

# Crescent Sickle

## In-Game Description

*A sickle with a crescent-shaped blade.*

*This sickle, enchanted by magic, is not intended as a weapon, but rather a ceremonial instrument.*

## Availability

- Reach +2 rank in the Brotherhood of Blood covenant.
- One sold by Chancellor Wellager for 10,000 souls in NG++ and higher (Note: Using Bonfire Ascetics won't work).

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	90/60/0 /0/0  (Slash)	0/0	110	15	12/19/1 2/0  E/C/C/-/- /-	40/30/2 0/20/45	20/20/2 0/20	20	50	8.0

## Move Set

+ show Move Set - hide Move Set

	<b>One-Handed</b>	<b>Two-Handed</b>
<b>Light Attack</b>	overhead slash, then pull back	horizontal swing then pull back
<b>Heavy Attack</b>	overhead pull back then horizontal swing	short swing then overhead
<b>Rolling Attack</b>	quick sweep	quick diagonal slash
<b>Running Attack</b>	delayed horizontal slash	delayed diagonal slash

## Notes

Like all Reapers, it will completely negate blocking when attacking from a specific distance.

## Upgrades

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

### Basic

Standard upgrade path.

Requires:

- Titanite

<b>Name</b>	<b>Damage</b>	<b>Aux Effects</b>	<b>Stat Bonuses</b>	<b>Materials Cost</b>	<b>Souls</b>
Crescent Sickle +0	90/60/0/0/0	0/0	E/C/C/-/-	-	-
Crescent Sickle +1	99/66/0/0/0	0/0	E/C/C/-/-	1x Titanite Shard	520
Crescent Sickle +2	108/72/0/0/0	0/0	E/C/C/-/-	2x Titanite Shard	650
Crescent Sickle +3	117/78/0/0/0	0/0	E/C/C/-/-	3x Titanite Shard	770
Crescent Sickle +4	126/84/0/0/0	0/0	E/C/C/-/-	1x Large Titanite Shard	1,030
Crescent Sickle +5	135/90/0/0/0	0/0	E/C/C/-/-	2x Large Titanite Shard	1,160
Crescent Sickle +6	144/96/0/0/0	0/0	E/C/C/-/-	3x Large Titanite Shard	1,290

Crescent Sickle +7	153/102/0/0/0	0/0	E/C/C/-/-	1x Titanite Chunk	1,540
Crescent Sickle +8	162/108/0/0/0	0/0	E/C/C/-/-	2x Titanite Chunk	1,670
Crescent Sickle +9	171/114/0/0/0	0/0	E/C/C/-/-	3x Titanite Chunk	1,800
Crescent Sickle +10	180/120/0/0/0	0/0	E/C/C/-/-	1x Titanite Slab	2,050

# 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 Crescent Sickle +0	64/100/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +1	71/110/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +2	77/120/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +3	84/131/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +4	90/141/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +5	97/151/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +6	103/161/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +7	110/171/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3
Magic Crescent Sickle +8	116/181/0/0/0	0/0	E/D/C/-/-	38.3/43.3/18.3/18.3/18.3/8.3/43.3	18.3/18.3/18.3/18.3/8.3

Magic Crescent Sickle +9	123/191/0/0/0	0/0	E/D/B/-/-	38.3/43.3/18.3/18.3/43.3	18.3/18.3/18.3/18.3
Magic Crescent Sickle +10	129/201/0/0/0	0/0	E/D/B/-/-	38.3/43.3/18.3/18.3/43.3	18.3/18.3/18.3/18.3

## 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 Crescent Sickle +0	70/46/50/0/0	0/0	E/D/C/C/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +1	77/51/55/0/0	0/0	E/D/C/C/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +2	84/56/60/0/0	0/0	E/D/C/C/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +3	91/60/65/0/0	0/0	E/D/C/C/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +4	98/65/70/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +5	105/70/75/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +6	112/74/80/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +7	119/79/85/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +8	126/84/90/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +9	133/88/95/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17
Fire Crescent Sickle +10	140/93/100/0/0	0/0	E/D/B/B/-	37/27/43.3/17/42	17/17/17/17

## 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 Crescent Sickle +0	70/46/0/50/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +1	77/51/0/55/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +2	84/56/0/60/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +3	91/60/0/65/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +4	98/65/0/70/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +5	105/70/0/75/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +6	112/74/0/80/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +7	119/79/0/85/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +8	126/84/0/90/0	0/0	E/D/C/-/C/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +9	133/88/0/95/0	0/0	E/D/B/-/B/-	37/27/17/43.3/42	17/17/17/17
Lightning Crescent Sickle +10	140/93/0/100/0	0/0	E/D/B/-/B/-	37/27/17/43.3/42	17/17/17/17

## 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 Crescent Sickle +0	70/46/0/0/50	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +1	77/51/0/0/55	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +2	84/56/0/0/60	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +3	91/60/0/0/65	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +4	98/65/0/0/70	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +5	105/70/0/0/75	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +6	112/74/0/0/80	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +7	119/79/0/0/85	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +8	126/84/0/0/90	0/0	E/D/C/-/C	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +9	133/88/0/0/95	0/0	E/D/B/-/B	37/27/17/17/68.3	17/17/17/17
Dark Crescent Sickle +10	140/93/0/0/100	0/0	E/D/B/-/B	37/27/17/17/68.3	17/17/17/17

## 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 Crescent Sickle +0	81/54/0/0/0	96/0	E/D/C/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +1	89/59/0/0/0	98/0	E/D/C/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +2	97/64/0/0/0	100/0	E/D/C/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +3	105/70/0/0/0	103/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +4	113/75/0/0/0	105/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +5	121/81/0/0/0	108/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +6	129/86/0/0/0	110/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +7	137/91/0/0/0	112/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +8	145/97/0/0/0	115/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +9	153/102/0/0/0	117/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9
Poison Crescent Sickle +10	162/108/0/0/0	120/0	E/D/B/-/-	37.9/27.9/17.9/17.9/17.9/42.9	36.6/17.9/17.9/17.9/17.9/7.9

## 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 soul

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Crescent Sickle +0	81/54/0/0/0	0/96	E/D/C/-/-	37.9/27.9/17.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9/17.9/7.9
Bleed Crescent Sickle +1	89/59/0/0/0	0/98	E/D/C/-/-	37.9/27.9/17.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9/17.9/7.9

Bleed Crescent Sickle +2	97/64/0/0/0	0/100	E/D/C/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +3	105/70/0/0/0	0/103	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +4	113/75/0/0/0	0/105	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +5	121/81/0/0/0	0/108	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +6	129/86/0/0/0	0/110	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +7	137/91/0/0/0	0/112	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +8	145/97/0/0/0	0/115	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +9	153/102/0/0/0	0/117	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9
Bleed Crescent Sickle +10	162/108/0/0/0	0/120	E/D/B/-/-	37.9/27.9/17.9/17.9/42.9	17.9/36.6/17.9/17.9

## 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 Crescent Sickle +0	103/69/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +1	113/75/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +2	124/82/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +3	134/89/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +4	144/96/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20

Raw Crescent Sickle +5	155/103/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +6	165/110/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +7	175/117/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +8	186/124/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +9	196/131/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Raw Crescent Sickle +10	207/138/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20

## 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 Crescent Sickle +0	90/60/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +1	99/66/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +2	108/72/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +3	117/78/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +4	126/84/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +5	135/90/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20

Enchanted Crescent Sickle +6	144/96/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +7	153/102/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +8	162/108/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +9	171/114/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20
Enchanted Crescent Sickle +10	180/120/0/0/0	0/0	E/E/C/-/-	40/30/20/20/45	20/20/20/20

## 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 Crescent Sickle +0	45/30/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +1	49/33/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +2	54/36/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +3	58/39/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +4	63/42/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20

Mundane Crescent Sickle +5	67/45/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +6	72/48/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +7	76/51/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +8	81/54/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +9	85/57/0/0/0	0/0	E/E/E/-/-	40/30/20/20/45	20/20/20/20
Mundane Crescent Sickle +10	90/60/0/0/0	0/0	E/E/D/-/-	40/30/20/20/45	20/20/20/20

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>

<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></p>	<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. (14 x 2 = 28)</p>
<p><b>Stat Bonuses:</b></p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.  This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).  See Scaling for more information.  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>
<p><b>Damage Reduction:</b></p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.  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. 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>	<p>The durability of the weapon.</p>
<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>	<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>

Revision #1

Created 17 December 2024 08:16:37 by jade

Updated 17 December 2024 08:16:37 by jade