115	145	105	95	110 / 50+100 **[Roar]** / 50+80 **[Perseverance]** / 50 [or] 80 + (180 Dark) **[Curse]**			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Great Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95	115			100
Great Corvian Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95	115			100
Pontiff Knight Great Scythe	200	250	125	100	113	160	90	80	103	115	180	105	95				100
Friede's Great Scythe	200	250	125	100	113	160	90	80	115	115	180	105	95	95 (100 Magic) / (115 Magic) + (200 Magic)			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Notched Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Spotted Whip			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Witch's Locks			125	100	113	160	90	80	103	115	115	105	95	30 + 50 + 115			100
Rose of Ariandel			125	100			90	80	103			105	95	Miracle Damage (1.2x)			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Sorcerer's Staff					113					115							
Murky Longstaff					113					115				Dark Sorcery Damage (1.2x)			
Preacher's Right Arm					113					115				120 (150 Magic)			
Talisman					113					115							
Priest's Chime					113					115							
Sacred Chime of Filianore					113					115				4 HP/sec [60 sec]			
Pyromancy Flame					70	110								(45 Fire) + (80 Fire)			
White Hair Talisman					70					115				(45 Fire) + (80 Fire)			
Pyromancer's Parting Flame					80	120											
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Torch			125	100	113	160	90	80	103	115	180	105	95				100
Buckler			125	100	113		90	80	103	115		105	95				
Plank Shield			125	100	113		90	80	103	115		105	95	125			
Large Leather Shield			125	100	113		90	80	103	115		105	95				
Spiked Shield			125	100	113		90	80	103	115		105	95	113			100
Pierce Shield			125	100	113		90	80	103	115		105	95	125			
Porcine Shield			125	100	113		90	80	103	115		105	95	125			
Twin Dragon Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Black Iron Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Bonewheel Shield			123	100	118		90	80	105	125		105	95	85 * 3			
Dragonslayer Greatshield			123	100	118		90	80	105	125		105	95	118 / 125			
Dragonhead Shield			125	100	113		90	80	103	115		105	95	55 (1250 Fire)			
Dragonhead Greatshield			123	100	118		90	80	105	125		105	95				
Giant Door Shield			123	100	118		90	80	130			115	110	160			100
Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1
Composite Bow									100					60			
Black Bow of Pharis									100					80 * 3			
Dragonrider Bow									100					125			
Darkmoon Longbow									100					100 (130 Magic)			
White Birch Bow									100					115			
Dragonslayer Greatbow									100					112			
Millwood Greatbow									100					112 + 100			
Light Crossbow									100								
Avelyn									95 * 3								
Repeating Crossbow									100					55 * 10			

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art												1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art	1H-Kick	2H-Kick	LHR1

Weapon	Backstab	Riposte	Jump Attack	1HR1	1HR2	1HR2 (Charged)	1H Run	1H Roll	2HR1	2HR2	2HR2 (Charged)	2H Run	2H Roll	Weapon Art												1H-Kick	2H-Kick	LHR1

Sorceries

Spell	Motion Value	Notes (Alt MV)
Soul Arrow	127	
Great Soul Arrow	150	
Heavy Soul Arrow	215	
Great Heavy Soul Arrow	242	
Soul Spear	250	
Crystal Soul Spear	305	
White Dragon Breath	265	
Soul Stream	80 (Rising)	Max: 3 hits
	120 (Falling)	Max: 2 hits
Farron Dart	52	
Great Farron Dart	59	
Farron Hail	58	Max: 4 hits
Crystal Hail	62	
Homing Soulmass	49	Max: 5 hits
Crystal Homing Soulmass	65	Max: 5 hits
Farron Flashsword	103	
Soul Greatsword	200	
Old Moonlight	125 (Blade)	
	150 (Blast)	235 (Charged)
Deep Soul	100	
Great Deep Soul	130	
Great Soul Dregs	255	
Affinity	60	Max: 5 hits
Dark Edge	205	

Pyromancies

Spell	Motion Value	Notes (Alt MV)
Fireball	170 (Impact)	155 (Blast)
Fire Orb	225 (Impact)	210 (Blast)
Great Chaos Fire Orb	330 (Impact)	
	150 (Lava)	
Chaos Bed Vestiges	340 (Impact)	110 (Spiral)
Seething Chaos	200 (Impact)	393 (Blast)
Profaned Flame	280	
Bursting Fireball	71	Max: 4 hits
Floating Chaos	85	Max: 3 hits
Fire Surge	67	
Fire Whip	55	
Firestorm	175 (Pillar)	
Chaos Storm	195 (Pillar)	
	90 (Lava)	
Sacred Flame		
Flame Fan	155	
Great Combustion	195 (Direct)	180 (Edge)
Black Flame	240 (Direct)	220 (Edge)
Black Fire Orb	240 (Impact)	220 (Blast)
Black Serpent	165	
Boulder Heave	180 (Impact)	110 (Debris)

Miracles

Spell	Motion Value	Notes (Alt MV)
Lightning Arrow	160	
Lightning Spear	145	260 (Spike)
Great Lightning Spear	185	330 (Spike)
Sunlight Spear	260	450 (Spike)
Lightning Stake	130	Max: 3 hits
Lightning Storm	235 (Impact)	
	145 (Bolts)	
	145 (Bolts)	
Dead Again		
Gnaw	90	150 Bleed
Dorhys' Gnawing	120	210 Bleed
Lifehunt Scythe	200	
Way of White Corona	85	Max: 6 hits
Emit Force	120 (Direct)	60 (Blast)
Wrath of the Gods	320	
Divine Pillars of Light	190	

Special Notes

[1] - Lightning Storm

Lightning Storm's bolts deal both lightning and fire damage. The lightning portion subjects your spell buff to a motion value of 145. The fire portion substitutes your catalyst for one with 115 spell buff before subjecting it to a motion value of 145.

[2] - Dead Again

Damage depends entirely on the caster's faith stat.

Faith	Damage
23-29	350
30-39	450
40-49	550
50-59	650
60-69	710
70-79	770
80-99	830

[3] - Physical Spells

Certain spells physical damage and are influenced by the following: Sacred Oath, Flynn's Ring, Novice/Master rings, Dragon Torso, Awakening

They are not influenced by: Clutch Rings

Bolder Heave
Emit Force
Wrath of the Gods
Way of White Corona
Divine Pillars of Light

Sorceries			Pyromancies			Miracles		
Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)

Special Notes

Sorceries			Pyromancies			Miracles		
Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)

Special Notes

Sorceries			Pyromancies			Miracles		
Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)

Special Notes

Sorceries			Pyromancies			Miracles		
Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)

Special Notes

Sorceries			Pyromancies			Miracles		
Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)	Spell	Motion Value	Notes (Alt MV)

Special Notes

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark	
Cemetary of Ash (100)	Grave Warden	120	118	122	121	120	118	124	122	
	Ravenous Crystal Lizard	80	76	81	84	20	60	58	54	
	Crystal Lizard	85	88	82	84	95	114	98	62	
	Iudex Gundyr	45	50	43	43	20	43	45	42	
High Wall of Lothric (102)										
	Vordt of the Boreal Valley									
Undead Settlement (103)										
	Curse-rotted Greatwood									
Road of Sacrifices (105)										
	Crystal Sage									
Cathedral of the Deep (106)										
	Archdeacon Royce									
	Deacons of the Deep									
Farron Keep (108)										
	Abyss Watchers									
Catacombs of Carthus (109)										
	High Lord Wolnir									
Smouldering Lake (113)										
	Old Demon King									
yll of the Boreal Valley (111)										
	Pontiff Sulyvahn									
Anor Londo (115)										
	Aldrich, Devourer of Gods									
Irithyll Dungeon (112)										
Profaned Capital (112)										
	Yhorm the Giant									
Lothric Foyer (115)	**Dancer of the Boreal Valley**									
Lothric Castle (119)										

Special Notes

In progress. This will take a while for me to complete!/kaeporo

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark	
	Dragonslayer Armour									
umed King's Garden (119)										
	Oceiros, the Consumed King									
Grand Archives (121)										
	The Twin Princes									
Untended Graves (117)										
	Champion Gundyr									
Archdragon Peak (124)										
	Ancient Dragon									
	King of the Storm									
	Nameless King									
Kiln of the First Flame (124)	Soul of Cinder									
Painted World of Ariandel (121)										
	Champion's Gravetender									NPC
	Gravetender Greatwolf									
	Sister Friede									
	Father Ariandel									
Dreg Heap (124)										
	Demon in Pain									
	Demon from Below									
	Demon Prince									
The Ringed City (124)										
	Darkeater Midir									
	Judicator Argo									
	Painted Guardians									NPC
	Halflight, Spear of the Church									NPC
	Slave Knight Gael									
	Slave Knight Gael									

Special Notes

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes	Special Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark		

Head back up

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes	Special Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark		

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes	Special Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark		

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes	Special Notes
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark		

Location (Area Defense)	Enemy Name	Physical Type Modifier (%)				Elemental Type Modifier (%)				Notes	[redacted]	Special Notes						[redacted]
		Standard	Strike	Slash	Thrust	Magic	Lightning	Fire	Dark									