

Fists

- Bone Fist
- Caestus
- Fist

Bone Fist

In-Game Description

Bone that is bound to the fist.

Used to enhance hand-to-hand combat.

Salvaged from a malformed creature.

*Enables one to fight with inhuman strength,
as if the very spirit of the bone's malicious
owner has taken control.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Frozen Eleum Loyce treasure. Just before dropping down to the Abandoned Dwelling Bonfire, go straight through the snowy area until you reach a door that opens when four sconces nearby are lit (after the blizzard has ceased). Beyond the door, going straight again, is an Illusory Wall on the left part of the wall which opens a path to a corse which contains the weapon.
- Ice Stallion (Co-op summons only) drop - very rare.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/ Spells
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	14/0/0/ 0/0	0/0	150	30	15/30/ 0/0	30/10/ 20/20/ 30	10/10/ 10/10	5	80	1.0	Yes/Yes
	(Strike)				A/B/-/- /-/-						

Move Set

+ Show move-set - Hide move-set

- **One-Handed**

- **Light Attack** - Lunging uppercut forward into forward kick and double punch.
- **Strong Attack** - Swirling low sweep (followed by a stomp that creates a shockwave upon impact) and then forward punch into leaping kick.
- **Roll Attack** - Uppercut.
- **Running/Backstep Attack** - Leaping kick.

- **2-Handed**

- **Light Attack** - Forward stomp which creates a shockwave upon impact, followed by double punch.
- **Strong Attack** - Slow forward two-handed push.
- **Roll Attack** - Slow but high uppercut.
- **Running/Backstep Attack** - Dashing horizontal hook.

- **Powerstance**

- **Light attack** - Quick combo with 2 punches followed by a knee bash, which then flows into 3 more hits.
- **Heavy Attack**
 - Similar to the Hadouken attack from Street Fighter.
 - Player puts both hands together, charges a small blue ball of energy, and shoots it at a target. If the energy ball hits, it immediately knocks the player onto the ground.
 - Energy ball appears to do physical damage. (Needs confirmation.) (Confirmed, the energy ball is purely physical damage. Tested with no rings, and then with Spell Quartz Ring, no difference in damage.)
 - Consumes 5 durability from both weapons. (Cannot be lowered with the Bracing Knuckle Ring.)

+ Move Set Videos - Hide move-set

- Similar to that of Heihachi's move list from Tekken.

- Dual Bone Fists Moveset, PvE, PvP Showcase

Notes

- It appears this weapon deals incredible poise-breaking damage over its actual base damage.
- When power-stanced with another viable weapon, the L2/LT shoots a special white energy ball attack that deals pure physical damage. Costs 5 durability (per weapon) to use.
 - This can be reduced to 2-3 with the use of a Bracing Knuckle Ring +2.
- Can only be power-stanced with a Caestus, Fist, Claws, Malformed Claws, Manikin Claws or another Bone Fist.
- Cannot be infused with Bleed.
 - You can still deal bleeding damage when you enchant the weapon with a Bleeding Serum.

Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Raw	Enchanted	Mundane
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Basic

Special upgrade path.
Requires:

- Twinkling Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Bone Fist +0	14/0/0/0/0	0/0	A/B/-/-/-	-	-
Bone Fist +1	15/0/0/0/0	0/0	A/B/-/-/-	1x Twinkling Titanite	550
Bone Fist +2	16/0/0/0/0	0/0	A/B/-/-/-	2x Twinkling Titanite	690
Bone Fist +3	17/0/0/0/0	0/0	A/B/-/-/-	3x Twinkling Titanite	820
Bone Fist +4	18/0/0/0/0	0/0	A/B/-/-/-	4x Twinkling Titanite	1,090
Bone Fist +5	20/0/0/0/0	0/0	S/A/-/-/-	5x Twinkling Titanite	1,230

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Bone Fist +0	8/10/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7
Magic Bone Fist +1	9/22/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7
Magic Bone Fist +2	10/34/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7
Magic Bone Fist +3	11/45/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7
Magic Bone Fist +4	11/57/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7
Magic Bone Fist +5	12/69/0/0/0	0/0	B/C/S/-/-	27.7/28.3/17.7/17.7/27.7	7.7/7.7/7.7/7.7

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Bone Fist +0	8/0/10/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7
Fire Bone Fist +1	9/0/22/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7
Fire Bone Fist +2	10/0/34/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7

Fire Bone Fist +3	11/0/45/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7
Fire Bone Fist +4	11/0/57/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7
Fire Bone Fist +5	12/0/69/0/0	0/0	B/C/-/S/-/-	27.7/7.7/38.3/17.7/27.7	7.7/7.7/7.7/7.7

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
 Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.
 Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Bone Fist +0	8/0/0/10/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7
Lightning Bone Fist +1	9/0/0/22/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7
Lightning Bone Fist +2	10/0/0/34/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7
Lightning Bone Fist +3	11/0/0/45/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7
Lightning Bone Fist +4	11/0/0/57/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7
Lightning Bone Fist +5	12/0/0/69/0	0/0	B/C/-/-/S/-	27.7/7.7/17.7/28.3/27.7	7.7/7.7/7.7/7.7

Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
 Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.
 Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Dark Bone Fist +0	8/0/0/0/10	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7
Dark Bone Fist +1	9/0/0/0/22	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7
Dark Bone Fist +2	10/0/0/0/34	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7
Dark Bone Fist +3	11/0/0/0/45	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7
Dark Bone Fist +4	11/0/0/0/57	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7
Dark Bone Fist +5	12/0/0/0/69	0/0	B/C/-/-/-S	27.7/7.7/17.7/17.7/48.3	7.7/7.7/7.7/7.7

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Bone Fist +0	8/0/0/0/0	61/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7
Poison Bone Fist +1	9/0/0/0/0	64/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7
Poison Bone Fist +2	10/0/0/0/0	67/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7
Poison Bone Fist +3	11/0/0/0/0	70/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7
Poison Bone Fist +4	11/0/0/0/0	73/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7
Poison Bone Fist +5	12/0/0/0/0	77/0	B/C/-/-/-/-	27.7/7.7/17.7/17.7/27.7	28.3/7.7/7.7/7.7

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Bone Fist +0	16/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Bone Fist +1	17/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Bone Fist +2	18/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Bone Fist +3	20/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Bone Fist +4	21/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Bone Fist +5	23/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Bone Fist +0	14/0/0/0/0	0/0	D/E/A/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Bone Fist +1	15/0/0/0/0	0/0	D/E/A/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Bone Fist +2	16/0/0/0/0	0/0	D/E/A/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Bone Fist +3	17/0/0/0/0	0/0	D/D/A/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Bone Fist +4	18/0/0/0/0	0/0	D/D/A/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Bone Fist +5	20/0/0/0/0	0/0	D/D/S/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Mundane

Reduces: Base damage, stat bonuses.
Adds/Increases: Damage scaling from lowest stat.
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Bone Fist +0	7/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0
Mundane Bone Fist +1	7/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0
Mundane Bone Fist +2	8/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0
Mundane Bone Fist +3	8/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0
Mundane Bone Fist +4	9/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0
Mundane Bone Fist +5	10/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/0.0/30.0	10.0/10.0/10.0/10.0/0.0

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
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Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon, while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon. Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).

Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	<p>The durability of the weapon.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Enchantable? Items/Spells:	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Caestus

In-Game Description

*Weapon used to strike with one's fists.
The thick leather covering bears iron studs,
and protects the hands while augmenting
their striking power.*

Attacks with the fists are solely dependent on one's strength. With this weapon, any encounter becomes a brawl.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Unlimited sold by Merchant Hag Melentia for 1,000 souls.
- Brume Tower treasure (upgraded to +8). Starting from the Upper Floors Bonfire, leave the small room and take a left.
In the next room will be a couple of Ashen Warriors, one of which is guarding a wooden chest right which contains the weapon.
- Goblin drop - rare.

General Information

Name	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Need ed Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha nable ? Items/ Spells
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	45/0/0/0/0 (Strike)	0/0	130	15	10/7/0/0 A/B/-/-/-/-	30/10/20/20/30	10/10/10/10	5	60	0.5	Yes/Yes
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Move Set

+ Show move-set - Hide move-set

R1 — R1 — R1 (L1 — L1 — L1)	Right hook punch into slower right hook into fast right hook. (Left hand instead)	
R2 — R2	Downward blow into uppercut.	
R1 after L1 (L1 after R2)	Uppercut.	
L2	Parry.	
Roll — R1 (Roll — L1)	Uppercut.	
Backstep or Run — R1/L1	Running hook.	
Forward + R1 (Forward + L1)	Arm bash.	Guard break.
Dual wield L1	One-two punch	
Dual wield L2	Double lariat with a strong downward blow at the end	

Notes

- "Caestus" is pronounced "KAI-stus" - it is formed of the Latin root "cae(s)", as in "caesura", which means "to cut" or (perhaps more likely in this case) "to kill", and the suffix "tus", which denotes a class, position, or action of a given entity.
- Being a fist weapon, its strikes consume little stamina. Power wielding caestuses allow for many rapid strikes, making them an excellent weapon against foes with little poise.
- Can only be power-stanced with a Bone Fist, Fist, Claws, Malformed Claws, Manikin Claws or another Caestus.
- Cannot be infused with Bleed.
 - You can still deal bleeding damage when you enchant the weapon with a Bleeding Serum (*Note: It can't be infused with anything*).

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Caestus +0	45/0/0/0/0	0/0	A/B/-/-/-/-	-	-
Caestus +1	49/0/0/0/0	0/0	A/B/-/-/-/-	1x Titanite Shard	250
Caestus +2	54/0/0/0/0	0/0	A/B/-/-/-/-	2x Titanite Shard	320
Caestus +3	58/0/0/0/0	0/0	A/B/-/-/-/-	3x Titanite Shard	380
Caestus +4	63/0/0/0/0	0/0	A/B/-/-/-/-	1x Large Titanite Shard	500
Caestus +5	67/0/0/0/0	0/0	A/B/-/-/-/-	2x Large Titanite Shard	570
Caestus +6	72/0/0/0/0	0/0	A/B/-/-/-/-	3x Large Titanite Shard	630
Caestus +7	76/0/0/0/0	0/0	A/B/-/-/-/-	1x Titanite Chunk	750
Caestus +8	81/0/0/0/0	0/0	A/B/-/-/-/-	2x Titanite Chunk	820
Caestus +9	85/0/0/0/0	0/0	A/B/-/-/-/-	3x Titanite Chunk	880
Caestus +10	90/0/0/0/0	0/0	A/A/-/-/-/-	1x Titanite Slab	1,000

Infusions

Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Caestus +0	31/31/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +1	34/34/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +2	37/37/0/0/0	0/0	B/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +3	40/40/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +4	44/44/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +5	47/47/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +6	50/50/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +7	53/53/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +8	56/56/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +9	59/59/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Caestus +10	63/63/0/0/0	0/0	B/C/B/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Caestus +0	31/0/31/0/0	0/0	B/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +1	34/0/34/0/0	0/0	B/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +2	37/0/37/0/0	0/0	B/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Fire Caestus +3	40/0/40/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +4	44/0/44/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +5	47/0/47/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +6	50/0/50/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +7	53/0/53/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +8	56/0/56/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +9	59/0/59/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Caestus +10	63/0/63/0/0	0/0	B/C/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Caestus +0	31/0/0/31/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +1	34/0/0/34/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +2	37/0/0/37/0	0/0	B/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +3	40/0/0/40/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +4	44/0/0/44/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +5	47/0/0/47/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +6	50/0/0/50/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

Lightning Caestus +7	53/0/0/53/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36. 6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +8	56/0/0/56/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36. 6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +9	59/0/0/59/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36. 6/27.9	7.9/7.9/7.9/7.9
Lightning Caestus +10	63/0/0/63/0	0/0	B/C/-/-/B/-	27.9/7.9/17.9/36. 6/27.9	7.9/7.9/7.9/7.9

Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Caestus +0	31/0/0/0/31	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +1	34/0/0/0/34	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +2	37/0/0/0/37	0/0	B/C/-/-/-/C	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +3	40/0/0/0/40	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +4	44/0/0/0/44	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +5	47/0/0/0/47	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +6	50/0/0/0/50	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +7	53/0/0/0/53	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +8	56/0/0/0/56	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +9	59/0/0/0/59	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9
Dark Caestus +10	63/0/0/0/63	0/0	B/C/-/-/-/B	27.9/7.9/17.9/17. 9/46.6	7.9/7.9/7.9/7.9

Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Caestus +0	31/0/0/0/0	112/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +1	34/0/0/0/0	114/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +2	37/0/0/0/0	117/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +3	40/0/0/0/0	120/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +4	44/0/0/0/0	123/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +5	47/0/0/0/0	126/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +6	50/0/0/0/0	128/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +7	53/0/0/0/0	131/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +8	56/0/0/0/0	134/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +9	59/0/0/0/0	137/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9
Poison Caestus +10	63/0/0/0/0	140/0	B/C/-/-/-	27.9/7.9/17.9/17.9/27.9	26.6/7.9/7.9/7.9

Raw

Reduces: Stat bonuses.

Adds/Increases: Base damage.

Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Raw Caestus +0	51/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +1	56/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +2	62/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +3	67/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +4	72/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +5	77/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +6	82/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +7	87/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +8	93/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +9	98/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Caestus +10	103/0/0/0/0	0/0	D/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Enchanted

Reduces: Stat bonuses.

Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).

Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Caestus +0	45/0/0/0/0	0/0	D/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +1	49/0/0/0/0	0/0	D/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +2	54/0/0/0/0	0/0	D/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Enchanted Caestus +3	58/0/0/0/0	0/0	D/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +4	63/0/0/0/0	0/0	D/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +5	67/0/0/0/0	0/0	D/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +6	72/0/0/0/0	0/0	D/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +7	76/0/0/0/0	0/0	D/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +8	81/0/0/0/0	0/0	D/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +9	85/0/0/0/0	0/0	D/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Caestus +10	90/0/0/0/0	0/0	D/D/C/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Mundane

Reduces: Base damage, stat bonuses.

Adds/Increases: Damage scaling from lowest stat.

Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Mundane Caestus +0	22/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +1	24/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +2	27/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +3	29/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +4	31/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +5	33/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Caestus +6	36/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Mundane Caestus +7	38/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Caestus +8	40/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Caestus +9	42/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/10.0
Mundane Caestus +10	45/0/0/0/0	0/0	C/D/-/-/-	30.0/10.0/20.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0/10.0

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none">• A is Poison Effect• B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	<p>The durability of the weapon.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Enchantable? Items/Spells:	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>

Fist

In-Game Description

No in-game description given.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Starting weapon of the Deprived
- Regardless of which class you pick, It is also your character's "default" weapon when no weapons are equipped in any weapon slot.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Nee ded Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	10/0/0/ 0/0 (Strike)	0/0	?	?	0/0/0/0 C/D/-/- /-/-	?	?	?	∞	0	No/No

Vanquisher's Seal Equipped

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/ Spells
	200/0/0/0/0 (Strike)	0/0	?	?	0/0/0/0 B/C/-/- /-/-	?	?	?	∞	0	No/No

Move Set

+ Show move-set - Hide move-set

1H Light Attack - Quick diagonal hook that can be followed up with a horizontal hook.

1H Strong Attack - Overhead diagonal hook that can be followed up with an uppercut.

1H Roll Attack - Quick uppercut.

1H Running/Backstep Attack - Dashing diagonal hook.

2H Light Attack - Rising diagonal double knuckle that can be used repeatedly.

2H Strong Attack - Overhead double knuckle that can be followed up with a spinning diagonal double knuckle.

2H Roll Attack - Spinning diagonal double knuckle.

2H Running/Backstep Attack - Dashing horizontal hook.

Powerstance (Only with the Vanquisher's Seal equipped)

L1 One-two punch.

L2 Double lariat with a strong downward blow at the end.

Notes

- Scaling is 50% of ATK: Strength and 15% of ATK: Dexterity
 - With the Vanquisher's Seal, scaling is 75% of Physical ATK Strength, and 25% of Physical ATK Dexterity.
- Having two or more weapons equipped in a single hand means you can only switch between the two weapons and are unable to use your Fist.
 - For example, say you're using a Longsword in the 'Right Weapon 1' slot and a Broadsword in 'Right Weapon 2' slot.
Switching weapons will only alternate between the two swords but if you only are using the Longsword in the 'Right Weapon 1' slot and nothing else in the 2nd or 3rd slot then you will switch between it and your Fist).

- It can **ONLY** be power-stanced with your other Fist when the Vanquisher's Seal is equipped.
 - Although it can still be power-stanced with a Bone Fist, Caestus, Claws, Malformed Claws, or Manikin Claws **WITH OR WITHOUT** the Vanquisher's Seal equipped.
- Cannot be upgraded or infused.

Key

<p>Damage:</p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
<p>Aux Effect:</p>	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</p>	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <p>Wielding a weapon without the required Strength and/or Dexterity will incur a penalty to the Physical damage of the weapon,</p> <p>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.</p> <p>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p> <p>See Scaling for more information.</p> <p>The Bonus Stats for a weapon are A/B/C/D/E/F:</p> <ul style="list-style-type: none"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • F is the Intelligence or Faith stat bonus that influence the Dark attack of the weapon(The lower of the two stats is chosen as the bonus stat).
<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much of the effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>
Durability:	<p>The durability of the weapon.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Enchantable? Items/Spells:	<p>Determines whether or not the weapon can receive a temporary damage buff by items and/or spells. Note that if you decided to infuse the weapon it cannot be enchanted by items.</p>