

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-def-ds1.png](#) Magic Defence
[fire-def-ds1.png](#) Fire Defence
[lightning-def-ds1.png](#) Lightning Defence

Resistance Stats

[bleed-res-ds1.png](#) Bleed Resist
[poison-res-ds1.png](#) Poison Resist
[curse-res-ds1.png](#) Curse Resist
[poise-ds1.png](#) Poise

Offensive Stats & Auxillary Effects

[bleed-res-ds1.png](#) Blood Loss Buildup
[poison-res-ds1.png](#) Poison Buildup
[occult-ds1.png](#) Occult
[divine-ds1.png](#) Divine

Attributes

Icon	Stat	Effect	Soft Cap(s)	Soft Cap Effect
vitality-ds1.png	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-ds1.png	Attunement	Increases Attunement Slots	50	No further Attunement slots available after level 50.
endurance-ds1.png	Endurance	Raises max Stamina Raises max Equip Load Raises Bleed Resistance	40	No additional Stamina points gained (max stamina capped at 160).
strength-ds1.png	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-ds1.png	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-ds1.png	Resistance	Raises Physical Defence Raises Fire Defence Raises Poison Resistance	15, 30	Grants only 7 Poison RES points per 10 Attribute points.
intelligence-ds1.png	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-ds1.png	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-ds1.png	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-ds1.png	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
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hp-ds1.png	HP	Hit points, also known as health. When this reaches zero, the character dies.
stamina-ds1.png	Stamina	Required for various actions. Depleted by various actions, but regenerates.
durability-ds1.png	Equip Load	Total weight of equipped items. Higher number slows movement. Exceeding max causes sluggishness
right-hand-dmg-ds1.png	Right Hand Slot 1 Damage	Total damage of Right Hand Weapon 1.
right-hand-dmg-ds1.png	Right Hand Slot 2 Damage	Total damage of Right Hand Weapon 2.
left-hand-dmg-ds1.png	Left Hand Slot 1 Damage	Total damage of Left Hand Weapon 1.
left-hand-dmg-ds1.png	Left Hand Slot 2 Damage	Total damage of Left Hand Weapon 2.
physical-def-ds1.png	Physical Defence	Defense against physical attacks.
strike-def-ds1.png	Strike Defence	Defense against strike attacks.
slash-def-ds1.png	Slash Defence	Defense against slash attacks.
thrust-def-ds1.png	Thrust Defence	Defense against thrust attacks.
magic-def-ds1.png	Magic Defence	Defense against magic attacks.
fire-def-ds1.png	Fire Defence	Defense against fire attacks.
lightning-def-ds1.png	Lightning Defence	Defense against lightning attacks.
poise-ds1.png	Poise	Ability to receive attacks without breaking form.
bleed-res-ds1.png	Bleed Resistance	Resistance to bleeding caused by sharp objects. A higher value indicates a lower tendency to bleed.
poison-res-ds1.png	Poison Resistance	Resistance to various poisons. A higher value indicates a lower tendency to be poisoned.
curse-res-ds1.png	Curse Resistance	Resistance to curses. A higher value indicates a lower tendency to be cursed.
item-discovery-ds1.png	Item Discovery	The skill for discovering items on the corpses of fallen enemies.

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