

Broken Thief Sword

In-Game Description

A broken straight sword.
Handled as a dagger due to its length.

This inexpensive sword is terribly worn
but nevertheless a favorite amongst thieves.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Majula treasure. Along the path between Majula and Heide's Tower of Flame at the far end of the sewer tunnels with the floodgates will be a corpse containing the weapon.
- Rogue (Dual Daggers) drop - rare.

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 ntable ? Items/ Spells
	60/0/0/ 0/0 (Slash/ Thrust)	0/0	100	20	9/5/0/0 D/-/-/-/- /-	45/10/ 30/30/ 20	15/15/ 15/15	5	30	1.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack		
Heavy Attack		
Rolling Attack		
Running Attack		

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
Broken Thief Sword +0	60/0/0/0/0	0/0	D/-/-/-/-	-	-
Broken Thief Sword +1	66/0/0/0/0	0/0	D/-/-/-/-	1x Titanite Shard	430
Broken Thief Sword +2	72/0/0/0/0	0/0	D/-/-/-/-	2x Titanite Shard	540
Broken Thief Sword +3	78/0/0/0/0	0/0	D/-/-/-/-	3x Titanite Shard	640
Broken Thief Sword +4	84/0/0/0/0	0/0	D/-/-/-/-	1x Large Titanite Shard	850
Broken Thief Sword +5	90/0/0/0/0	0/0	D/-/-/-/-	2x Large Titanite Shard	960
Broken Thief Sword +6	96/0/0/0/0	0/0	D/-/-/-/-	3x Large Titanite Shard	1,070
Broken Thief Sword +7	102/0/0/0/0	0/0	D/-/-/-/-	1x Titanite Chunk	1,280
Broken Thief Sword +8	108/0/0/0/0	0/0	D/-/-/-/-	2x Titanite Chunk	1,390

Broken Thief Sword +9	114/0/0/0/0	0/0	D/-/-/-/-	3x Titanite Chunk	1,490
Broken Thief Sword +10	120/0/0/0/0	0/0	C/-/-/-/-	1x Titanite Slab	1,700

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 Thief Sword +0	42/42/0/0/0	0/0	D/-/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +1	46/46/0/0/0	0/0	D/-/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +2	50/50/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +3	54/54/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +4	58/58/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +5	63/63/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +6	67/67/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +7	71/71/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +8	75/75/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +9	79/79/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Broken Thief Sword +10	84/84/0/0/0	0/0	D/-/B/-/-	42.9/26.6/27.9/27.9/17.9	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 Thief Sword +0	42/0/42/0/0	0/0	D/-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +1	46/0/46/0/0	0/0	D/-/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +2	50/0/50/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +3	54/0/54/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +4	58/0/58/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +5	63/0/63/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +6	67/0/67/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +7	71/0/71/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +8	75/0/75/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +9	79/0/79/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Broken Thief Sword +10	84/0/84/0/0	0/0	D/-/-/B/-/-	42.9/7.9/46.6/27.9/17.9	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 Thief Sword +0	42/0/0/42/0	0/0	D/-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +1	46/0/0/46/0	0/0	D/-/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +2	50/0/0/50/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +3	54/0/0/54/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +4	58/0/0/58/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +5	63/0/0/63/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +6	67/0/0/67/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +7	71/0/0/71/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +8	75/0/0/75/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +9	79/0/0/79/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Broken Thief Sword +10	84/0/0/84/0	0/0	D/-/-/-/B/-	42.9/7.9/27.9/46.6/17.9	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 Broken Thief Sword +0	42/0/0/0/42	0/0	D/-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/12.9
Dark Broken Thief Sword +1	46/0/0/0/46	0/0	D/-/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/12.9

Dark Broken Thief Sword +2	50/0/0/0/50	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +3	54/0/0/0/54	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +4	58/0/0/0/58	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +5	63/0/0/0/63	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +6	67/0/0/0/67	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +7	71/0/0/0/71	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +8	75/0/0/0/75	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +9	79/0/0/0/79	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Broken Thief Sword +10	84/0/0/0/84	0/0	D/-/-/-/-/B	42.9/7.9/27.9/27.9/36.6	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 Thief Sword +0	42/0/0/0/0	112/0	D/-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +1	46/0/0/0/0	114/0	D/-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +2	50/0/0/0/0	117/0	D/-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +3	54/0/0/0/0	120/0	D/-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +4	58/0/0/0/0	123/0	D/-/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Broken Thief Sword +5	63/0/0/0/0	126/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +6	67/0/0/0/0	128/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +7	71/0/0/0/0	131/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +8	75/0/0/0/0	134/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +9	79/0/0/0/0	137/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Broken Thief Sword +10	84/0/0/0/0	140/0	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	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 Thief Sword +0	42/0/0/0/0	0/112	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +1	46/0/0/0/0	0/114	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +2	50/0/0/0/0	0/117	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +3	54/0/0/0/0	0/120	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +4	58/0/0/0/0	0/123	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +5	63/0/0/0/0	0/126	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +6	67/0/0/0/0	0/128	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +7	71/0/0/0/0	0/131	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Broken Thief Sword +8	75/0/0/0/0	0/134	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +9	79/0/0/0/0	0/137	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Broken Thief Sword +10	84/0/0/0/0	0/140	D/-/-/-/-	42.9/7.9/27.9/27.9/17.9	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 Thief Sword +0	69/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +1	75/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +2	82/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +3	89/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +4	96/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +5	103/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +6	110/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +7	117/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +8	124/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +9	131/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Broken Thief Sword +10	138/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	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 Thief Sword +0	60/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +1	66/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +2	72/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +3	78/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +4	84/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +5	90/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +6	96/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +7	102/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +8	108/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +9	114/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Broken Thief Sword +10	120/0/0/0/0	0/0	E-/C/-/-/-	45/10/30/30/20	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 Broken Thief Sword +0	30/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +1	33/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +2	36/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +3	39/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +4	42/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +5	45/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +6	48/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +7	51/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +8	54/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +9	57/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Broken Thief Sword +10	60/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/20	15/15/15/15

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>
Stats Needed:	<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"> • 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. 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.</p> <p>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:	The durability of the weapon.
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:	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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