

Dodge Roll

"Dodge", "Roll" and "Rolling" redirect here.

Dodge Rolling is a mechanic in Dark Souls that allows players to briefly dodge incoming attacks, projectiles, and environment hazards by providing them with immunity for a short period, known widely as *iFrames*.

Information

Rolling in Dark Souls has several hidden speed multipliers that affect its usefulness as a dodge, primarily by punishing the player for rolling too frequently if their Equip Load is too high. The difference between roll speeds is not the duration of the invincibility frames provided by them, but the recovery time between the end of the previous roll and start of the next.

Fast Roll

Players can fast roll if their equipment weight is *25% or less* than their maximum Equip Load. An enhanced fast roll can be accessed by wearing the **Dark Wood Grain Ring**. There are 4 different speeds of fast roll, affected by the player's equipment:

1. Fastest fast roll - At which the player is at *0%* of their Equip Load.
2. Fast fast roll - At which the player is *between 0.1% and 8.33% (1/12)* of their maximum Equip Load.
3. Medium fast roll - At which the player is *between 8.33% (1/12) and 16.66% (1/6)* of their maximum Equip Load.
4. Slow fast roll - At which the player is *between 16.66% (1/6) and 24.99% (1/4)* of their maximum Equip Load.

Medium Roll

Players will medium roll if their equipment weight is *above 25%, but below 50%*, of their maximum Equip Load. Similarly to the fast roll, there are several hidden variants that affect the speed of the Medium Roll.

1. Fast medium roll - At which the player is *between 25% and 33.33% (1/4 and 1/3)* of their maximum Equip Load.
2. Average medium roll - At which the player is *between 33.33% and 41.66% (1/3 and 5/12)* of their maximum Equip Load.
3. Slow medium roll - At which the player is *between 41.66% and 49.99% (5/12 and 1/2)* of their maximum Equip Load.

Slow Roll

Players will slow roll if their equipment weight is *above 50%, but below 100%*, of their maximum Equip Load.

Slow rolls are considerably less useful as a dodge, due to their decreased immunity frames and long recovery time between rolls.

Should the player exceed 100% of their Equip Load, they will become unable to roll or jog, and must walk instead. If a player with 100% of their Equip Load used attempts to roll, they will instead become staggered.

Gameplay Effects

Video Guides

<https://www.youtube.com/embed/22jsJ8D2WKw>

Notes

Trivia

- While special attacks, such as running and jumping attacks, deal increased damage, unique attacks initiated from a roll can deal *less* damage than the standard weak attack, but with many weapons such as straight swords, the attack will be unleashed incredibly fast.

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