

# Scaling

Scaling determines how much additional damage a weapon deals.

A character gains a percentage of their Physical Atk Dexterity, Physical Atk Strength, Magic Atk Bonus, Lightning Atk Bonus, Fire Atk Bonus and Dark Atk Bonus as additional damage of the respective damage type, indicated by a "+" next to the weapons base damage.

The weapon's stat bonus, indicated by a letter grade of S/A/B/C/D/E, determines what percentage of the character's stat bonus is applied as damage. For example, a character with 200 Physical Attack Strength Bonus will gain between 200 and 240 bonus damage from a weapon with S strength scaling (and no other scaling).

- The letter grade represents a range of percentages. Each type of scaling has a different degree of scaling per letter grade. The vague and relative nature of the scaling grades makes it easy to be confused into thinking that your weapon has more or less scaling than it actually does, especially in the case of infused weapons. Therefore, it is HIGHLY recommended that you look up and know the exact scaling percentages for any weapon you are interested in using.
- To find these percentages for each weapon, see [here](#) or [here](#). A complete AR calculator, including infusions and weapon buffs, can be found [here](#). A weapon comparison by practical tests can be found [here](#).

## Strength Scaling

Letter Grade	Min. %
S	100
A	80
B	55
C	35
D	20
E	1

## Dexterity Scaling

Letter Grade	Min. %
S	60
A	45
B	35
C	25
D	15
E	1

# Catalyst Scaling

- The Lightning, Magic and Dark bonuses scale differently depending on the infusion.
- When you infuse a Catalyst, the Scaling letter will not change, but the chart it uses will; resulting in more scaling bonus if infusing it with the same element, and less if not.

## No Infusion

Letter Grade	Min. %
S	100
A	80
B	55
C	35
D	20
E	1

## Same infusion as the element

Letter Grade	Min. %
S	115
A	92
B	63.5
C	40.5

D	15
E	1

Different infusion than the element

Letter Grade	Min. %
S	85
A	68
B	46.5
C	25
D	10
E	1

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