

Axes

Icon	Name	Damag e	Poise Damag e	Counte r Streng th	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Availab ility	Reinfor cemen t Materi al	Special Note
	Bandit Axe	155/0/0 /0/0 (Slash)	30	120	50	5.0	18/5/0/ 0 C/-/-/-/- /-	No- man’s Wharf treasur e. Parasite Spider drop.	Titanite	-
	Battle Axe	125/0/0 /0/0 (Slash)	30	120	60	4.0	15/5/0/ 0 C/D/-/-/- /-	Sold by Blacks mith Lenigra st.	Titanite	-
	Bound Hand Axe	90/0/0/ 0/0 Bleed 67 (Slash)	25	110	60	3.5	15/7/0/ 0 C/-/-/-/- /-	Sold by Chancel lor Wellage r.	Titanite	-
	Butcher ’s Knife	112/0/0 /0/0 (Slash)	40	100	40	16.0	25/8/0/ 0 A/-/-/-/-/-	Traded by Weapon smith Ornifex for Soul of the Rotten.	Petrified Dragon Bone	Life steal.
	Dragon slayer’s Crescen t Axe	133/0/0 /30/0 (Slash)	30	130	60	7.0	18/12/0 /0 C/E/-/- /C/-	Shaded Woods treasur e.	Twinklin g Titanite	-

	Gyrm Axe	190/0/0 /0/0 (Slash)	30	110	80	18.0	28/6/0/ 0 B/E/-/-/- /-	Doors of Pharros treasur e. Gyrm Warrior drop.	Titanite	-
	Hand Axe	120/0/0 /0/0 (Slash)	25	110	50	2.0	9/3/0/0 D/-/-/-/- /-	Sold by Mercha nt Hag Melenti a.	Titanite	-
	Infantry Axe	100/0/0 /0/0 (Slash)	25	110	50	3.5	13/4/0/ 0 E/E/-/-/- /-	Hollow Infantry drop.	Titanite	-

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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>
Stat Bonuses:	<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).

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:	The durability of the weapon.
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>

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