

# Dagger


## In-Game Description

*A standard dagger.*

*Has only modest attack and short reach, but can be jabbed in rapid succession.*

*With a powerful critical attack, this is a potent weapon in the hands of the capable.*

## Availability

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

- Starting weapon of the Explorer and Sorcerer.
- Things Betwixt treasure. Starting from the Fire Keepers' Dwelling Bonfire, head out to the area with the torches and take a left through the first fog wall. Continue on through this area and eventually you will find the weapon on a corpse hanging on a cliff ledge with the weapon.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/Spells
	57/0/0/0/0  (Slash/Thrust)	0/0	150	10	2/6/0/0  E/B/-/-/-	45/10/30/30/20	15/15/15/15	15	60	0.5	Yes/Yes

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attacks	quick horizontal swipes	quick horizontal swipes
Heavy Attacks	quick pokes	extending thrusts
Rolling Attack	poke	poke
Running Attack	very quick horizontal slash	quick downward slash

# 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
Dagger +0	57/0/0/0/0	0/0	E/B/-/-/-	-	-
Dagger +1	62/0/0/0/0	0/0	E/B/-/-/-	1x Titanite Shard	370
Dagger +2	68/0/0/0/0	0/0	E/B/-/-/-	2x Titanite Shard	460
Dagger +3	74/0/0/0/0	0/0	E/B/-/-/-	3x Titanite Shard	550
Dagger +4	80/0/0/0/0	0/0	E/B/-/-/-	1x Large Titanite Shard	730
Dagger +5	86/0/0/0/0	0/0	E/B/-/-/-	2x Large Titanite Shard	820
Dagger +6	91/0/0/0/0	0/0	E/B/-/-/-	3x Large Titanite Shard	910
Dagger +7	97/0/0/0/0	0/0	E/B/-/-/-	1x Titanite Chunk	1,090
Dagger +8	103/0/0/0/0	0/0	E/B/-/-/-	2x Titanite Chunk	1,180
Dagger +9	109/0/0/0/0	0/0	E/B/-/-/-	3x Titanite Chunk	1,270
Dagger +10	115/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Slab	1,450

# 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 Dagger +0	39/39/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +1	43/43/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +2	48/48/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +3	52/52/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +4	56/56/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +5	60/60/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +6	64/64/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +7	68/68/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +8	72/72/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +9	76/76/0/0/0	0/0	E/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Dagger +10	80/80/0/0/0	0/0	E/C/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 Dagger +0	39/0/39/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +1	43/0/43/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +2	48/0/48/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +3	52/0/52/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +4	56/0/56/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +5	60/0/60/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +6	64/0/64/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +7	68/0/68/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +8	72/0/72/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +9	76/0/76/0/0	0/0	E/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Dagger +10	80/0/80/0/0	0/0	E/C/-/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
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Lightning Dagger +0	39/0/0/39/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +1	43/0/0/43/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +2	48/0/0/48/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +3	52/0/0/52/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +4	56/0/0/56/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +5	60/0/0/60/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +6	64/0/0/64/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +7	68/0/0/68/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +8	72/0/0/72/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +9	76/0/0/76/0	0/0	E/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Dagger +10	80/0/0/80/0	0/0	E/C/-/-/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 Dagger +0	39/0/0/0/39	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +1	43/0/0/0/43	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +2	48/0/0/0/48	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9

Dark Dagger +3	52/0/0/0/52	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +4	56/0/0/0/56	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +5	60/0/0/0/60	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +6	64/0/0/0/64	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +7	68/0/0/0/68	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +8	72/0/0/0/72	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +9	76/0/0/0/76	0/0	E/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Dagger +10	80/0/0/0/80	0/0	E/C/-/-/-/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 Dagger +0	39/0/0/0/0	112/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +1	43/0/0/0/0	114/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +2	48/0/0/0/0	117/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +3	52/0/0/0/0	120/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +4	56/0/0/0/0	123/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +5	60/0/0/0/0	126/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Dagger +6	64/0/0/0/0	128/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +7	68/0/0/0/0	131/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +8	72/0/0/0/0	134/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +9	76/0/0/0/0	137/0	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Dagger +10	80/0/0/0/0	140/0	E/C/-/-/-	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 Dagger +0	39/0/0/0/0	0/112	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +1	43/0/0/0/0	0/114	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +2	48/0/0/0/0	0/117	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +3	52/0/0/0/0	0/120	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +4	56/0/0/0/0	0/123	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +5	60/0/0/0/0	0/126	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +6	64/0/0/0/0	0/128	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +7	68/0/0/0/0	0/131	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +8	72/0/0/0/0	0/134	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Dagger +9	76/0/0/0/0	0/137	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Dagger +10	80/0/0/0/0	0/140	E/C/-/-/-	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 Dagger +0	65/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +1	72/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +2	78/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +3	85/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +4	92/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +5	98/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +6	105/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +7	112/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +8	118/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +9	125/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Dagger +10	132/0/0/0/0	0/0	E/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
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Enchanted Dagger +0	57/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +1	62/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +2	68/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +3	74/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +4	80/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +5	86/0/0/0/0	0/0	E/D/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +6	91/0/0/0/0	0/0	E/D/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +7	97/0/0/0/0	0/0	E/D/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +8	103/0/0/0/0	0/0	E/D/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +9	109/0/0/0/0	0/0	E/D/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Dagger +10	115/0/0/0/0	0/0	E/D/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 Dagger +0	28/0/0/0/0	0/0	E/D/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +1	31/0/0/0/0	0/0	E/D/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +2	34/0/0/0/0	0/0	E/D/-/-/-/-	45/10/30/30/20	15/15/15/15

Mundane Dagger +3	37/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +4	40/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +5	43/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +6	45/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +7	48/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +8	51/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +9	54/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Dagger +10	57/0/0/0/0	0/0	E/D/-/-/-	45/10/30/30/20	15/15/15/15

# 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>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<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"> <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.</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. (<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. 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 08:11:15 by jade  
Updated 17 December 2024 08:11:15 by jade