

# Claws


## In-Game Description

*A weapon that attaches to the hands.  
The wearer attacks in a scratching motion  
with these three-pronged claws.*

*Claws inflict deep wounds and  
cause bleeding.*

## Availability

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

- Unlimited sold by Laddersmith Gilligan for 1,200 souls in Earthen Peak and 1,500 souls in Majula.

## 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
	77/0/0/ 0/0  (Slash)	0/80	120	10	9/10/0/ 0  E/B/-/- /-/-	30/10/ 20/20/ 30	10/10/ 10/10	5	30	1.0	No/Yes

## Move Set

+ show Move Set - hide Move Set

	One-handed	Two-handed
R1 — R1	slash to the left then right	slash to the right then left
R2 — R2	downward slash followed by jumping attack	downward slash followed by circular slash
Roll — R1	uppercut	delayed circular slash
Backstep or Run — R1	haymaker	bigger haymaker
Forward + R1	jumping attack	jumping attack

- Does **not** parry in the left hand, unfortunately, but does the strong attack.
- The two-handed parry is the slow parry of the Fists, and is similar to the Transgressor's Leather Shield.

## Notes

- Can only power-stance with a Bone Fist, Caestus, Fist, Malformed Claws, Manikin Claws or another Claws.
- Needs 14 Str and 15 Dex to Power Stance.

## Upgrades

Fold	Unfold	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
Claws +0	77/0/0/0/0	0/88	E/B/-/-/-	-	-
Claws +1	84/0/0/0/0	0/92	E/B/-/-/-	1x Titanite Shard	280
Claws +2	92/0/0/0/0	0/96	E/B/-/-/-	2x Titanite Shard	350
Claws +3	100/0/0/0/0	0/101	E/B/-/-/-	3x Titanite Shard	420

Claws +4	108/0/0/0/0	0/105	E/B/-/-/-	1x Large Titanite Shard	550
Claws +5	116/0/0/0/0	0/110	E/B/-/-/-	2x Large Titanite Shard	620
Claws +6	123/0/0/0/0	0/114	E/B/-/-/-	3x Large Titanite Shard	690
Claws +7	131/0/0/0/0	0/118	E/B/-/-/-	1x Titanite Chunk	830
Claws +8	139/0/0/0/0	0/123	E/B/-/-/-	2x Titanite Chunk	900
Claws +9	147/0/0/0/0	0/127	E/B/-/-/-	3x Titanite Chunk	970
Claws +10	155/0/0/0/0	0/132	E/A/-/-/-	1x Titanite Slab	1,100

# 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 Claws +0	57/38/0/0/0	0/66	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +1	63/42/0/0/0	0/69	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +2	69/46/0/0/0	0/72	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +3	75/50/0/0/0	0/75	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +4	81/54/0/0/0	0/79	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +5	87/58/0/0/0	0/82	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +6	92/61/0/0/0	0/85	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

Magic Claws +7	98/65/0/0/0	0/89	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +8	104/69/0/0/0	0/92	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +9	110/73/0/0/0	0/95	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Claws +10	116/77/0/0/0	0/99	E/C/C/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

## 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 Claws +0	57/0/38/0/0	0/66	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +1	63/0/42/0/0	0/69	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +2	69/0/46/0/0	0/72	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +3	75/0/50/0/0	0/75	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +4	81/0/54/0/0	0/79	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +5	87/0/58/0/0	0/82	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +6	92/0/61/0/0	0/85	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +7	98/0/65/0/0	0/89	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +8	104/0/69/0/0	0/92	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Claws +9	110/0/73/0/0	0/95	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Fire Claws +10	116/0/77/0/0	0/99	E/C/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
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# 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 Claws +0	57/0/0/38/0	0/66	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +1	63/0/0/42/0	0/69	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +2	69/0/0/46/0	0/72	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +3	75/0/0/50/0	0/75	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +4	81/0/0/54/0	0/79	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +5	87/0/0/58/0	0/82	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +6	92/0/0/61/0	0/85	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +7	98/0/0/65/0	0/89	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +8	104/0/0/69/0	0/92	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +9	110/0/0/73/0	0/95	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Claws +10	116/0/0/77/0	0/99	E/C/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

# 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 Claws +0	57/0/0/0/38	0/66	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +1	63/0/0/0/42	0/69	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +2	69/0/0/0/46	0/72	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +3	75/0/0/0/50	0/75	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +4	81/0/0/0/54	0/79	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +5	87/0/0/0/58	0/82	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +6	92/0/0/0/61	0/85	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +7	98/0/0/0/65	0/89	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +8	104/0/0/0/69	0/92	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +9	110/0/0/0/73	0/95	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Claws +10	116/0/0/0/77	0/99	E/C/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9

## Poison

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base physical poison, and bleed damage, poison damage reduction.  
Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
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Poison Claws +0	69/0/0/0/0	96/79	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +1	76/0/0/0/0	98/83	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +2	83/0/0/0/0	100/87	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +3	90/0/0/0/0	103/91	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +4	97/0/0/0/0	105/95	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +5	104/0/0/0/0	108/99	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +6	111/0/0/0/0	110/102	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +7	118/0/0/0/0	112/106	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +8	125/0/0/0/0	115/110	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +9	132/0/0/0/0	117/114	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Claws +10	139/0/0/0/0	120/118	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1

## 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 Claws +0	73/0/0/0/0	0/126	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +1	81/0/0/0/0	0/133	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +2	88/0/0/0/0	0/139	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1

Bleed Claws +3	96/0/0/0/0	0/145	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +4	103/0/0/0/0	0/152	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +5	111/0/0/0/0	0/158	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +6	118/0/0/0/0	0/164	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +7	126/0/0/0/0	0/171	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +8	133/0/0/0/0	0/177	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +9	141/0/0/0/0	0/183	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Claws +10	148/0/0/0/0	0/190	E/C/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1

# 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 Claws +0	88/0/0/0/0	0/101	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +1	97/0/0/0/0	0/106	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +2	106/0/0/0/0	0/111	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +3	115/0/0/0/0	0/116	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +4	124/0/0/0/0	0/121	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +5	133/0/0/0/0	0/126	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0



Raw Claws +6	142/0/0/0/0	0/131	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +7	151/0/0/0/0	0/136	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +8	160/0/0/0/0	0/141	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +9	169/0/0/0/0	0/146	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Raw Claws +10	178/0/0/0/0	0/151	E/E/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

# 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 Claws +0	77/0/0/0/0	0/88	E/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +1	84/0/0/0/0	0/92	E/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +2	92/0/0/0/0	0/96	E/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +3	100/0/0/0/0	0/101	E/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +4	108/0/0/0/0	0/105	E/E/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +5	116/0/0/0/0	0/110	E/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +6	123/0/0/0/0	0/114	E/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +7	131/0/0/0/0	0/118	E/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +8	139/0/0/0/0	0/123	E/D/D/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

Enchanted Claws +9	147/0/0/0/0	0/127	E/D/D/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Enchanted Claws +10	155/0/0/0/0	0/132	E/D/C/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

# 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 Claws +0	38/0/0/0/0	0/44	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +1	42/0/0/0/0	0/46	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +2	46/0/0/0/0	0/48	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +3	50/0/0/0/0	0/50	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +4	54/0/0/0/0	0/52	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +5	58/0/0/0/0	0/55	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +6	61/0/0/0/0	0/57	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +7	65/0/0/0/0	0/59	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +8	69/0/0/0/0	0/61	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +9	73/0/0/0/0	0/63	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0
Mundane Claws +10	77/0/0/0/0	0/66	E/D/-/-/-/-	30.0/10.0/20.0/20.0/30.0	10.0/10.0/10.0/10.0

# 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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