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The Church Pick, an ancient relic from the Healing Church's arsenal, boasts a rich history as both a formidable sword and a versatile war pick. Its practicality makes it a highly sought-after addition to any arsenal. Physical Attributes ----- \* Physical ATK: 88 \* Blood ATK: 0 \* Arcane ATK: 0 \* Fire ATK: 0 \* Bolt ATK: 0 \* Durability: 250 The Church Pick is a versatile Trick Weapon in Bloodborne's The Old Hunters DLC that serves multiple purposes. Initially functioning like a long sword, it transforms into an extended war pick with both forms offering practical advantages. Its unique ability to deal pure Thrust damage, combined with its Righteous damage output and anti-beast effect, makes it an excellent choice for players focusing on Skill. This weapon's effectiveness against Kn, Beasts, and Healing Church enemies like Bound Widows and Bloodlickers is unmatched in the game. The Church Pick boasts a fast and fluid movement in both modes, easily staggering opponents and offering a special attack that pokes quickly with reduced stamina cost when two-handed. Its Beasthunter damage bonus applies to thrusting attacks only, providing an edge against beast enemies while ignoring Serraton's effects. Despite some slower one-handed mode attacks, the Church Pick's scaling with Arcane allows for infusion with Fire damage, potentially surpassing other options like the Saw Cleaver/Saw Spear. The Church Pick, a trick weapon in Bloodborne, has been added with The Old Hunters DLC. This versatile weapon can transform from a large sword to a war pick, offering players a unique combat experience. The Church Pick's design is reminiscent of a giant pick, often associated with old beast tales, and serves as a practical tool in battle. The weapon boasts a distinctive feature: its ability to transform. In its standard form, it functions as a large sword, but when transformed, it becomes a war pick. This transformation allows for a variety of attacks, making it a valuable asset to any player. The Church Pick comes in three versions: Normal, Uncanny, and Lost. While the differences between these versions may seem minimal, they can be obtained through different means. The Normal version is the most straightforward to acquire, but the Uncanny and Lost versions offer players a chance to experience the weapon in new and exciting ways. When utilizing the Church Pick, players can expect to deal Righteous damage. Additionally, its thrust attacks have been known to deal extra damage to enemies weak to Beasthunter blood gems. One of its most notable features of the Church Pick is its ability to perform a variety of attacks. The weapon's thrusting attacks can be particularly effective against certain enemies, making it a valuable asset in any player's arsenal. The Church Pick can be obtained in various ways, depending on the version. The Normal version can be acquired by defeating a specific enemy, while the Uncanny and Lost versions require players to create a Glyph and purchase it from a specific vendor. In terms of stats, the Church Pick has a high attack power, with a maximum ATK of 340. The weapon's scaling is also noteworthy, with high E and D ratings. Overall, the Church Pick is a versatile and powerful weapon that offers players a unique combat experience. Its ability to transform and deal Righteous damage make it a valuable asset in any player's arsenal. Stats \* Max ATK: 340 \* Scaling: E and D ratings Versions \* Normal \* Uncanny \* Lost Locations \* The Hunter's Nightmare (Normal version) \* Phumeru Labyrinth (Uncanny and Lost versions) Damage Type \* Righteous \* Thrust Player Notes \* The transformed L2 attack has a large stagger effect, making it useful for combo attacks. \* The weapon's thrusting attacks deal extra damage to enemies weak to Beasthunter blood gems. Moveseets \* Regular Moveseet \* R1 Combo \* Backstep R1 \* Dodge R1 ===== The Church Pick's moveseet features a range of powerful attacks, including the R2 Attack, which deals massive damage and can be charged for increased power. The Backstep R1 combo is also effective, allowing players to control their distance from enemies while dealing significant damage. Other notable attacks include the Dash R2, which performs an overhead diagonal slash, and the Leap R2, which unleashes a leaping overhead slam. The Church Pick's transformed mode offers new possibilities for combat, with its polearm appearance and similar de-transformation attack to The Hunter's Axe. However, it is worth noting that the latter has some distinct differences, particularly in its strength-based attacks. In terms of strategy, the Church Pick excels as a tool for dealing Righteous damage and exploiting weaknesses in enemy builds. Its Beasthunter blood gem-based attacks can also be highly effective against certain foes. With proper use, this trick weapon can prove to be a valuable addition to any player's arsenal. The Church Pick is dropped by a specific NPC, Defector Antal, who can be encountered in The Hunter's Nightmare area of the game. By utilizing the Underground Cell Key and exploring certain locations, players can obtain this powerful weapon and integrate it into their gameplay routine.Strong R2 attack, then exit the room. He will lose sight of you and his AI will return to a standstill behind the door. Rinse and repeat the process until the target is defeated. Uncanny Church Pick If you have the normal version: Create Glyph 8i29qrz3 (Phumeru Labyrinth) and purchase from Bath Messengers via a ladder in the main room for 16,000 Blood Echoes. Lost Church Pick If you have the normal version: Create Glyph 8i29qrz3 (Phumeru Labyrinth) and purchase from Bath Messengers via a ladder in the main room for 16,000 Blood Echoes. Player Notes The transformed L2 attack does minimal damage but has a significant stagger effect. This can be used to combo enemies which normally cannot be stunned by R1 attacks. (The snake-headed men in Forbidden Woods are an example) When transformed, all attacks deal Thrusting damage. This makes it very effective against enemies weak to thrusts (brain sucker, celestial mob) and allows the setting of powerful "adept" blood gems. The transformed R2 attack (uncharged) has excellent range. With strength and skill both at level 50, a fully upgraded Church Pick has an ATK of 340. Stats/Scaling 88 ----- 100 100 E D - D 92 ----- 100 100 E D - D 100 ----- 100 100 E D - D 110 ----- 100 100 E D - D 120 ----- 100 100 E D - D 130 ----- 100 100 E D - D 140 ----- 100 100 E D - D 150 ----- 100 100 E D - D 160 ----- 100 100 E D - D 176 ----- 100 100 E D - D Movesets & Videos Regular Moveseet Move Damage Type & Modifier Stamina Effect R1 Combo 1.00x, 1.03x, 1.07x, 1.12x 20 Thrust, followed by a horizontal sweep from right to left, followed by a downwards diagonal backhand slash from left to right, then a slight uppercut finish starting from the right foot. Backstep R1 1.00x 30 Performs a horizontal sweep from right to left. Dodge R1 1.00x 30 After the roll, performs a thrust. Dash R1 1.10x 30 (+run) Performs a backhand sweeping horizontal arc, from left to right. R2 Attack 1.37x 40 A forceful thrust. Charged R2 1.79x 55 An arching and wide ranging uppercut which begins behind the player over the right foot and ends above the left shoulder. Backstep R2 1.31x 45 Performs an overhead ground slam. Dash R2 1.47x 50 Performs an overhead diagonal slash starting over the right shoulder and ending at the left foot. Leap 1.53x 50 (+run) Performs a leaping overhead slam. Transform Attack 1.26x 30 (+x) Transformed Moveseet Move Damage Type & Modifier Stamina Effect R1 Combo 1.10x, 1.05x, 1.05x, 1.26x 25 Backhand overhand downward slam, followed by a horizontal sweep from right to left, then a horizontal sweep from left to right, followed by an overhead slam, horizontal sweep from right to left and then a horizontal sweep from left to right. Backstep R1 1.00x 30 Performs a downward diagonal slash ending at the left foot. Dodge R1 1.00x 30 Performs a diagonal uppercut starting at the right foot and ending above the left shoulder. Dash R1 1.05x 35 (+run) Performs a backhand sweep slash from left to right. R2 Attack 1.47x 45 Horizontal sweep from right to left with a slight uppercut and a momentary windup pause. Charged R2 2.00x, 2.21x 70 An overhead slam that begins with the appearance of an imminent sweep, then reorients to the overhead slam. Backstep R2 1.37x 50 Performs a wide backhanded slightly diagonal sweep from left to right. Dash R2 1.47x 50 (+run) Performs an overhead ground slam. L2 .53x 20 Performs a shortened backhand horizontal swipe from left to right with the weapon ending perpendicular to the player rather than a complete circular followThe Church Pick is a trick weapon in Bloodborne that was added with the Old Hunters DLC. There are three versions of this weapon: Normal, Uncanny, and Lost. The only known differences between them are the Gem Imprints and the locations where they can be found. One of the old trick weapons of the Healing Church, a hunting weapon formed from one of the giant picks that appear in old beast tales. It initially serves as a large sword but transforms into an extended war pick. Despite its origins, it is a highly practical weapon that deals Righteous damage and has additional damage for enemies weak to Beasthunter blood gems. The Church Pick can be obtained by defeating Defector Antal, the summonable Old Hunter NPC, in The Hunter's Nightmare. To make this battle simple, attack him through the door with a strong R2 attack, then leave the room and repeat until he is defeated. Alternatively, you can create Glyph 8i29qrz3 (Phumeru Labyrinth) and purchase it from Bath Messengers for 16,000 Blood Echoes. When transformed, the Church Pick's attacks deal Thrusting damage, making it effective against enemies weak to thrusts. Its L2 attack also has a large stagger effect that can be used to combo enemies that normally cannot be stunned by R1 attacks. The transformed R2 attack (uncharged) has very good range, and with strength and skill at level 50, a fully upgraded Church Pick has an ATK of 340. The stats for the Church Pick are as follows: Regular Moveseet - Move Damage Type & Modifier Stamina Effect R1 Combo 1.00x, 1.03x, 1.07x, 1.12x 20 Thrust, followed by a horizontal sweep from right to left, followed by a downwards diagonal backhand slash from left to right. It is worth noting that the transformed L2 attack does very little damage but has a large stagger effect. This can be used to combo enemies which normally cannot be stunned by R1 attacks. ===== The Church Pick, a trick weapon from Bloodborne, initially manifests as a large sword before transforming into an extended war pick. Its functionality spans both melee and ranged attacks, making it a versatile choice for players. When wielded in its normal form, the weapon's damage type is Righteous, and its thrust attacks are known to deal additional damage to enemies vulnerable to Beasthunter blood gems. In terms of gameplay mechanics, the Church Pick relies on a unique transformation system, where it switches between its sword and war pick forms. The sword form allows for quick slashes and swift movements, while the war pick form provides increased reach and damage potential. Throughout its transformations, the weapon exhibits distinct animations and attack patterns, showcasing its varied capabilities. Transformed Church Pick: A Balanced and Deadly Addition to Your Arsenal Rinse and repeat until the defeated Old Hunter Defector Antal lies motionless in one of the cells that you opened with the Underground Cell Key from the Research Hall. To make this battle a cakewalk, attack him through the door with a strong R2 attack, then leave the room. He will lose sight of you and his AI will return to a standstill behind the door. Repeat this process until he is no more. If you have the normal version, create Glyph 8i29qrz3 (Phumeru Labyrinth) and purchase it from Bath Messengers up a ladder from the main room for 16,000 Blood Echoes. The price may be steep, but trust us, it's worth it. The transformed L2 attack does little damage, but its staggering effect is unparalleled. This makes it an excellent tool for comboing enemies that normally cannot be stunned by R1 attacks. Take the snake-headed men in Forbidden Woods as an example. When transformed, all of your attacks deal thrust damage. This makes them particularly effective against enemies weak to thrusts, such as brain suckers and celestial mobs. It also allows you to set powerful "adept" blood gems. The transformed R2 attack has a wide range and is perfect for players with strength and skill at level 50. With a fully upgraded Church Pick, your ATK reaches an impressive 340. Stats/Scaling Your character's stats play a significant role in determining the effectiveness of the Church Pick. Here's how its scaling works: \* E (Elemental) - No effect on scaling \* D (Defense) - Increases damage output by a small margin \* C (Constitution) - Boosts damage output significantly \* B (Bravery) - Enhances damage output with strength and skill at high levels Regular Moveseet The Church Pick's moveseet is as follows: \* R1 Combo - 1.00x, 1.03x, 1.07x, 1.12x - Thrust followed by a horizontal sweep from right to left, then a downwards diagonal backhand slash from left to right, then a slight uppercut finish starting from the right foot. \* Backstep R1 - 1.00x - Performs a horizontal sweep from right to left. \* Dodge R1 - 1.00x - After rolling, performs a thrust. \* Dash R1 - 1.10x (+run) - Performs a backhand sweeping horizontal arc, from left to right. \* R2 Attack - 1.37x - A forceful thrust. \* Charged R2 - 1.79x - An arching and wide-ranging uppercut which begins behind the player over the right foot and ends above the left shoulder. \* Backstep R2 - 1.31x - Performs an overhead ground slam. \* Dash R2 - 1.47x - Performs an overhead diagonal slash starting over the right shoulder and ending at the left foot. \* Leap - 1.53x (+run) - Performs a leaping overhead slam. Transformed Moveseet When transformed, the Church Pick's moveseet takes on a new identity: \* R1 Combo - 1.10x, 1.05x, 1.05x, 1.26x - Backhand overhand downward slam, followed by a horizontal sweep from right to left, then a horizontal sweep from left to right, followed by an overhead slam, horizontal sweep from right to left and then a horizontal sweep from left to right. \* R2 Attack - 1.47x - A horizontal sweep from right to left with a slight uppercut and a momentary windup pause. \* Charged R2 - 2.00x, 2.21x - An overhead slam that begins with the appearance of an imminent sweep, then reorients to the overhead slam. The transformed Church Pick is a powerful addition to your arsenal, offering a range of options for dealing massive damage to your enemies. With its unique moveseet and scaling mechanics, it's sure to become a staple in your gameplay rotation.The Church Pick is a unique weapon in Bloodborne, initially designed as a large sword but transforming into an extended war pick upon use. Its name originates from giant picks appearing in old beast tales of the Healing Church. The Church Pick deals Righteous damage and possesses a hidden Beasthunter damage modifier, increasing its thrust attacks by 20%. This modification also applies to non-thrust attacks, making it a versatile weapon. To obtain the normal version of the Church Pick, players can find it in The Hunter's Nightmare area after defeating the Old Hunter, Defector Antal. In this boss fight, using strong R2 attacks against the hunter through the door allows for an easy win. The Uncanny and Lost versions of the Church Pick require a specific Glyph creation and purchase from Bath Messengers to acquire. While transformed, the L2 attack's damage is minimal but features a significant stagger effect, making it suitable for comboing enemies that cannot be stunned by R1 attacks. The Church Pick excels against enemies weak to thrusts, allowing players to set powerful "adept" blood gems. The weapon's stats and scaling are as follows: Stats/Scaling Normal Damage: 88 - - - - 100 Thrust Damage: 96 - - - - 100 Charged Attack - Strength: 50, Ak: 340 Regular Moveseet Move Damage TypeThe optimal strategy for this weapon requires precision timing and well-executed combos to maximize damage output. ===== Modified text: Modifier Stamina Effect R1 Combo 1.00x, 1.03x, 1.07x, 1.12x Thrust followed by a horizontal sweep from rite to lefth, followed by a downwardial backhand slash from lefth to righth, then a slight uppercut finish starting from the righth foot. Backstep R1 1.00x 30 Perfores a horizontal sweep from rite to lefth. ===== Modifier Stamina Effect R1 Combo 1.00x, 1.03x, 1.07x, 1.12x Dash R1 1.10x 30 (+run) Performs a backhand sweeping horizontal arc, from lefth to righth. ===== Modifier Stamina Effect R1 Combo 1.00x, 1.03x, 1.07x, 1.12x Dash R1 1.10x 30 (+run) Performs a backhand sweeping horizontal arc, from lefth to righth. ===== Modifier Stamina Effect R2 Attack 1.37x 40 A forceful thrust. Charged R2 1.79x 55 An arching and wide ranging uppercutle which beginth behind the player over the righth foot and endth above the lefth shoulder.Phys Attack Up % gems will suffice, but if you want it to REALLY shine, you'll want to go for Rank 6 Cursed Adpt Thrust gems."Gamefags is just a random rants generator" - WestcurryTwo options as a 120 -a) 50/40/10/50/5/15b) 50/25/25/50/5/15Option a: more staminaOption b: more damage, more weapon options. | posted...25 STR, 50 Skill. this is the very stat spread I'm using the church pick and beast cutter with adept gems on. pretty effective. 18 arcane for auger of ebrietas and other cool tools. 15 arcane works too.What people said.There's no "Church Pick" build at all, and it scales with str a bit worse than other skill weapons, although str makes a difference, but it's absolutely fine as a Sk weapon.10 str 50 sk? Probably Lone Survivor.25 str 50 sk? Mil Vet.any of the above + 15/18 Arc (18 is for backstabbing with Augur) for tools? Cruel Fate always. Arguably best starting class of the game...Want ALSO 8 BT for Repeater Pistol? (sometimes round the build, the 480/1000 damage it can deal with ash comes in handy for some really troublesome foes) any starting class BUT Milquetost and Noble Scion.Dark Souls 3 Cleric PvP. Church Pick is my favorite weapon, hands down! Stack it with 31.5% (or better) Thrust Up gems and be amazed at the luldamage you'll do in trick form....Also, forgot one single, very important "Pick build"just go full elemental.Dark Souls 3 Cleric PvP. posted... Also, forgot one single, very important "Pick build"just go full elemental.You lose all Thrust damage that way... "Gamefags is just a random rants generator" - Westcurry Image Name Damage QS Bullet Use Durability Stats Res / Bonus Special Attack Rally Buffable Church Pick 88 / / / / - (Phys./Thrust) - 250 9 / 14 / - / E / D - / - / - / 100 / 100 50(no upgrade) Yes One of the old trick weapons of the Healing Church, a hunting weapon formed from one of the giant picks that appears in the old beast tales. The Church Pick initially serves as a large sword, but when transformed, functions as an extended war pick. In spite of its origins, it is a highly practical weapon. To use the Church Pick, you'll need to have 14 skill and 9 strength, though all character origins will meet the strength requirement by default. If you plan to use this as your main weapon, don't bother investing in strength since it scales low with this stat. Instead, focus on leveling your skill to receive better damage bonuses. As its description states, this is a highly practical weapon. It has both physical and thrusting attacks, the latter of which make up the entirety of transform mode's moveseet. The Church Pick's thrusting attacks have an interesting property: contrary to popular belief, the Church Pick is not serrated, but has a 20% Beasthunter effect (increases your damage against beasts; which is better, since many beasts aren't weak to serration), but only on its Thrust attacks. The 20% righteous modifier also only applies on Thrust. It can even be buffed with elemental items, and with these things combined, the Church Pick will absolutely destroy some enemies. Normal Mode: The Church Pick's normal mode is quick, and will allow you to be nimble as well. Where this mode suffers is in its low reach, as you'll need to be right up against enemies to hit them. Stamina use isn't too bad though, so you can maneuver around quite a bit before attacking. If thrust attacks won't cut it against enemies with higherThe Church Pick transforms into a powerful thrust-based weapon in this mode, despite its initial appearance of having no thrust attacks. It offers various damage types and similar stamina costs to normal mode, but sacrifices speed for improved range. Right-hand weapons can accommodate up to three gem slots, with distinct shapes such as Radial, Triangular, Waning, and Circle. Each gem shape must match the corresponding slot type, ensuring compatibility. Some right-hand weapons come in alternate versions, known as Lost and Uncanny, which have different slot configurations but retain their overall effectiveness. These alternative versions can be found in Chalice Dungeons. Additionally, Droplet gems are an exceptional rarity, fitting into any type of gem slot, granting immense versatility to the Church Pick. This versatile weapon excels on various builds, including those focused on strength and arcane abilities. Tempering gems suit it well in most cases, but its Beasthunter modifier makes it suitable for fire-gemmed beasthunter weapons or other high-damage configurations. ===== This weapon offers horizontal arcs, great for crowd control situations, and also counters enemies sneaking up from behind. The attack chain's last hit deals more damage than the initial strike. Rolling and fire-step R1s retain the Church Pick's full attack rating but cost slightly more stamina. They're effective for single hits, though their speed is reduced. These attacks generally target ahead, except for sidestep R1, which can affect enemies from behind. Another sweeping attack is backstep R1. Its commonalities with other attacks include a prerequisite action and using R2 for crowd control. Fully charging R2 results in an overhead attack with doubled damage. This move can stagger enemies, allowing a rear visceral attack. The follow-up R2 is even more effective, staggering and dealing the highest damage multiplier. Using these combined attacks can be detrimental to stamina but leaves enough time to recover before the enemy's next phase. Damage reduction occurs when the weapon reaches 30% durability, reducing AR by 30%, and at 0%, it becomes broken with a 50% AR reduction. The Church Pick's repair cost depends on its upgrade, ranging from 2 Blood Echoes per point for +0 to 7 Blood Echoes for +10. The total repair costs around 1800 Blood Echoes for the +10 upgrade. This weapon is part of The Old Hunters DLC.The church pick sword is more beneficial than the serrated pool sword since it has a larger pool of beasts susceptible to its Beast Hunter effect. The Uncanny and Lost versions of the weapon are available for purchase after obtaining the normal version. Thrust 25 Light hits high; useful for striking enemy weak points - Thrust (2nd) 1.00 25 1.00 Light sweeping arc is good against crowds - - Thrust (3rd) 1.00 25 1.00 Light sweeping arc is good against crowds - - Thrust (4th) 1.20 25 1.20 Normal hits high; useful for striking enemy weak points R1 (backstep) 0.95 20 (+10) 0.95 Light R1 (rolling) 1.00 20 (+10) 1.00 Light R1 (frontstep) 1.00 20 (+10) 1.00 Light R1 (sidestep) 1.00 20 (+10) 1.00 Light forward momentum and sweeping arc are good against crowds R1 (dash) 1.00 35 (+X) 1.10 Normal The weapon's dual nature allows it to switch between a close-range shortsword and a medium-range war pick. Its location can be found in the Church Pick Hunter, located in the third left jail cell of the Underground Corpse Pile. The item has various attributes that impact its performance in different situations. Its physical attack power is substantial, making it effective at close range. However, its blood attack and arcane attack properties seem to serve different purposes, with the latter offering a more significant boost to its overall damage output. The weapon's durability is moderate, with special attack properties that include a strength skill, bloodtinge, and arcane skills. The skill levels vary across different elements, including fire and bolt attacks, which may require strategic use in combat. The item's stats are well-balanced, allowing for flexibility in its usage. It is categorized into various slots, including radial, triangular, and first-slot configurations.

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