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Partizan weapon ds1

Partisan Spear with a knife attached to a wide point. It has long access and can slice. The wide range of this nnay makes it adaptable to many situations. Its strength lies in length, but in the cramped four, it backs up, and slices bounce off the walls. Availability Darkroot Garden treasure, a small opening, protected by a Tree Lizard. Embrace the left wall as you enter the first fog gate to locate it. General Information Image Name Damage Critical Endurance Weight Statistics Required Stat Bonuses Damage Reduction % Stability Frampt Souls Partizan 80/0/0/0 (Regular/Push) 100 160 4.5 13/12/0/0 D/C/!/- 40/10/30/30 26 50 Motion Set 1 Handed R1 Fast push attack. The shield can be made with upgraded. R2 Powerful push attack. Roll - R1 Chop overhead. Backstep or Run — R1 Running push attack. Forward + R1 Kick. Forward + R2 Jump push attack. L1 (left hand) Protection. L2 (left hand) Quick push attack. 2 Handed R1 Rapid push attack. The shield can be made with upgraded. R2 Powerful push attack. Roll - R1 Chop overhead. Backstep or Run — R1 Running push attack. Forward + R1 Kick. Forward + R2 Jump push attack. L1 or L2 Guards. 1-fifty strong attack 270° forward sweep is replaced by 2-fifty strong attack 270° forward sweep upgrades are replaced by basic standard upgrade path. 22% STR requires 70% DEX scaling. Isim Hasar Stat Bonuslar Shard L. Shard Chunk Slab Souls Partizan +0 80/0/0/0 D/C/- 200 Partizan +1 88/0/0/0 D/C/!/- 1 200 Partizan +296/0/0/0 D/C/!/- 1 200 Partizan 3 104/0/0/0 D/C/!/- 200 Partizan +4 112/0/0/0 D/C/- 2 200 Partizan +5 120/0/0/0 D/C/!/- 3 200 Partizan +6 128/0/0/0 D/C/!/- 1 200 Partizan +7 136/0/0/0 D/C/!/- 1 200 Partizan +- 1 200 Partizan +120 Partizan +- 1 200 Partizan +- 1 200 Partizan +- 1 200 Partizan +- 8 144/0/0/0 D/C/- 2 200 Partizan +9 152/0/0/0 D/!/- 2 200 Partizan +10 160/0/0/0 D/C/C/- 3 200 Partizan +11 168/0/0/0 D/C/!/- 1 200 Partizan +12 176/0/0/0 D/C/!/- 1 200 Partizan +13 184/0/0/0 D/C/!/- 2 200 Partizan +14 192/0/0/0 D/B/!/- 3 200 Partizan +15 200/0/0 D/B/!/- 1 200 Kristal Silah dayanıklılığı 16'ya düşürüldü. Basic damage has increased. He can't fix the gun (except for reinforcements). 22% STR requires 70% DEX scaling. Name Damage Stat Bonuses Chunk Slab Crystal Partizan +0 176/0/0/0 D/C/!/- 1 Crystal Partizan +1 184/0/0/0 D/!/- 1 Crystal Partizan +2 192/0/0/0 D/C/!/- 11 Crystal Partizan +3 200/0/0/0 D/C/!/- 2 Crystal Partizan +4 208/0/0/0 D/B/- 3 Crystal Partizan +5 216/0/0/0 D/B/- 1 Lightning Lightning Damage adds. The entire stat bonus has been taken. Iskan Hasar Stat Bonuses Damage Reduction Chunk Slab Souls Lightning Partizan +0 144/0/0/144 -!/- 40/10/30/30 1 200 Lightning Partizan +1 1155/0/0/155 -!/- 40/10/30/32.4 1 200 Yıldırım Partizan +2 166/0/0/166 -!/- 40/10/30/3 4.8 4 200 Lightning Partizan +3 177/0/0/177 -!/- 40/10/30/37.2 2 200 Yıldırım Partizan +4 189/0/0/18 8 -!/- 40/10/30/39.6 3 200 Partizan +5 200/0/0/200 -!/- 40/10/30/42 1 1 Raw Base damage increased. Stat bonuses have been reduced. 17% STR requires 53% DEX scaling. Name Damage Stat Bonuses L. Shard Ham Partizan +0 138/0/0 E/C/!/- 1 Raw Partizan +1 147/0/0/0 E/C/!/- 1 Raw Partizan +2 156/0/0/0/0 E/C/!/- 11 Raw Partisan +3 165/0/0/0 E/C/!/- 2 Raw Partizan +4 174/0/0/0 E/C/!/- 2 Raw Partizan +5 184/0/0/0 E/C/!/- 3 Magic Adds Magic Damage. Medium damage bonus from intelligence. Partizan+5 Green Titanite Blue Titanite requires 6% STR, 20% DEX, 66% INT scaling. Name Damage Stat Bonuses Green TitanitE Shard Blue TitanitE Chunk Blue TitanitE Plate Magic Partizan +0 90/97/0/0 E/D/C/- 1 Magic Partizan +1 96/104/0/0 E/D/C/- 1 Magic Partizan +2 102/110/0/0 E/D/C/- 1 Magic Partizan +3 108/117/0/0 E/D/C/- 2 Magic Partizan +4 114/123/0/0 E/D/C/- 2 Magic Partizan +5 120/130/0/0 E/D/C/- 3 Magic Partizan +6 125/136/0 E/D/C/- 1 Magic Partizan +7 132/143/0/0 E/D/C/- 1 Magic Partizan +8 138/1 14 9/0 E/D/C/- 2 Magic Partizan +9 144/156/0/0 E/D/C/- 3 Magic Partizan +10 150/162/0/0/D/C/- 1 Magical Base damage downloaded from the Magic Upgrade path. Increased damage bonus from intelligence. Magic Partizan+5 Blue Titanite requires 4% STR, 14% DEX, 65% INT scaling. An unknown amount of additional INT scaling. Name Damage Stat Bonuses Blue TitanitE Chunk Blue TitanitE Plate Enchanted Partizan +0 120/128/0/0 E/E/C/- 1 Magical Partizan +1 124/131/0/E/B/- 1 Magical Partizan +2 129/135/0/0 E/E/E/B/- 1 Magical Partizan +3 134/139/0/0 E/E/B/- 2 Magical Partizan +4 139/143/0/0 E/E/A/- 3 Magical Partisan +5 144/148/0/0 E/E/A/- 1 Divine Magic Damage Adds. Medium damage bonus from faith. Partizan+5 Green Titanite White Titanite requires 8% STR, 27% DEX, 66% FAI scaling. Name Damage Stat Bonuses Aux Effects Green Titanite Chunk White Titanite Slab Souls Divine Partizan +0 81/99/0/0 E/D/-/C 0/0/110/- 1 - - 200 Divine Partizan +1 86/105/0/0 E/D/-/C 0/0/110/- 1 - - 200 Divine Partizan +2 91/112/0/0 E/D/-/C 0/0/110/- 1 - - 200 Divine Partizan +3 97/118/0/0 E/D/-/C 0/0/110/- 2 - - 200 Divine Partizan +4 102/125/0/0 E/D/-/C 0/0/110/- 2 - - 200 Divine Partizan +5 108/132/0/0 E/D/-/C 0/0/110/- 3 - - 200 Divine Partizan +6 113/138/0/0 E/D/-/C 0/0/110/- 1 - - 200 Divine Partizan +7 118/145/0/0 E/D/-/C 0/0/110/- 1 - - 200 Divine Partizan +8 124/151/0/0 E/D/-/C 0/0/110/- 2 - - 200 Divine Partizan +9 129/158/0/0 E/D/-/C 0/0/110/- 3 - 200 Divine Partizan +10 135/165/0/0 E/D/-/C 0/0/110/- - - 1 200 Occult Base damage reduced from divine upgrade path. Increased damage bonus from faith. Divine Partisan +5 White Titanite requires 8% STR, 25% DEX, 77% FAI scaling. Name Damage Stat Bonuses Aux Effects White Titanite Chunk White TitanitE Plate Hidden Partizan +0 110/120/0/0 E/D/-/B 0/0/-/110 1 Hidden Partizan +1 116/125/0/0 E/D/-/B 0/0/-/0/110 1 Hidden Partisan +2 123/132/0/0 E/D/-/B 0/0/B 0/110 1 Hidden Partizan +3 129/138/0/0 E/D/-/B 0/0/-/110 2 Hidden +4 136/144/0/0 E/D/-/B 0/0/0/-/110 3 Hidden Partizan +5 143/150/0/0 E/D/B 0/0/-/110 1 Fire damage added. The entire stat bonus has been taken. Requires Partizan+5 Green Titanite Red Titanite Name Damage Stat Bonuses Damage Reduction Green Titanite Shard Red Titanite Chunk Red Titanite Slab Souls Fire Partizan +0 104/0/104/0 -!/-!/- 40/10/30/30 1 200 Fire Partizan +1 112/0/112/0 -!/-!/- 40/10/30/30 1 200 Fire Partizan +2 120/0/120/0 -!/-!/- 40/10/30.8/30 1 200 Fire Partizan +3 128/0/128/0 -!/-!/- 40/10/30.9/30 2 200 Fire Partizan +4 136/0/136/0 -!/-!/- 40/10/31.2/30 2 200 Fire Partizan +5 144/0/144/0 -!/-!/- 40/10/31.5/30 3 200 Fire Partizan +6 153/0/153/0 -!/-!/- 40/10/31.8/30 1 200 Fire Partizan +7 163/0/163/0 -!/-!/- 40/10/32.1/30 1 200 Fire Partizan +8 172/0/172/0 -!/-!/- 40/10/32.4/30 2 200 Fire Partizan +9 182/0/182/0 -!/-!/- 40/10/32.7/30 3 200 Fire Partizan +10 192/0/192/0 -!/-!/- 40/10/33/30 1 200 Chaos Base damage reduced from fire upgrade path. It's a human harm bonus. Fire Partizan +5 Red Titanite Name Damage Stat Bonuses Damage Reduction Red TitanitE Chunk Red Titanite Ema chaos Partizan +0 126/0/144/0 -!/- 40/10/30 1 Chaos Partisan +1 requires 133/0/152/0 -!/- 40/10/30/6/30 1 Kaos Partizan +2 140/0/160/0 -!/-!/- 40/10/31.. It's a good2/30 1 Kaos Partizan +3 147/0/168/0 -!/- 40/10/31.8/30 2 Kaos Partizan +4 154/0/176/0 -!/- 0 4 0/10/32.4/30 3 Kaos Partizan +5 161/0/184/0 -!/-!/- 40/10/33/30 1 Key Damage: Damage determines how much damage the stat weapon is. Damage statistics for a weapon W/X/Y/Z: W Physical Damage X Magical Damage Y Fire Damage Z Lightning Damage Each weapon has one or more types of physical damage: Normal Stunning Cutting Thrusting Some enemies are weak or powerful against different types of damage. Critical: Damage bonus for backstabs and ripostes. Thrusting Swords and Daggers get an invisible bonus for critical damage as well. Durability: The health of the weapon. When its durability drops below 30%, the effectiveness of the weapon will be severely impaired. Weight: The weight of the weapon. Remember that carrying more than 50% of a character Equip Burden will reduce their roll speed, 100% walking on it will reduce their regular speed and roll or step back attempts will leave them moment-by-moment stunner. Required Statistics: Required Statistics effectively determine how high various Statistics should be to use weapons. Requirements statistics for a weapon W/X/Y/Z: W Power required X Skill required Intelligence required Z required Belief that a necessary weapon is required a weapon without power wielding and/or Dexterity weapon will take physical damage, while low-more necessary Magic and/or Faith weapons will reducemagic damage. Also remember that a character earns a 50% bonus for Strength by wielding thus reducing the necessary real power, with both hands. For example, 18 A strong character can properly use a large club (requires 26 Powers) if the gun is held with both hands. (18 x 1.5 = 27) Damage Reduction %: Damage Reduction dictates reduced damage percentage during stat blocking. Damage Reduction statistics for a weapon W/X/Y/Z: W Physical Damage Reduction X Magic Damage Reduction Y Fire Damage Reduction Z Lightning Damage Reduction Stability: the stability of the weapon. The higher this value, the less resilience is consumed when preventing attacks. Frampt Souls: This is the amount of spirit players will receive if they make Kingseeker Frampt eat the product. In: Dark Souls: Guns, Dark Souls: Standard Weapons, Dark Souls: Spears Edit Share Comments 80 - - - 100 40.0 10.0 30.0 30.0 30.0 26 D C - 13 12 - - For Dark Souls vary liant, see Partizan (Dark Souls II). See Partizan (Dark Souls II) for the Dark Souls II) variant. Partisan is a spear in Dark Souls. In-Game Description Spear with a knife attached to a wide point. It has long access and can slice. The wide range of this may makes it adaptable to many situations. Its strength lies in length, but in the cramped four, it backs up, and slices bounce off the walls. Availability[edit] [source edit] Darkroot Garden found. Through the smoke door near the secret bonfire, embrace the left wall until a small nostration arrives. Partisan is waiting there, protected by a Tree Lizard. Approaching Partizan will cause an evil vegetation to ambush the player after leaving the noil. Features [edit] [source edit] Unlike other spears, it has access to some attacks that provide Regular Damage in addition to partisan standard th pushes, making it more useful in open spaces. It's a little longer than the Spear, but it's shorter than Pike. Moveset[edit] [source edit] Attack Description One-handedMay Attack Standard spear th push. Little hitbox. One-handedStrong Attack Wide attack, slightly initial delay but with nice overall range. It causes regular damage. Weak Attack with Both Hands Strong push. Little hitbox. Powerful Attack with Two Hands Strong attack is similar to a hand strong attack. Jump Push with Nice Range of Jump Attack. Running Attack Dashes forward and knives. Rolling Attack Vertical slash. Mediocre range, but almost no delay. Kick Standard kick. Left-handed Weak Attack Block. Left-Handed Strong Attack Standard push. Little hitbox. Upgrades require[edit] [source edit]: Fire Partisan +5, Red Titanite and 200 souls per upgrade. The statistics for the upgrade path above may not be up to date. Work is currently ongoing to address this issue. Thank you for your understanding. Gallery[editing] [source editing] Add a photo to this gallery unless otherwise specified Community content under CC-BY-SA Noted. Noted.