

# Stats

Stats are the measurable parameters of players, NPCs, enemies and bosses.

They affect damage output, incoming damage reduction, stamina, and several other key attributes.

Base stats (excluding Souls and Humanity) are determined by the player's starting class, and are increased by leveling up.

Derived stats (HP, Stamina, defences, resistances, etc.) are affected by attribute levels, armor, and rings.

Offensive stats are based on weapons, catalysts, and shields, as well as relevant attribute levels.

## . Attributes

-  Vitality
-  Attunement
-  Endurance
-  Strength
-  Dexterity
-  Resistance
-  Intelligence
-  Faith
-  Humanity
-  Soul Level

## . Core Stats

-  HP
-  Stamina
-  Equip Load
-  Item Discovery
-  Attunement Slots

## . Defensive Stats

-  Physical Defence

-  Strike Defence
-  Slash Defence
-  Thrust Defence
-  Magic Defence
-  Fire Defence
-  Lightning Defence

## • Resistance Stats

-  Bleed Resist
-  Poison Resist
-  Curse Resist
-  Poise

## • Offensive Stats & Auxillary Effects

-  Blood Loss Buildup
-  Poison Buildup
-  Occult
-  Divine

# Attributes

Icon	Stat	Effect	Soft Cap(s)	Soft Cap Effect
	Vitality	Raises max HP	30, 50	Max HP gained per level reduced by 10 after level 30. Max HP gained per level reduced by 8-9 after level 50.
	Attunement	Increases Attunement Slots	50	No further Attunement slots available after level 50.
	Endurance	Raises max Stamina Raises max Equip Load Raises Bleed Resistance	40	No additional Stamina points gained (max stamina capped at 160).

	Strength	Required to equip certain weapons Increases damage on weapons with STR scaling	20, 40	Attack power gains reduced slightly at 20, drastically at 40. Note that when two-handing these caps will be reached at 14 and 27 instead.
	Dexterity	Required to equip certain weapons Increases damage on weapons with DEX scaling Reduces cast time for Pyromancies, Sorceries, and Miracles	20, 40, 45	Attack Power gains reduced slightly at 20 and significantly at 40. Max casting speed reached at 45.
	Resistance	Raises Physical Defence Raises Fire Defence Raises Poison Resistance	15, 30	Grants only 7 Poison RES points per 10 Attribute points.
	Intelligence	Required to equip certain weapons and to cast Sorceries Increases damage on weapons with INT scaling	40, 45, 50	Attack Power Gains reduced slightly at 40 and significantly after 50. Logan's Catalyst scaling significantly reduced after 45.
	Faith	Required to equip certain weapons and cast Miracles Increases damage on weapons with FTH scaling	30, 50	Most requirements met with 30 FAI, final Miracles requiring substantial investment. Talisman scaling drastically reduced after 50.
	Humanity	Raises item discovery Raises all defences Raises Curse resistance Increases damage on weapons with Humanity scaling	10, 30	After level 10 Humanity, the player no longer gains Item Discovery bonus. Bonus damage for Chaos weapons capped at 10. Curse resistance capped at 30.
	Soul Level	Raises all defences	10, 100, 200	Chance to get matched with significantly higher-levelled players in Battle of Stoicism after each soft cap.

# Player/enemy Stats

Icon	Stat	Information
	HP	Hit points, also known as health. When this reaches zero, the character dies.
	Stamina	Required for various actions. Depleted by various actions, but regenerates.
	Equip Load	Total weight of equipped items. Higher number slows movement. Exceeding max causes sluggishness
	Right Hand Slot 1 Damage	Total damage of Right Hand Weapon 1.
	Right Hand Slot 2 Damage	Total damage of Right Hand Weapon 2.
	Left Hand Slot 1 Damage	Total damage of Left Hand Weapon 1.
	Left Hand Slot 2 Damage	Total damage of Left Hand Weapon 2.
	Physical Defence	Defense against physical attacks.
	Strike Defence	Defense against strike attacks.

	Slash Defence	Defense against slash attacks.
	Thrust Defence	Defense against thrust attacks.
	Magic Defence	Defense against magic attacks.
	Fire Defence	Defense against fire attacks.
	Lightning Defence	Defense against lightning attacks.
	Poise	Ability to receive attacks without breaking form.
	Bleed Resistance	Resistance to bleeding caused by sharp objects. A higher value indicates a lower tendency to bleed.
	Poison Resistance	Resistance to various poisons. A higher value indicates a lower tendency to be poisoned.
	Curse Resistance	Resistance to curses. A higher value indicates a lower tendency to be cursed.
	Item Discovery	The skill for discovering items on the corpses of fallen enemies.

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