

# Broken Straight Sword


## In-Game Description

*Straight sword with its blade broken near in half.*

*Nearly useless in battle, but "nearly useless" trumps "empty-handed".*

## Availability

- Starting weapon of the Warrior class.
- Sold by Merchant Hag Melentia for 400 souls.
- Captive Undead drop - rare.
- Forest of Fallen Giants treasure. On a corpse right next to the Heide Knight.

## 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
	80/0/0/ 0/0  (Slash/T hrust)	0/0	100	15	2/3/0/0  D/-/-/-/- /-	20/5/20 /20/10	15/15/1 5/15	5	40	2.0

## Move Set

Like a Longsword, but does two-handed heavy attacks like the Broadsword instead.

# Notes

Uses very little stamina per swing.

# Upgrades

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

## Basic

Basic upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Broken Straight Sword +0	80/0/0/0/0	0/0	D/-/-/-/-	-	-
Broken Straight Sword +1	88/0/0/0/0	0/0	D/-/-/-/-	1x Titanite Shard	260
Broken Straight Sword +2	96/0/0/0/0	0/0	D/-/-/-/-	2x Titanite Shard	320
Broken Straight Sword +3	104/0/0/0/0	0/0	D/-/-/-/-	3x Titanite Shard	390
Broken Straight Sword +4	112/0/0/0/0	0/0	D/-/-/-/-	1x Large Titanite Shard	510
Broken Straight Sword +5	120/0/0/0/0	0/0	D/-/-/-/-	2x Large Titanite Shard	580
Broken Straight Sword +6	128/0/0/0/0	0/0	D/-/-/-/-	3x Large Titanite Shard	640
Broken Straight Sword +7	136/0/0/0/0	0/0	D/-/-/-/-	1x Titanite Chunk	770
Broken Straight Sword +8	144/0/0/0/0	0/0	D/-/-/-/-	2x Titanite Chunk	830
Broken Straight Sword +9	152/0/0/0/0	0/0	D/-/-/-/-	3x Titanite Chunk	900

Broken Straight Sword +10	160/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Slab	1,020
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# 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 Broken Straight Sword +0	56/56/0/0/0	0/0	D/-/C/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +1	61/61/0/0/0	0/0	D/-/C/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +2	67/67/0/0/0	0/0	D/-/C/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +3	72/72/0/0/0	0/0	D/-/B/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +4	78/78/0/0/0	0/0	D/-/B/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +5	84/84/0/0/0	0/0	D/-/B/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +6	89/89/0/0/0	0/0	D/-/B/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Broken Straight Sword +7	95/95/0/0/0	0/0	D/-/B/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9

Magic Broken Straight Sword +8	100/100/0/0/0	0/0	D/-/B/-/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9
Magic Broken Straight Sword +9	106/106/0/0/0	0/0	D/-/B/-/-/-	17.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9
Magic Broken Straight Sword +10	112/112/0/0/0	0/0	D/-/B/-/-/-	17.9/21.6/17.9/17.9/7.9	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 Broken Straight Sword +0	56/0/56/0/0	0/0	D/-/-/C/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +1	61/0/61/0/0	0/0	D/-/-/C/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +2	67/0/67/0/0	0/0	D/-/-/C/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +3	72/0/72/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +4	78/0/78/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +5	84/0/84/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +6	89/0/89/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9

Fire Broken Straight Sword +7	95/0/95/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +8	100/0/100/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +9	106/0/106/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/12.9
Fire Broken Straight Sword +10	112/0/112/0/0	0/0	D/-/-/B/-/-	17.9/2.9/36.6/17.9/7.9	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 Broken Straight Sword +0	56/0/0/56/0	0/0	D/-/-/-/C/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9
Lightning Broken Straight Sword +1	61/0/0/61/0	0/0	D/-/-/-/C/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9
Lightning Broken Straight Sword +2	67/0/0/67/0	0/0	D/-/-/-/C/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9
Lightning Broken Straight Sword +3	72/0/0/72/0	0/0	D/-/-/-/B/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9
Lightning Broken Straight Sword +4	78/0/0/78/0	0/0	D/-/-/-/B/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9
Lightning Broken Straight Sword +5	84/0/0/84/0	0/0	D/-/-/-/B/-	17.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/12.9

Lightning Broken Straight Sword +6	89/0/0/89/0	0/0	D/-/-/B/-	17.9/2.9/17.9/36. 6/7.9	12.9/12.9/12.9/1 2.9
Lightning Broken Straight Sword +7	95/0/0/95/0	0/0	D/-/-/B/-	17.9/2.9/17.9/36. 6/7.9	12.9/12.9/12.9/1 2.9
Lightning Broken Straight Sword +8	100/0/0/100/0	0/0	D/-/-/B/-	17.9/2.9/17.9/36. 6/7.9	12.9/12.9/12.9/1 2.9
Lightning Broken Straight Sword +9	106/0/0/106/0	0/0	D/-/-/B/-	17.9/2.9/17.9/36. 6/7.9	12.9/12.9/12.9/1 2.9
Lightning Broken Straight Sword +10	112/0/0/112/0	0/0	D/-/-/B/-	17.9/2.9/17.9/36. 6/7.9	12.9/12.9/12.9/1 2.9

## 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 Broken Straight Sword +0	56/0/0/0/56	0/0	D/-/-/-/C	17.9/2.9/17.9/17. 9/26.6	12.9/12.9/12.9/1 2.9
Dark Broken Straight Sword +1	61/0/0/0/61	0/0	D/-/-/-/C	17.9/2.9/17.9/17. 9/26.6	12.9/12.9/12.9/1 2.9
Dark Broken Straight Sword +2	67/0/0/0/67	0/0	D/-/-/-/C	17.9/2.9/17.9/17. 9/26.6	12.9/12.9/12.9/1 2.9
Dark Broken Straight Sword +3	72/0/0/0/72	0/0	D/-/-/-/B	17.9/2.9/17.9/17. 9/26.6	12.9/12.9/12.9/1 2.9
Dark Broken Straight Sword +4	78/0/0/0/78	0/0	D/-/-/-/B	17.9/2.9/17.9/17. 9/26.6	12.9/12.9/12.9/1 2.9

Dark Broken Straight Sword +5	84/0/0/0/84	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/12.9
Dark Broken Straight Sword +6	89/0/0/0/89	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/12.9
Dark Broken Straight Sword +7	95/0/0/0/95	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/12.9
Dark Broken Straight Sword +8	100/0/0/0/100	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/12.9
Dark Broken Straight Sword +9	106/0/0/0/106	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/12.9
Dark Broken Straight Sword +10	112/0/0/0/112	0/0	D/-/-/-/-/B	17.9/2.9/17.9/17.9/26.6	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 Broken Straight Sword +0	56/0/0/0/0	112/0	D/-/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +1	61/0/0/0/0	114/0	D/-/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +2	67/0/0/0/0	117/0	D/-/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +3	72/0/0/0/0	120/0	D/-/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9

Poison Broken Straight Sword +4	78/0/0/0/0	123/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +5	84/0/0/0/0	126/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +6	89/0/0/0/0	128/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +7	95/0/0/0/0	131/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +8	100/0/0/0/0	134/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +9	106/0/0/0/0	137/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9
Poison Broken Straight Sword +10	112/0/0/0/0	140/0	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/12.9

## 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
Bleed Broken Straight Sword +0	56/0/0/0/0	0/112	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +1	61/0/0/0/0	0/114	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +2	67/0/0/0/0	0/117	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9



Bleed Broken Straight Sword +3	72/0/0/0/0	0/120	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +4	78/0/0/0/0	0/123	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +5	84/0/0/0/0	0/126	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +6	89/0/0/0/0	0/128	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +7	95/0/0/0/0	0/131	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +8	100/0/0/0/0	0/134	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +9	106/0/0/0/0	0/137	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/12.9
Bleed Broken Straight Sword +10	112/0/0/0/0	0/140	D/-/-/-/-	17.9/2.9/17.9/17.9/7.9	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 Broken Straight Sword +0	92/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +1	101/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15

Raw Broken Straight Sword +2	110/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +3	119/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +4	128/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +5	138/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +6	147/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +7	156/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +8	165/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +9	174/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Raw Broken Straight Sword +10	184/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15

## 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 Broken Straight Sword +0	80/0/0/0/0	0/0	E/-/D/-/-	20/5/20/20/10	15/15/15/15

Enchanted Broken Straight Sword +1	88/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +2	96/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +3	104/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +4	112/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +5	120/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +6	128/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +7	136/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +8	144/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +9	152/0/0/0/0	0/0	E/-/D/-/-/-	20/5/20/20/10	15/15/15/15
Enchanted Broken Straight Sword +10	160/0/0/0/0	0/0	E/-/C/-/-/-	20/5/20/20/10	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
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Mundane Broken Straight Sword +0	40/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +1	44/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +2	48/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +3	52/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +4	56/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +5	60/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +6	64/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +7	68/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +8	72/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +9	76/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15
Mundane Broken Straight Sword +10	80/0/0/0/0	0/0	E/-/-/-/-	20/5/20/20/10	15/15/15/15

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# Key

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<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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