

Bandit Axe

In-Game Description

*An axe of bandits of the Forossan outskirts.
Very sturdily built for the armament of a bandit.*

When Forossa fell to war, its citizens were left landless, and entirely to their own devices. Many were reduced to thievery, while Forossan knights were scattered to other lands as sellswords

Availability

Dark Souls 2 & Scholar of the First Sin:

- No-man's Wharf treasure. Start from the Unseen Path to Heide Bonfire and travel through the area until you reach two flights of stairs.
Climb the first flight then take a right through a narrow passage to a large house guarded by many Stray Dogs and Varangian Sailors/Archers.
Inside the house you'll find a metal chest containing the Brigand Set and the weapon.
- Parasite Spider drop - uncommon.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d 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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	155/0/0/0/0 (Slash)	0/0	120	30	18/5/0/0 C/-/-/-/-/-	55/10/30/30/30	15/15/15/15	30	50	5.0	Yes/Yes
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Move Set

+ show Move Set - hide Move Set

1 Handed		
Light — Light	Diagonal slash into vertical slash	
Heavy — Heavy	Overhead vertical chop	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Overhead diagonal chop	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead chop	

2 Handed		
Light	Alternating vertical slashes	
Heavy — Heavy	Diagonal chop into diagonal chop	
Roll — Light	Overhead vertical chop	
Backstep or Run — Light	Fast vertical wide slash	
Forward + Light	Guard break	
Forward + Heavy	Jumping overhead chop	
Light (left hand)	Guard	
Heavy (left hand)	Parry	

Power Stance		
Light (left hand)	Dual diagonal slash	
Heavy (left hand)	Dual diagonal slash followed by right handed overhead chop	

Notes

- Needs 27 Str and 8 Dex to Power Stance.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane

Basic

Standard upgrade path.

Requires:

- Titanite

Name	Damage	Aux. Effects	Stat Bonuses	Materials Cost	Souls
Bandit Axe +0	155/0/0/0/0	0/0	C/-/-/-/-	-	-
Bandit Axe +1	170/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Shard	520
Bandit Axe +2	186/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Shard	650
Bandit Axe +3	201/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Shard	780
Bandit Axe +4	217/0/0/0/0	0/0	C/-/-/-/-	1x Large Titanite Shard	1,030
Bandit Axe +5	232/0/0/0/0	0/0	C/-/-/-/-	2x Large Titanite Shard	1,160
Bandit Axe +6	248/0/0/0/0	0/0	C/-/-/-/-	3x Large Titanite Shard	1,290
Bandit Axe +7	263/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Chunk	1,550
Bandit Axe +8	279/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Chunk	1,680
Bandit Axe +9	294/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Chunk	1,810
Bandit Axe +10	310/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Slab	2,060

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 Bandit Axe +0	108/108/0/0/0	0/0	C/-/C/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +1	119/119/0/0/0	0/0	C/-/C/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +2	130/130/0/0/0	0/0	C/-/C/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +3	141/141/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +4	151/151/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +5	162/162/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +6	173/173/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +7	184/184/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +8	195/195/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +9	206/206/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Bandit Axe +10	217/217/0/0/0	0/0	C/-/B/-/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9

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 Bandit Axe +0	108/0/108/0/0	0/0	C/-/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9

Fire Bandit Axe +1	119/0/119/0/0	0/0	C/-/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +2	130/0/130/0/0	0/0	C/-/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +3	141/0/141/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +4	151/0/151/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +5	162/0/162/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +6	173/0/173/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +7	184/0/184/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +8	195/0/195/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +9	206/0/206/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Bandit Axe +10	217/0/217/0/0	0/0	C/-/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

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 Bandit Axe +0	108/0/0/108/0	0/0	C/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +1	119/0/0/119/0	0/0	C/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +2	130/0/0/130/0	0/0	C/-/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +3	141/0/0/141/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Lightning Bandit Axe +4	151/0/0/151/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +5	162/0/0/162/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +6	173/0/0/173/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +7	184/0/0/184/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +8	195/0/0/195/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +9	206/0/0/206/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Bandit Axe +10	217/0/0/217/0	0/0	C/-/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Dark

Reduces: Physical 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 Bandit Axe +0	108/0/0/0/108	0/0	C/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +1	119/0/0/0/119	0/0	C/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +2	130/0/0/0/130	0/0	C/-/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +3	141/0/0/0/141	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +4	151/0/0/0/151	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +5	162/0/0/0/162	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +6	173/0/0/0/173	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

Dark Bandit Axe +7	184/0/0/0/184	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +8	195/0/0/0/195	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +9	206/0/0/0/206	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Bandit Axe +10	217/0/0/0/217	0/0	C/-/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

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 Bandit Axe +0	108/0/0/0/0	112/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +1	119/0/0/0/0	114/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +2	130/0/0/0/0	117/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +3	141/0/0/0/0	120/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +4	151/0/0/0/0	123/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +5	162/0/0/0/0	126/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +6	173/0/0/0/0	128/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +7	184/0/0/0/0	131/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +8	195/0/0/0/0	134/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Bandit Axe +9	206/0/0/0/0	137/0	C/-/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9

Poison Bandit Axe +10	217/0/0/0/0	140/0	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
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Bleed

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

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Bandit Axe +0	108/0/0/0/0	0/112	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +1	119/0/0/0/0	0/114	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +2	130/0/0/0/0	0/117	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +3	141/0/0/0/0	0/120	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +4	151/0/0/0/0	0/123	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +5	162/0/0/0/0	0/126	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +6	173/0/0/0/0	0/128	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +7	184/0/0/0/0	0/131	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +8	195/0/0/0/0	0/134	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +9	206/0/0/0/0	0/137	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Bandit Axe +10	217/0/0/0/0	0/140	C/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9

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 Bandit Axe +0	178/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +1	196/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +2	213/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +3	231/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +4	249/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +5	267/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +6	285/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +7	303/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +8	320/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +9	338/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Bandit Axe +10	356/0/0/0/0	0/0	E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

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
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Enchanted Bandit Axe +0	155/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +1	170/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +2	186/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +3	201/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +4	217/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +5	232/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +6	248/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +7	263/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +8	279/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +9	294/0/0/0/0	0/0	E/-/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Bandit Axe +10	310/0/0/0/0	0/0	E/-/C/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

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 Bandit Axe +0	77/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +1	85/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +2	93/0/0/0/0	0/0	D/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

Mundane Bandit Axe +3	100/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +4	108/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +5	116/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +6	124/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +7	131/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +8	139/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +9	147/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Bandit Axe +10	155/0/0/0/0	0/0	D/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

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>

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, 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. 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>

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