

# Bastard Sword


## In-Game Description

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*A standard greatsword.*

*Heavy greatswords are designed to be wielded two-handed.*

*Normally swung in large arcs and effective against multiple foes, be wary that such attacks leave the wielder wide open.*

## Availability

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### ***Dark Souls 2:***

- Forest of Fallen Giants treasure. In the Soldier's Rest, the corner building with the accessible roof has a small Hollow Infantry ambush near the back door. The sword is on a corpse in the alcove, concealed by some boxes.

### ***Scholar of the First Sin:***

- Forest of Fallen Giants treasure. In the Soldier's Rest, on top of the corner building with the accessible roof. The sword is on a corpse guarded by three Old Ironclad Soldiers.

### ***Dark Souls 2 & Scholar of the First Sin:***

- One sold by Steady Hand McDuff for 3,000 souls.
- Hollow Soldier (Greatsword) drop.

## General Information

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Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	140/0/0 /0/0  (Slash/T hrust)	0/0	120	35	20/11/0 /0  C/C/-/- /-	60/10/4 0/40/20	20/20/2 0/20	40	60	6.0

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	Horizontal swings	Upward horizontal swings
Heavy Attack	Overhead slash then swing	Circular swing, then upward swing
Rolling Attack	Forward thrust	Circular swing
Running Attack	Circular swing	Circular swing

# Notes

- Has the same move set as the Mastodon Greatsword, Black Dragon Greatsword, and Old Knight Greatsword.
  - See the notes on the Old Knight Greatsword for a comparison of these greatswords

# Upgrades

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

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Bastard Sword +0	140/0/0/0/0	0/0	C/C/-/-/-	-	-
Bastard Sword +1	154/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	540
Bastard Sword +2	168/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	680
Bastard Sword +3	182/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	810
Bastard Sword +4	196/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,080
Bastard Sword +5	210/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,210
Bastard Sword +6	224/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,350
Bastard Sword +7	238/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,620
Bastard Sword +8	252/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	1,750
Bastard Sword +9	266/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	1,890
Bastard Sword +10	280/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	2,150

# 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 Bastard Sword +0	98/98/0/0/0	0/0	D/D/C/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

Magic Bastard Sword +1	107/107/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +2	117/117/0/0/0	0/0	D/D/C/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +3	127/127/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +4	137/137/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +5	147/147/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +6	156/156/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +7	166/166/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +8	176/176/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +9	186/186/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bastard Sword +10	196/196/0/0/0	0/0	C/D/B/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9

## 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 Bastard Sword +0	98/0/98/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +1	107/0/107/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +2	117/0/117/0/0	0/0	D/D/-/C/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +3	127/0/127/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9

Fire Bastard Sword +4	137/0/137/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +5	147/0/147/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +6	156/0/156/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +7	166/0/166/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +8	176/0/176/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +9	186/0/186/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bastard Sword +10	196/0/196/0/0	0/0	C/D/-/B/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9

## 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 Bastard Sword +0	98/0/0/98/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +1	107/0/0/107/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +2	117/0/0/117/0	0/0	D/D/-/-/C/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +3	127/0/0/127/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +4	137/0/0/137/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +5	147/0/0/147/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +6	156/0/0/156/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

Lightning Bastard Sword +7	166/0/0/166/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +8	176/0/0/176/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +9	186/0/0/186/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bastard Sword +10	196/0/0/196/0	0/0	C/D/-/-/B/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
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 Bastard Sword +0	98/0/0/0/98	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +1	107/0/0/0/107	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +2	117/0/0/0/117	0/0	D/D/-/-/-/C	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +3	127/0/0/0/127	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +4	137/0/0/0/137	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +5	147/0/0/0/147	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +6	156/0/0/0/156	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +7	166/0/0/0/166	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +8	176/0/0/0/176	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bastard Sword +9	186/0/0/0/186	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

Dark Bastard Sword +10	196/0/0/0/196	0/0	C/D/-/-/-/B	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
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# 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 Bastard Sword +0	98/0/0/0/0	112/0	D/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +1	107/0/0/0/0	114/0	D/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +2	117/0/0/0/0	117/0	D/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +3	127/0/0/0/0	120/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +4	137/0/0/0/0	123/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +5	147/0/0/0/0	126/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +6	156/0/0/0/0	128/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +7	161/0/0/0/0	131/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +8	176/0/0/0/0	134/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +9	186/0/0/0/0	137/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bastard Sword +10	196/0/0/0/0	140/0	C/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/17.9/17.9/17.9

# 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
Lacerating Bastard Sword +0	98/0/0/0/0	0/112	D/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +1	107/0/0/0/0	0/114	D/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +2	117/0/0/0/0	0/117	D/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +3	127/0/0/0/0	0/120	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +4	137/0/0/0/0	0/123	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +5	147/0/0/0/0	0/126	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +6	156/0/0/0/0	0/128	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +7	161/0/0/0/0	0/131	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +8	176/0/0/0/0	0/134	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +9	186/0/0/0/0	0/137	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bastard Sword +10	196/0/0/0/0	0/140	C/D/-/-/-	57.9/7.9/37.9/37.9/17.9	17.9/36.6/17.9/17.9

## 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 Bastard Sword +0	161/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +1	177/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +2	193/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +3	209/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +4	225/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +5	241/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +6	257/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +7	273/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +8	289/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +9	305/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bastard Sword +10	322/0/0/0/0	0/0	E/E/-/-/-	60/10/40/40/20	20/20/20/20

## Enchanted

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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 Bastard Sword +0	140/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +1	154/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +2	168/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +3	182/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +4	196/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +5	210/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +6	224/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +7	238/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +8	252/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +9	266/0/0/0/0	0/0	E/E/D/-/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bastard Sword +10	280/0/0/0/0	0/0	E/E/C/-/-/-	60/10/40/40/20	20/20/20/20

## Mundane

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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 Bastard Sword +0	70/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +1	77/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +2	84/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +3	91/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +4	98/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +5	105/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +6	112/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +7	119/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +8	126/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +9	133/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bastard Sword +10	140/0/0/0/0	0/0	D/E/-/-/-/-	60/10/40/40/20	20/20/20/20

# Key

<b>Damage:</b>	<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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <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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<b>Aux Effect:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the weapon to break the poise of an enemy.</p>
<b>Stats Needed:</b>	<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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <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. (<math>14 \times 2 = 28</math>)</p>
<b>Stat Bonuses:</b>	<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"> <li>• A is the Strength stat bonus that influences the physical attack of the weapon.</li> <li>• B is the Dexterity stat bonus that influences the physical attack of the weapon.</li> <li>• C is the Intelligence stat bonus that influences the Magical attack of the weapon.</li> <li>• D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon.</li> <li>• E is the Faith stat bonus that influences the Lightning attack of the weapon.</li> <li>• 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).</li> </ul>

<b>Damage Reduction:</b>	<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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Aux Effect Reduction:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrification Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<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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