

# Darkdrift


## In-Game Description

*Katana of Grave Warden Agdayne.  
Has a crystal-clear blade and a strong attack  
that slices through enemy shields.*

*The katana was originally wielded by  
the one who gave us the first death,  
and still exists imperfectly between planes.*

*Effect: shield piercing (strong attack)*

## Availability

- Acquired from Grave Warden Agdayne after obtaining the King's Ring.
- Sold by Merchant Hag Melentia for 15,000 souls after killing Grave Warden Agdayne.

## 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
	130/0/0 /0/0  (Slash/T hrust)	0/0	130	15	12/28/0 /0  -/C/-/-/ /-	45/10/3 0/30/20	15/15/1 5/15	30	20	3.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light	diagonal slashes	diagonal slashes
Rolling	wide slash	wide slash
Running	lunging thrust	lunging thrust
Heavy	thrust then wide slash	wide diagonal slash followed by overhead chop

https://www.youtube.com/watch?v=p5xjGo6K82M

# Notes

- In terms of effect (shield piercing) and looks (partial transparency), this katana is reminiscent to the sword Blind wielded by Selen Vinland from Demon's Souls.
- It is possible to obtain two Darkdrifts per play-through. To do this, first talk to Grave Warden Agdayne to obtain the first one and then kill him. After killing him, Merchant Hag Melentia will sell you the second one.

# Upgrades

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

# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Darkdrift +0	130/0/0/0/0	0/0	-/C/-/-/-	-	-
Darkdrift +1	143/0/0/0/0	0/0	-/C/-/-/-	1x Titanite Shard	920
Darkdrift +2	156/0/0/0/0	0/0	-/C/-/-/-	2x Titanite Shard	1,150
Darkdrift +3	169/0/0/0/0	0/0	-/C/-/-/-	3x Titanite Shard	1,380

Darkdrift +4	182/0/0/0/0	0/0	-/B/-/-/-	1x Large Titanite Shard	1,840
Darkdrift +5	195/0/0/0/0	0/0	-/B/-/-/-	2x Large Titanite Shard	2,070
Darkdrift +6	208/0/0/0/0	0/0	-/B/-/-/-	3x Large Titanite Shard	2,300
Darkdrift +7	221/0/0/0/0	0/0	-/B/-/-/-	1x Titanite Chunk	2,760
Darkdrift +8	234/0/0/0/0	0/0	-/A/-/-/-	2x Titanite Chunk	2,990
Darkdrift +9	247/0/0/0/0	0/0	-/A/-/-/-	3x Titanite Chunk	3,220
Darkdrift +10	260/0/0/0/0	0/0	-/A/-/-/-	1x Titanite Slab	3,680

# 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 Darkdrift +0	91/91/0/0/0	0/0	-/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +1	100/100/0/0/0	0/0	-/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +2	109/109/0/0/0	0/0	-/D/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +3	118/118/0/0/0	0/0	-/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +4	127/127/0/0/0	0/0	-/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +5	136/136/0/0/0	0/0	-/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +6	145/145/0/0/0	0/0	-/C/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Darkdrift +7	154/154/0/0/0	0/0	-/C/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +8	163/163/0/0/0	0/0	-/C/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +9	172/172/0/0/0	0/0	-/B/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Darkdrift +10	182/182/0/0/0	0/0	-/B/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 Darkdrift +0	91/0/91/0/0	0/0	-/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +1	100/0/100/0/0	0/0	-/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +2	109/0/109/0/0	0/0	-/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +3	118/0/118/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +4	127/0/127/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +5	136/0/136/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +6	145/0/145/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +7	154/0/154/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +8	163/0/163/0/0	0/0	-/C/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Darkdrift +9	172/0/172/0/0	0/0	-/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

Fire Darkdrift +10	182/0/182/0/0	0/0	-/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
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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 Darkdrift +0	91/0/0/91/0	0/0	-/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +1	100/0/0/100/0	0/0	-/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +2	109/0/0/109/0	0/0	-/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +3	118/0/0/118/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +4	127/0/0/127/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +5	136/0/0/136/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +6	145/0/0/145/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +7	154/0/0/154/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +8	163/0/0/163/0	0/0	-/C/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +9	172/0/0/172/0	0/0	-/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Darkdrift +10	182/0/0/182/0	0/0	-/B/-/-/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 Darkdrift +0	91/0/0/0/91	0/0	-/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +1	100/0/0/0/100	0/0	-/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +2	109/0/0/0/109	0/0	-/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +3	118/0/0/0/118	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +4	127/0/0/0/127	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +5	136/0/0/0/136	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +6	145/0/0/0/145	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +7	154/0/0/0/154	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +8	163/0/0/0/163	0/0	-/C/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +9	172/0/0/0/172	0/0	-/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Darkdrift +10	182/0/0/0/182	0/0	-/B/-/-/-/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
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Poison Darkdrift +0	91/0/0/0/0	112/0	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +1	100/0/0/0/0	114/0	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +2	108/0/0/0/0	117/0	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +3	118/0/0/0/0	120/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +4	127/0/0/0/0	123/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +5	136/0/0/0/0	126/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +6	145/0/0/0/0	128/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +7	154/0/0/0/0	131/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +8	163/0/0/0/0	134/0	-/C/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +9	172/0/0/0/0	137/0	-/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Darkdrift +10	182/0/0/0/0	140/0	-/B/-/-/-	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 Darkdrift +0	91/0/0/0/0	0/112	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +1	100/0/0/0/0	0/114	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +2	108/0/0/0/0	0/117	-/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Darkdrift +3	118/0/0/0/0	0/120	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +4	127/0/0/0/0	0/123	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +5	136/0/0/0/0	0/126	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +6	145/0/0/0/0	0/128	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +7	154/0/0/0/0	0/131	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +8	163/0/0/0/0	0/134	-/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +9	172/0/0/0/0	0/137	-/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Darkdrift +10	182/0/0/0/0	0/140	-/B/-/-/-/-	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 Darkdrift +0	149/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +1	164/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +2	179/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +3	194/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +4	209/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +5	224/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0



Raw Darkdrift +6	239/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +7	254/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +8	269/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +9	284/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Darkdrift +10	299/0/0/0/0	0/0	-/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

## 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 Darkdrift +0	130/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +1	143/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +2	156/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +3	169/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +4	182/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +5	195/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +6	208/0/0/0/0	0/0	-/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +7	221/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +8	234/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Darkdrift +9	247/0/0/0/0	0/0	-/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Darkdrift +10	260/0/0/0/0	0/0	-/D/C/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

# 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 Darkdrift +0	65/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +1	71/0/0/0/0	0/0	-/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +2	78/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +3	84/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +4	91/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +5	97/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +6	104/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +7	110/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +8	117/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +9	123/0/0/0/0	0/0	-/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Darkdrift +10	130/0/0/0/0	0/0	-/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

# 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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