

# Flamberge


## In-Game Description

*A greatsword with an undulating blade.  
This unique shape is designed to pare the flesh,  
and is highly effective at causing bleeding.*

*Flamberge literally means "flame blade,"  
but it also seems to bear a certain creature's  
likeness.*

## Availability

- Huntsman's Copse treasure. Hidden on a small ledge just to the right and below the area where you get the Undead Lockaway Key.  
It will be on a corpse on the ledge. A good way to find it is to kill the Great Moth and watch where its drop lands. **(SotFS only)**
- Sold by Chancellor Wellager for 4,200 souls.

## 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
	125/0/0 /0/0  (Slash/T hrust)	0/67	110	35	16/15/0 /0  D/C/-/- /-	60/10/4 0/40/20	20/30/2 0/20	40	60	7.0

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attacks	wide swings	diagonal chops
Strong Attacks	Thrust then circular slash	delayed wide sweeps
Running Attack	Circular slash	Circular slash
Rolling Attack	thrust	quick overhead chop

# 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
Flamberge+0	125/0/0/0/0	0/67	D/C/-/-/-	-	-
Flamberge+1	137/0/0/0/0	0/70	D/C/-/-/-	1x Titanite Shard	540
Flamberge+2	150/0/0/0/0	0/73	D/C/-/-/-	2x Titanite Shard	680
Flamberge+3	162/0/0/0/0	0/76	D/B/-/-/-	3x Titanite Shard	810
Flamberge+4	175/0/0/0/0	0/80	D/B/-/-/-	1x Large Titanite Shard	1,080
Flamberge+5	187/0/0/0/0	0/83	D/B/-/-/-	2x Large Titanite Shard	1,210
Flamberge+6	200/0/0/0/0	0/86	D/A/-/-/-	3x Large Titanite Shard	1,350
Flamberge+7	212/0/0/0/0	0/90	D/A/-/-/-	1x Titanite Chunk	1,620
Flamberge+8	225/0/0/0/0	0/93	D/A/-/-/-	2x Titanite Chunk	1,750
Flamberge+9	237/0/0/0/0	0/96	D/S/-/-/-	3x Titanite Chunk	1,890
Flamberge+10	250/0/0/0/0	0/100	D/S/-/-/-	1x Titanite Slab	2,150

# 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 Flamberge +0	105/48/0/0/0	0/56	E/D/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +1	115/50/0/0/0	0/59	E/D/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +2	126/52/0/0/0	0/61	E/C/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +3	136/55/0/0/0	0/64	E/C/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +4	147/57/0/0/0	0/67	E/C/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +5	157/60/0/0/0	0/70	E/C/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +6	168/62/0/0/0	0/72	E/B/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +7	178/64/0/0/0	0/75	E/B/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +8	189/67/0/0/0	0/78	E/B/C/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +9	199/69/0/0/0	0/81	E/B/B/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5
Magic Flamberge +10	210/72/0/0/0	0/84	E/A/B/-/-	57.5/30/37.5/37.5/17.5	17.5/27.5/17.5/17.5

## 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 Flamberge +0	105/0/48/0/0	0/56	E/D/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +1	115/0/50/0/0	0/59	E/D/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +2	126/0/52/0/0	0/61	E/C/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +3	136/0/55/0/0	0/64	E/C/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +4	147/0/57/0/0	0/67	E/C/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +5	157/0/60/0/0	0/70	E/C/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +6	168/0/62/0/0	0/72	E/B/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +7	178/0/64/0/0	0/75	E/B/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +8	189/0/67/0/0	0/78	E/B/-/C/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +9	199/0/69/0/0	0/81	E/B/-/B/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5
Fire Flamberge +10	210/0/72/0/0	0/84	E/A/-/B/-/-	57.5/7.5/60/37.5/17.5	17.5/27.5/17.5/17.5

## 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 Flamberge +0	105/0/0/48/0	0/56	E/D/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +1	115/0/0/50/0	0/59	E/D/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +2	126/0/0/52/0	0/61	E/C/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +3	136/0/0/55/0	0/64	E/C/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +4	147/0/0/57/0	0/67	E/C/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +5	157/0/0/60/0	0/70	E/C/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +6	168/0/0/62/0	0/72	E/B/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +7	178/0/0/64/0	0/75	E/B/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +8	189/0/0/67/0	0/78	E/B/-/-/C/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +9	199/0/0/69/0	0/81	E/B/-/-/B/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5
Lightning Flamberge +10	210/0/0/72/0	0/84	E/A/-/-/B/-	57.5/7.5/37.5/60/ 17.5	17.5/27.5/17.5/1 7.5

## Dark

Reduces: Physical base damage, STR and DEX stat bonuses, damage and aux effects reduction.

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 Flamberge +0	105/0/0/0/48	0/56	E/D/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5/7.5
Dark Flamberge +1	115/0/0/0/50	0/59	E/D/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5/7.5
Dark Flamberge +2	126/0/0/0/52	0/61	E/C/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5/7.5

Dark Flamberge +3	136/0/0/0/55	0/64	E/C/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +4	147/0/0/0/57	0/67	E/C/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +5	157/0/0/0/60	0/70	E/C/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +6	168/0/0/0/62	0/72	E/B/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +7	178/0/0/0/64	0/75	E/B/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +8	189/0/0/0/67	0/78	E/B/-/-/-/C	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +9	199/0/0/0/69	0/81	E/B/-/-/-/B	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5
Dark Flamberge +10	210/0/0/0/72	0/84	E/A/-/-/-/B	57.5/7.5/37.5/37.5/40	17.5/27.5/17.5/17.5

# 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 Flamberge +0	112/0/0/0/0	96/60	E/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +1	123/0/0/0/0	98/63	E/D/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +2	135/0/0/0/0	100/66	E/C/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +3	146/0/0/0/0	103/69	E/C/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +4	157/0/0/0/0	105/72	E/C/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +5	168/0/0/0/0	108/75	E/C/-/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9

Poison Flamberge +6	180/0/0/0/0	110/78	E/B/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +7	191/0/0/0/0	112/81	E/B/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +8	202/0/0/0/0	115/84	E/B/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +9	213/0/0/0/0	117/87	E/B/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9
Poison Flamberge +10	225/0/0/0/0	120/90	E/A/-/-/-	57.9/7.9/37.9/37.9/17.9	36.6/27.9/17.9/17.9

## 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 Flamberge+0	119/0/0/0/0	0/96	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+1	131/0/0/0/0	0/101	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+2	143/0/0/0/0	0/105	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+3	156/0/0/0/0	0/110	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+4	168/0/0/0/0	0/115	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+5	180/0/0/0/0	0/120	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+6	192/0/0/0/0	0/124	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+7	204/0/0/0/0	0/129	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+8	215/0/0/0/0	0/134	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1

Bleed Flamberge+9	227/0/0/0/0	0/139	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1
Bleed Flamberge+10	239/0/0/0/0	0/143	E/D/-/-/-	59.1/9.1/39.1/39.1/19.1	19.1/36.6/19.1/19.1

# 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 Flamberge +0	143/0/0/0/0	0/77	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +1	158/0/0/0/0	0/80	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +2	172/0/0/0/0	0/84	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +3	186/0/0/0/0	0/88	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +4	201/0/0/0/0	0/92	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +5	215/0/0/0/0	0/96	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +6	230/0/0/0/0	0/99	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +7	244/0/0/0/0	0/103	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +8	258/0/0/0/0	0/107	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +9	273/0/0/0/0	0/111	E/E/-/-/-/-	60/10/40/40/20	20/30/20/20
Raw Flamberge +10	287/0/0/0/0	0/115	E/D/-/-/-/-	60/10/40/40/20	20/30/20/20

# 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 Flamberge +0	125/0/0/0/0	0/67	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +1	137/0/0/0/0	0/70	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +2	150/0/0/0/0	0/73	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +3	162/0/0/0/0	0/76	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +4	175/0/0/0/0	0/80	E/E/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +5	187/0/0/0/0	0/83	E/D/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +6	200/0/0/0/0	0/86	E/D/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +7	212/0/0/0/0	0/90	E/D/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +8	225/0/0/0/0	0/93	E/D/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +9	237/0/0/0/0	0/96	E/D/D/-/-/-	60/10/40/40/20	20/30/20/20
Enchanted Flamberge +10	250/0/0/0/0	0/100	E/D/C/-/-/-	60/10/40/40/20	20/30/20/20

## 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 Flamberge +0	62/0/0/0/0	0/33	E/E/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +1	68/0/0/0/0	0/35	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +2	75/0/0/0/0	0/36	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +3	81/0/0/0/0	0/38	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +4	87/0/0/0/0	0/40	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +5	93/0/0/0/0	0/41	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +6	100/0/0/0/0	0/43	E/D/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +7	106/0/0/0/0	0/45	E/C/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +8	112/0/0/0/0	0/46	E/C/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +9	118/0/0/0/0	0/48	E/C/-/-/-	60/10/40/40/20	20/30/20/20
Mundane Flamberge +10	125/0/0/0/0	0/50	E/C/-/-/-	60/10/40/40/20	20/30/20/20

# 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. 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>

<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>	<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 08:13:41 by jade

Updated 17 December 2024 08:13:41 by jade