

# Blacksmith's Hammer


## In-Game Description

*An ordinary hammer used by a blacksmith.*

*Can be used as a hammer, but not to any great effect, as it was made to shape weapons, not serve as one.*

## Availability

Acquired from Blacksmith Lenigrast after spending 8,000 souls on reinforcements or by killing him.

## General Information

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
	145/0/0 /0/0  (Strike)	0/0	100	40	15/7/0/ 0  C/-/-/-/- /-	45/10/3 0/30/40	15/15/1 5/15	20	60	5.0

## Move Set

Same as the Club.

## Notes

- High base attack rating and the most poise damage out of all one-handed hammers, but pays for it with extra weight and modest scaling.
- The scaling magnitude starts out identical to the Morning Star (+0 weapon with 25 STR adds +80 AR).

# Upgrades

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

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Blacksmith's Hammer +0	145/0/0/0/0	0/0	C/-/-/-/-	-	-
Blacksmith's Hammer +1	159/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Shard	440
Blacksmith's Hammer +2	174/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Shard	550
Blacksmith's Hammer +3	188/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Shard	660
Blacksmith's Hammer +4	203/0/0/0/0	0/0	C/-/-/-/-	1x Large Titanite Shard	880
Blacksmith's Hammer +5	217/0/0/0/0	0/0	C/-/-/-/-	2x Large Titanite Shard	990
Blacksmith's Hammer +6	232/0/0/0/0	0/0	C/-/-/-/-	3x Large Titanite Shard	1,090
Blacksmith's Hammer +7	246/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Chunk	1,310
Blacksmith's Hammer +8	261/0/0/0/0	0/0	C/-/-/-/-	2x Titanite Chunk	1,420
Blacksmith's Hammer +9	275/0/0/0/0	0/0	C/-/-/-/-	3x Titanite Chunk	1,530
Blacksmith's Hammer +10	290/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Slab	1,750

# 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 Blacksmith's Hammer +0	101/101/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +1	111/111/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +2	121/121/0/0/0	0/0	C/-/C/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +3	131/131/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +4	142/142/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +5	152/152/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +6	162/162/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +7	172/172/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +8	182/182/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Blacksmith's Hammer +9	192/192/0/0/0	0/0	C/-/B/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Magic Blacksmith's Hammer +10	203/203/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
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# 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 Blacksmith's Hammer +0	101/0/101/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +1	111/0/111/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +2	121/0/121/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +3	131/0/131/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +4	142/0/142/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +5	152/0/152/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +6	162/0/162/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +7	172/0/172/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +8	182/0/182/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +9	192/0/192/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Blacksmith's Hammer +10	203/0/203/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	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 Blacksmith's Hammer +0	101/0/0/101/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +1	111/0/0/111/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +2	121/0/0/121/0	0/0	C/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +3	131/0/0/131/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +4	142/0/0/142/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +5	152/0/0/152/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +6	162/0/0/162/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +7	172/0/0/172/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +8	182/0/0/182/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +9	192/0/0/192/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Blacksmith's Hammer +10	203/0/0/203/0	0/0	C/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

## Dark

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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 Blacksmith's Hammer +0	101/0/0/0/101	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +1	111/0/0/0/111	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +2	121/0/0/0/121	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +3	131/0/0/0/131	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +4	142/0/0/0/142	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +5	152/0/0/0/152	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +6	162/0/0/0/162	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +7	172/0/0/0/172	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +8	182/0/0/0/182	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +9	192/0/0/0/192	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Blacksmith's Hammer +10	203/0/0/0/203	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

## Poison

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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 Blacksmith's Hammer +0	101/0/0/0/0	112/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +1	111/0/0/0/0	114/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +2	121/0/0/0/0	117/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +3	131/0/0/0/0	120/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +4	142/0/0/0/0	123/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +5	152/0/0/0/0	126/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +6	162/0/0/0/0	128/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +7	172/0/0/0/0	131/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +8	182/0/0/0/0	134/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +9	192/0/0/0/0	137/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9
Poison Blacksmith's Hammer +10	203/0/0/0/0	140/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/12.9

## Raw

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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 Blacksmith's Hammer +0	166/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +1	183/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +2	200/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +3	216/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +4	233/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +5	250/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +6	266/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +7	283/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +8	300/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +9	316/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Blacksmith's Hammer +10	333/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15

## 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 Blacksmith's Hammer +0	145/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +1	159/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +2	174/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +3	188/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +4	203/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +5	217/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +6	232/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +7	246/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +8	261/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +9	275/0/0/0/0	0/0	E/-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Blacksmith's Hammer +10	290/0/0/0/0	0/0	E/-/C/-/-/-	45/10/30/30/40	15/15/15/15

# 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 Blacksmith's Hammer +0	72/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +1	79/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +2	87/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +3	94/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +4	101/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +5	108/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +6	116/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +7	123/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +8	130/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +9	137/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Blacksmith's Hammer +10	145/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15

# 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>
<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.</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"> <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>	The durability of the weapon.
<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>	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.
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