

Bluemoon Greatsword

In-Game Description

The blade of this greatsword shines like the brilliant rays of the moon. In the oldest legends, rarely spoken of today, it is said that the sword was born of a great white being.

Then, what explains this lifeless weapon? Perhaps there has been some mistake...

Availability

Acquired from Benhart of Jugo after completing his quest line and then talking to him or by killing him.

General Information

Image	Damag e	Aux Effects	Coun ter Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	187/0/0 /0/0 (Slash/T hrust)	0/0	110	35	28/10/0 /0 -/-/-/-/-	60/10/4 0/40/20	20/20/2 0/20	40	30	15.0

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	Full swing, then upward swing
Rolling Attack	Forward thrust	Full swing
Running Attack	Full swing	Slow full swing

Notes

It is recommended that you infuse this weapon with Raw, if you aren't going to infuse it with anything else, as it has no scaling.

Despite looking like the Large Sword of Moonlight from Demon's Souls, it is actually a replica of it with no special qualities. Talking to Magerold of Lanafir and Maughlin the Armourer proves it is indeed a fake.

+ show Magerold Dialogue - hide Magerold Dialogue
*"Hey, You know that odd fellow, with the hulking blue sword?
He talks really highly of it, but I got a feeling it's a fake.
I didn't want to disappoint him, so I just sort of talked around it.
Let me just say, there are lots of "legendary swords" out there."*

+ show Maughlin Dialogue - hide Maughlin Dialogue
Without the sword in your inventory
*"Have you seen that warrior lugging that giant blue sword about?
I'm no expert, but that appears to be a fine specimen.
The monstrous thing has a peculiar design, quite unlike anything found in Volgen.
If you should speak to him, would you ask him if he won't sell it?
I'd have to take another look, but I'm confident I could offer quite a price."*

With the sword in your inventory
*"That sword that you've got... May I, um, have a look at it?
Hmm, it's...yeah...it's interesting, it's...
Oh, no, I'm afraid...sorry, I'm afraid this is a fake. It's not worth much at all.
The original must be somewhere, I would imagine."*

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
Bluemoon Greatsword +0	187/0/0/0/0	0/0	-/-/-/-/-	-	-
Bluemoon Greatsword +1	205/0/0/0/0	0/0	-/-/-/-/-	1x Titanite Shard	540
Bluemoon Greatsword +2	224/0/0/0/0	0/0	-/-/-/-/-	2x Titanite Shard	680
Bluemoon Greatsword +3	243/0/0/0/0	0/0	-/-/-/-/-	3x Titanite Shard	810
Bluemoon Greatsword +4	262/0/0/0/0	0/0	-/-/-/-/-	1x Large Titanite Shard	1,080
Bluemoon Greatsword +5	281/0/0/0/0	0/0	-/-/-/-/-	2x Large Titanite Shard	1,210
Bluemoon Greatsword +6	299/0/0/0/0	0/0	-/-/-/-/-	3x Large Titanite Shard	1,350
Bluemoon Greatsword +7	318/0/0/0/0	0/0	-/-/-/-/-	1x Titanite Chunk	1,620
Bluemoon Greatsword +8	337/0/0/0/0	0/0	-/-/-/-/-	2x Titanite Chunk	1,750
Bluemoon Greatsword +9	356/0/0/0/0	0/0	-/-/-/-/-	3x Titanite Chunk	1,890
Bluemoon Greatsword+10	375/0/0/0/0	0/0	-/-/-/-/-	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 Bluemoon Greatsword +0	130/130/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +1	144/144/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +2	157/157/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +3	170/170/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +4	183/183/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +5	196/196/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +6	209/209/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +7	223/223/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +8	236/236/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +9	249/249/0/0/0	0/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/17.9/17.9/17.9
Magic Bluemoon Greatsword +10	262/262/0/0/0	0/0	-/-/-/-/-	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 Bluemoon Greatsword +0	130/0/130/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +1	144/0/144/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9

Fire Bluemoon Greatsword +2	157/0/157/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +3	170/0/170/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +4	183/0/183/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +5	196/0/196/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +6	209/0/209/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +7	223/0/223/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +8	236/0/236/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +9	249/0/249/0/0	0/0	-/-/-/-/-	57.9/7.9/56.6/37.9/17.9	17.9/17.9/17.9/17.9
Fire Bluemoon Greatsword +10	262/0/262/0/0	0/0	-/-/-/-/-	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 Bluemoon Greatsword +0	130/0/0/130/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +1	144/0/0/144/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +2	157/0/0/157/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +3	170/0/0/170/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9

Lightning Bluemoon Greatsword +4	183/0/0/183/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +5	196/0/0/196/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +6	209/0/0/209/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +7	223/0/0/223/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +8	236/0/0/236/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +9	249/0/0/249/0	0/0	-/-/-/-/-	57.9/7.9/37.9/56.6/17.9	17.9/17.9/17.9/17.9
Lightning Bluemoon Greatsword +10	262/0/0/262/0	0/0	-/-/-/-/-	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 Bluemoon Greatsword +0	130/0/0/0/130	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +1	144/0/0/0/144	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +2	157/0/0/0/157	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +3	170/0/0/0/170	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +4	183/0/0/0/183	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

Dark Bluemoon Greatsword +5	196/0/0/0/196	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +6	209/0/0/0/209	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +7	223/0/0/0/223	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +8	236/0/0/0/236	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +9	249/0/0/0/249	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9
Dark Bluemoon Greatsword +10	262/0/0/0/262	0/0	-/-/-/-/-	57.9/7.9/37.9/37.9/36.6	17.9/17.9/17.9/17.9

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 Bluemoon Greatsword +0	130/0/0/0/0	112/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +1	144/0/0/0/0	114/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +2	157/0/0/0/0	117/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +3	170/0/0/0/0	120/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +4	183/0/0/0/0	123/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +5	196/0/0/0/0	126/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +6	209/0/0/0/0	128/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +7	223/0/0/0/0	131/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9

Poison Bluemoon Greatsword +8	236/0/0/0/0	134/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +9	249/0/0/0/0	137/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	36.6/17.9/17.9/17.9
Poison Bluemoon Greatsword +10	262/0/0/0/0	140/0	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	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 Bluemoon Greatsword +0	130/0/0/0/0	0/112	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +1	144/0/0/0/0	0/114	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +2	157/0/0/0/0	0/117	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +3	170/0/0/0/0	0/120	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +4	183/0/0/0/0	0/123	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +5	196/0/0/0/0	0/126	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +6	209/0/0/0/0	0/128	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9
Lacerating Bluemoon Greatsword +7	223/0/0/0/0	0/131	-/-/-/-/-	57.9/26.6/37.9/37.9/17.9	17.9/36.6/17.9/17.9

Lacerating Bluemoon Greatsword +8	236/0/0/0/0	0/134	-/-/-/-/-	57.9/26.6/37.9/3 7.9/17.9	17.9/36.6/17.9/1 7.9
Lacerating Bluemoon Greatsword +9	249/0/0/0/0	0/137	-/-/-/-/-	57.9/26.6/37.9/3 7.9/17.9	17.9/36.6/17.9/1 7.9
Lacerating Bluemoon Greatsword +10	262/0/0/0/0	0/140	-/-/-/-/-	57.9/26.6/37.9/3 7.9/17.9	17.9/36.6/17.9/1 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 Bluemoon Greatsword +0	215/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +1	236/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +2	258/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +3	279/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +4	301/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +5	323/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +6	344/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +7	366/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +8	388/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Raw Bluemoon Greatsword +9	409/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20

Raw Bluemoon Greatsword +10	431/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
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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 Bluemoon Greatsword +0	187/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +1	205/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +2	224/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +3	243/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +4	262/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +5	281/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +6	299/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +7	318/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +8	337/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20
Enchanted Bluemoon Greatsword +9	356/0/0/0/0	0/0	-/-/D/-/-	60/10/40/40/20	20/20/20/20

Enchanted Bluemoon Greatsword +10	375/0/0/0/0	0/0	-/-/C/-/-/-	60/10/40/40/20	20/20/20/20
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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 Bluemoon Greatsword +0	93/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +1	102/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +2	112/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +3	121/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +4	131/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +5	140/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +6	149/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +7	159/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +8	168/0/0/0/0	0/0	-/-/-/-/-/-	60/10/40/40/20	20/20/20/20

Mundane Bluemoon Greatsword +9	178/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20
Mundane Bluemoon Greatsword +10	187/0/0/0/0	0/0	-/-/-/-/-	60/10/40/40/20	20/20/20/20

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>

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