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001 <?xml version="1.0" encoding="utf-8"?>
002 <fmg>
003 <compression>None</compression>
004 <version>DarkSouls3</version>
005 <bigendian>False</bigendian>
006 <entries>
007 <text id="1">Crouch to make it harder for enemies to discover
008 you.
009 Especially effective in tall grass.
010 Attacking an enemy that hasn't noticed you will cause more
011 damage than usual.
012 <?keyicon@9?&gt;; <?keyActName@9?&gt;</text>
013 <text id="2">Use an armament in your left hand (or both hands)
014 to guard against incoming attacks.
015 Shields are particularly effective for guarding.
016 Guarding consumes stamina.
017 If you run out of stamina while guarding, your stance will be
018 broken.
019 <?keyicon@24?&gt;; Guard</text>
020 <text id="3">You can perform a counterattack immediately after
021 blocking an enemy attack.
022 Guard Counters can easily break enemy stances.
023 <?keyicon@23?&gt;; immediately after blocking an attack:
024 Guard Counter</text>
025 <text id="4">Wielding an armament in two hands will increase
026 your strength with that armament.
027 If an armament scales with strength, it will do more damage
028 when used two-handed.
029 <?keyicon@27?&gt;;+<?keyicon@24?&gt;/<?keyicon@22?
030 &gt;;: Wield armament with two hands</text>
031 <text id="5">Charge attacks and jump attacks are powerful.
032 Using them makes it easy to break an enemy's stance.
033 They are also likely to knock mounted enemies off of their
034 mounts.
035 Hold <?keyicon@23?&gt;;: Charge attack
036 <?keyicon@23?&gt;; while jumping: Jump attack</text>
037 <text id="6">Skills are special abilities innate to armaments.
038 There is a wide variety of skills available, from powerful
039 attacks to temporary effects.
040 Using Skills consumes FP.
041 <?keyicon@25?&gt;;: <?keyActName@25?&gt;</text>
042 <text id="7">Shields allow you to use the "Parry" Skill to
043 deflect enemies' close-range attacks.
044 A successful parry will break the attacker's stance, giving
045 you a chance to perform a critical hit.
046 <?keyicon@25?&gt;; in time with an enemy attack: Parry</
047 text>
048 <text id="8">Lock-on to an enemy to keep it targeted, making
049 it easier to focus on it as you fight.
050 <?keyicon@15?&gt;;: <?keyActName@15?&gt;;
051 <?keyControlCamera?&gt;; while locked-on to a target: Change
052 target</text>
053 <text id="9">When wielding a bow with two hands, you can hold
054 <?keyicon@24?&gt;; for precision aiming.
055 This lets you aim more precisely with <?keyControlCamera?
056 &gt;;.
057 You can do major damage to humanoid enemies by aiming for
058 their heads.
059 <?keyicon@24?&gt;; while wielding a bow with two hands:
060 Precision aiming</text>
061 <text id="10">Each of your hands can equip up to three
062 armaments.
063 Some armaments, such as shields, have different actions
064 depending on which hand equips them.</text>
065 <text id="11">You can equip up to ten items at a time.
066 Equipped items can be used without accessing the item menu.
067 You can also assign items to your pouch to use them directly
068 from the main menu.
069 <?keyicon@18?&gt;;: <?keyActName@18?&gt;;
070 <?keyicon@26?&gt;;: <?keyActName@26?&gt;</text>
071 <text id="12">Raise your torch to see further into dark
072 spaces.
073 <?keyicon@24?&gt;; with torch equipped in left hand: Raise
074 torch</text>
075 <text id="13">If you get behind an enemy, you'll have a chance
076 to perform a critical hit.
077 You can also perform a critical hit after breaking an enemy's
078 stance.
079 Stance-break critical hits cause more damage than critical
080 hits from behind.
081 <?keyicon@22?&gt;; when near a backturned enemy: Critical
082 hit
083 <?keyicon@22?&gt;; when near a stance-broken enemy: Critical
084 hit</text>
085 <text id="14">Use "Gestures" from the main menu to perform a
086 variety of simple poses.</text>
087 <text id="15">Use your map to check your current position, as
088 well as the terrain and surrounding structures.
089 You can update your map with new information by finding Map
090 Fragments at steles along the road.
091 <?keyicon@29?&gt;;: <?keyActName@29?&gt;</text>
092 <text id="16">Jump while on horseback near a spiritspring to
093 ride its current high into the air.
094 You won't take damage from jumping into a spiritspring while
095 on horseback, even from a great height.
096 <?keyicon@8?&gt;; at a spiritspring while on horseback:
097 Spiritspring jump</text>
098 <text id="17">When you have multiple items equipped, you can
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025 your effective strength for that armament by 50%.
026 This eases attribute requirements, and armaments that scale
027 with strength will do more damage.
028 In addition, attacks with that armament are more difficult to
029 repel with shields.
030 <?keyicon@27?&gt;;+<?keyicon@24?&gt;/<?keyicon@22?
031 &gt;;: Wield with two hands</text>
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hold <?keyicon@18?> to quickly select the item in your first item slot.

Hold <?keyicon@18?>; Select first equipped item</text>
<text id="50">Upon dying, you will drop any runes in your possession at the site of your death.
You can reclaim those runes by reaching that same spot again. However, if you die again before reclaiming those dropped runes, they will be lost forever.</text>
<text id="51">%null%</text>
<text id="52">When the monument icon is shown on the left side of the screen, you can summon spirits from ashes.
There are several different types of spirit that can be summoned.
Summoning spirits typically consumes FP.</text>
<text id="53">Resting at a site of grace will restore your HP, FP, and heal any status ailments.
It will also refill all of your sacred flasks.

However, most of the enemies you've defeated will be revived when you rest at a site of grace.</text>
<text id="54">Sites of grace that you haven't discovered yet illuminate their surroundings.
If you see light while exploring, seek it out—you might find a site of grace.</text>
<text id="55">Grace exists to guide the Tarnished and lead them along the proper path.
Even now, some sites of grace retain that power.
Their golden rays will guide you along your way.</text>
<text id="56">The Flask of Crimson Tears replenishes your HP. The Flask of Cerulean Tears replenishes your FP.

At sites of grace, you can distribute portions of doses to each flask.
You can also use certain items to upgrade your flasks at sites of grace.</text>
<text id="57">Through your map, you can instantly travel to any sites of grace that you've discovered.
However, there are some dungeons and other areas where this cannot be done.</text>
<text id="58">While on horseback, you can attack with armaments equipped in your right hand or in both hands.
If you take a certain amount of damage while on horseback, you will fall from your horse.
This will leave you greatly vulnerable.</text>
<text id="59">You cannot enter large buildings, caves, catacombs, or similar spaces while on horseback.
You also cannot summon your horse while inside such spaces.</text>
<text id="60">If you have a Crafting Kit, you can make various items from materials that you find.
Select "Item Crafting" from the main menu to make items.

<?keyicon@28?>; <?keyActName@28?></text>
<text id="61">You will need cracked pots or other special containers to craft certain items.
Container items will run out with use, but the containers themselves will remain.</text>
<text id="62">Ashes of War are memories of the affinities and Skills imbued in armaments wielded long ago.
With a Whetstone Knife, you can use Ashes of War to customize your armaments at sites of grace.</text>
<text id="63">%null%</text>
<text id="64">Upon dying, you will be revived at the last site of grace at which you rested.

However, if there is a Stake of Marika near where you died, you can choose to be revived there instead.</text>
<text id="65">When you carry more than 70% of your maximum equipment load, your dodge rolling will become slower and clumsier.
If you exceed your maximum equipment load entirely, you will be unable to roll at all.</text>
<text id="66">While in combat, you are unable to craft items or open your map.</text>
<text id="67">Spirits that you've summoned from ashes can be made more powerful by a spirit tuner.
You'll need glovewort to upgrade spirits.</text>
<text id="68">When you level up, you can spend runes to increase your attributes.
As your attributes increase, your level rises—and so does the amount of runes required for your next attribute increase.</text>
<text id="69">%null%</text>
<text id="70">When the poison gauge is full, you will become poisoned and take continuous damage.
The higher your Immunity, the longer it takes for the poison gauge to fill.</text>
<text id="71">When the Scarlet Rot gauge is full, you will become sick and take continuous damage.
The Scarlet Rot is a very dangerous status ailment, but the higher your Immunity, the longer it takes for the gauge to fill.</text>
<text id="72">When the hemorrhage gauge is full, you will hemorrhage blood.
This causes a large amount of damage relative to your maximum HP.
The higher your Robustness, the longer it takes for the hemorrhage gauge to fill.</text>
<text id="73">When the frostbite gauge is full, you will take damage and become frostbitten for a while.
While frostbitten, you will take increased damage from other sources.
The higher your Robustness, the longer it takes for the frostbite gauge to fill.</text>
<text id="74">When the sleep gauge is full, you will become drowsy.
Weaker characters will fall asleep entirely.
The higher your Focus, the longer it takes for the sleep gauge to fill.</text>
<text id="75">When the madness gauge is full, you will go mad and lose a great deal of both HP and FP.
Only humans can be afflicted with madness.
The higher your Focus, the longer it takes for the madness gauge to fill.</text>

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The higher your robustness, the longer it takes for the blood loss gauge to fill.</text>
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146 This is a very dangerous status ailment, but the higher your
147 resistance to death, the longer it takes for the death gauge
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149 <text id="77">Heavy armor provides high poise, making you less
150 likely to recoil from enemy attacks.
151 Wielding a heavy weapon with two hands may also provide
152 similar effects.</text>
153 <text id="100">During cooperative multiplayer, a Furled
154 Finger's goal is to help the Host of Fingers defeat the boss
155 of the area.
156 A Furled Finger will return to their own world when they die
157 or the boss is defeated, whichever happens first.</text>
158 <text id="101">During competitive multiplayer, a duelist's
159 goal is to defeat the Host of Fingers.
160 A duelist will return to their own world when they die or the
161 Host of Fingers is defeated, whichever happens first.</text>
162 <text id="102">In typical multiplayer, there can be up to two
163 Furled Finger cooperators and one duelist or Bloody Finger
164 invader present at once.
165
166 The host player can use a Taunter's Tongue to increase the
167 maximum number of invaders or duelists.</text>
168 <text id="103">With a Furlcalling Finger Remedy, you can see
169 summon signs left by players in other worlds.
170
171 If you summon another player through their sign, multiplayer
172 will begin, with you as the Host of Fingers.</text>
173 <text id="104">With a Tarnished's Furled Finger, you can leave
174 a gold summon sign.
175 This sign will appear in other players' worlds and allow them
176 to summon you as a Furled Finger for cooperative
177 multiplayer.</text>
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179 <text id="105">With a Duelist's Furled Finger, you can leave a
180 red summon sign.
181 This sign will appear in other players' worlds and allow them
182 to summon you as a duelist adversary for competitive
183 multiplayer.</text>
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185 <text id="106">With a Festering Bloody Finger, you can enter
186 another player's world as an invading Bloody Finger.
187 There are other items that allow you to invade other worlds as
188 well.</text>
189 <text id="107">If you use a White Cipher Ring, you will
190 automatically request a rescue from hunters in other worlds
191 when invaded by a Bloody Finger.
192 (The summoning may not succeed.)</text>
193 <text id="108">If you use a Blue Cipher Ring, you will respond
194 to calls for rescue from other worlds.
195 You'll be summoned into those worlds as a hunter to help fight
196 off invading Bloody Fingers.</text>
197
198 <text id="109">In each area, you may find effigies of martyrs.
199 These effigies are summoning pools.
200
201 Summon signs made with small effigies are gathered at these
202 summoning pools.
203 You'll find it easy to summon other players at these
204 locations.</text>
205 <text id="110">If you set a group password, you'll be more
206 likely to see messages, summon signs, bloodstains, and
207 phantoms from other players using the same password.</text>
208 <text id="111">If you set a multiplayer password, you'll only
209 be matched with other players using the same password for most
210 multiplayer features.
211
212 However, multiplayer passwords do not apply to invasion
213 multiplayer.</text>
214 <text id="112">You can use the Message Menu to leave messages
215 for other players.
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217 Your message will appear in other players' worlds at the spot
218 where you stood when you wrote it.</text>
219 <text id="113">During multiplayer, you can only explore a
220 limited area.
221 Areas beyond those limits are blocked off with a wall of
222 light.
223 They will be accessible again after multiplayer ends.</text>
224 <text id="114">You may occasionally see faint, white phantoms.
225 These are traces of players in other worlds and the actions
226 they recently performed.</text>
227 <text id="115">Bloodstains are left behind in spots where
228 players in other worlds have died.
229 You can examine them to see how those players died.</text>
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232 A hunter will return to their own world when they die or the
233 invader is defeated, whichever happens first.</text>
234 <text id="117">There are two types of summon signs left by
235 players in other worlds.
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237 Gold signs will summon Furled Finger cooperators.
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239 <text id="118">You can change the message format to leave more
240 complex messages.
241 You can also attach gestures to your messages.
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244 An invader will return to their own world when they die or the
245 Host of Fingers is defeated, whichever happens first.</text>
246 <text id="120">The Colosseums found in the Lands Between are
247 venues for combat against other players,
248 each with their own set of rules.
249
250 It's possible to initiate combat via the effigy of Marika at
251 the Roundtable Hold,


```
200 Guarding does not work against many grappling attacks.</text>
201 <text id="151">Some attacks may break an enemy's stance,
202 giving you a chance to perform a critical hit.
203 Charge attacks and jump attacks make it particularly easy to
204 break an enemy's stance.</text>
205 <text id="152">Repeatedly attack a mounted enemy to knock them
206 off of their mount and break their stance.
207 This will give you a chance to perform a critical hit.
208 Charge attacks and jump attacks are particularly likely to
209 knock enemies off of their mounts.</text>
210 <text id="153">%null%</text>
211
212 <text id="154">%null%</text>
213 <text id="200">There are both Crimson and Cerulean Teardrop
214 Scarabs.
215 You can defeat them to replenish the flasks that match their
216 type.
217 However, you cannot replenish more flasks than your maximum
218 amount allows.</text>
219 <text id="250">%null%</text>
220 <text id="251">%null%</text>
221 <text id="252">%null%</text>
222 <text id="253">%null%</text>
223 </entries>
224 </fmg>
```

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210 using the formats of Colosseums already visited.</text>
211 <text id="121">There are rankings in each colosseum which
212 track the results of combatants fighting in
213 Duels, United Combat / Combat Ordeals, and with spirit ashes
214 enabled.
215
216 There are five ranks for each category.
217 Repeated wins will see your rank increase, but repeated losses
218 will have the opposite effect.</text>
219 <text id="150">Attacks with certain affinities, such as fire
220 or lightning, may make guarding less effective
221 than it is against normal physical attacks.
222
223 Guarding does not work against many grappling attacks.</text>
224 <text id="151">Some attacks may break an enemy's stance,
225 giving you a chance to perform a critical hit.
226 Charge attacks and jump attacks make it particularly easy to
227 break an enemy's stance.</text>
228 <text id="152">Repeatedly attack a mounted enemy to knock them
229 off of their mount and break their stance.
230 This will give you a chance to perform a critical hit.
231 Charge attacks and jump attacks are particularly likely to
232 knock enemies off of their mounts.</text>
233 <text id="153">The slashing attacks of sharp weapons are
234 largely ineffective against hardened armor and scales.
235 Strike attacks are likely to hit the mark.</text>
236 <text id="154">%null%</text>
237 <text id="200">There are both Crimson and Cerulean Teardrop
238 Scarabs.
239 Defeat them to replenish the flasks that match their type.
240
241 However, you cannot replenish more flasks than your maximum
242 amount allows.</text>
243 <text id="250">%null%</text>
244 <text id="251">%null%</text>
245 <text id="252">%null%</text>
246 <text id="253">%null%</text>
247 </entries>
248 </fmg>
```