

# Foot Soldier Sword


## In-Game Description

*Inexpensive straight sword.*  
*Standard issue for Drangleic foot soldiers.*

*No masterpiece, this weapon won't be used to fend off any truly threatening foe.*

## Availability

Hollow Infantry (Sword & Shield) drop.

## 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
	115/0/0 /0/0  (Slash/T hrust)	0/0	110	25	7/6/0/0  D/E/-/-/- /-	30/5/20 /20/10	15/15/1 5/20	20	20	2.0

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	diagonal slashes	diagonal slashes

Heavy Attack	forward thrusts	long forward thrusts
Rolling Attack	quick thrust	quick thrust
Running Attack	near-instant horizontal slash	forward thrust

https://www.youtube.com/watch?v=7ePudo2WcLU

# Notes

- A Shortsword with the length of a longsword and lower stat requirements.
- Its base damage is higher than the Shortsword's, but the lower scaling makes the Shortsword perform better even at relatively low strength and dexterity.
- It suffers from low durability. Recommend keeping "repair" attuned or using a bracing knuckle ring.
- It infuses and buffs well, making it an ideal sidearm for a caster.

# 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
Foot Soldier Sword +0	115/0/0/00/0	0/0	D/E/-/-/-	-	-
Foot Soldier Sword +1	126/0/0/00/0	0/0	D/E/-/-/-	1x Titanite Shard	500
Foot Soldier Sword +2	138/0/0/00/0	0/0	D/E/-/-/-	2x Titanite Shard	630
Foot Soldier Sword +3	149/0/0/00/0	0/0	D/E/-/-/-	3x Titanite Shard	750
Foot Soldier Sword +4	161/0/0/00/0	0/0	D/E/-/-/-	1x Large Titanite Shard	1,000

Foot Soldier Sword +5	172/0/0/00/0	0/0	D/E/-/-/-	2x Large Titanite Shard	1,130
Foot Soldier Sword +6	184/0/0/00/0	0/0	D/E/-/-/-	3x Large Titanite Shard	1,250
Foot Soldier Sword +7	195/0/0/00/0	0/0	D/E/-/-/-	1x Titanite Chunk	1,500
Foot Soldier Sword +8	207/0/0/00/0	0/0	D/E/-/-/-	2x Titanite Chunk	1,630
Foot Soldier Sword +9	218/0/0/00/0	0/0	D/E/-/-/-	3x Titanite Chunk	1,750
Foot Soldier Sword +10	230/0/0/00/0	0/0	C/E/-/-/-	1x Titanite Slab	2,000

# 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 Foot Soldier Sword +0	80/80/0/0/0	0/0	D/E/C/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +1	88/88/0/0/0	0/0	D/E/C/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +2	96/96/0/0/0	0/0	D/E/C/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +3	104/104/0/0/0	0/0	D/E/B/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +4	112/112/0/0/0	0/0	D/E/B/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +5	120/120/0/0/0	0/0	D/E/B/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9
Magic Foot Soldier Sword +6	128/128/0/0/0	0/0	D/E/B/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9/2.9

Magic Foot Soldier Sword +7	136/136/0/0/0	0/0	D/E/B/-/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9
Magic Foot Soldier Sword +8	144/144/0/0/0	0/0	D/E/B/-/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9
Magic Foot Soldier Sword +9	152/152/0/0/0	0/0	D/E/B/-/-/-	27.9/21.6/17.9/17.9/7.9	12.9/12.9/12.9/12.9
Magic Foot Soldier Sword +10	161/161/0/0/0	0/0	D/E/B/-/-/-	27.9/21.6/17.9/17.9/7.9	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 Foot Soldier Sword +0	80/0/80/0/0	0/0	D/E/-/C/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +1	88/0/88/0/0	0/0	D/E/-/C/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +2	96/0/96/0/0	0/0	D/E/-/C/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +3	104/0/104/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +4	112/0/112/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +5	120/0/120/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +6	128/0/128/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +7	136/0/136/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +8	144/0/144/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
Fire Foot Soldier Sword +9	152/0/152/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9

Fire Foot Soldier Sword +10	161/0/161/0/0	0/0	D/E/-/B/-/-	27.9/2.9/36.6/17.9/7.9	12.9/12.9/12.9/17.9
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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 Foot Soldier Sword +0	80/0/0/80/0	0/0	D/E/-/-/C/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +1	88/0/0/88/0	0/0	D/E/-/-/C/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +2	96/0/0/96/0	0/0	D/E/-/-/C/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +3	104/0/0/104/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +4	112/0/0/112/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +5	120/0/0/120/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +6	128/0/0/128/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +7	136/0/0/136/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +8	144/0/0/144/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +9	152/0/0/152/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9
Lightning Foot Soldier Sword +10	161/0/0/161/0	0/0	D/E/-/-/B/-	27.9/2.9/17.9/36.6/7.9	12.9/12.9/12.9/17.9

# Dark

Reduces: 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 Foot Soldier Sword +0	80/0/0/0/80	0/0	D/E/-/-/-/C	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +1	88/0/0/0/88	0/0	D/E/-/-/-/C	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +2	96/0/0/0/96	0/0	D/E/-/-/-/C	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +3	104/0/0/0/104	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +4	112/0/0/0/112	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +5	120/0/0/0/120	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +6	128/0/0/0/128	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +7	136/0/0/0/136	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +8	144/0/0/0/144	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +9	152/0/0/0/152	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9
Dark Foot Soldier Sword +10	161/0/0/0/161	0/0	D/E/-/-/-/B	27.9/2.9/17.9/17.9/26.6	12.9/12.9/12.9/17.9

## Poison

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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 Foot Soldier Sword +0	80/0/0/0/0	112/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +1	88/0/0/0/0	114/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +2	96/0/0/0/0	117/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +3	104/0/0/0/0	120/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +4	112/0/0/0/0	123/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +5	120/0/0/0/0	126/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +6	128/0/0/0/0	128/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +7	136/0/0/0/0	131/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +8	144/0/0/0/0	134/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +9	152/0/0/0/0	137/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9
Poison Foot Soldier Sword +10	161/0/0/0/0	140/0	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	31.6/12.9/12.9/17.9

## 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 Foot Soldier Sword +0	80/0/0/0/0	0/112	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +1	88/0/0/0/0	0/114	D/E/-/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9

Bleed Foot Soldier Sword +2	96/0/0/0/0	0/117	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +3	104/0/0/0/0	0/120	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +4	112/0/0/0/0	0/123	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +5	120/0/0/0/0	0/126	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +6	128/0/0/0/0	0/128	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +7	136/0/0/0/0	0/131	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +8	144/0/0/0/0	0/134	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +9	152/0/0/0/0	0/137	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9
Bleed Foot Soldier Sword +10	161/0/0/0/0	0/140	D/E/-/-/-	27.9/2.9/17.9/17.9/7.9	12.9/31.6/12.9/17.9

# 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 Foot Soldier Sword +0	132/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +1	145/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +2	158/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +3	171/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +4	185/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20



Raw Foot Soldier Sword +5	198/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +6	211/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +7	224/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +8	238/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +9	251/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20
Raw Foot Soldier Sword +10	264/0/0/0/0	0/0	E/E/-/-/-	30/5/20/20/10	15/15/15/20

# 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 Foot Soldier Sword +0	115/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +1	126/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +2	138/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +3	149/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +4	161/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +5	172/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +6	184/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +7	195/0/0/0/0	0/0	E/E/D/-/-	30/5/20/20/10	15/15/15/20

Enchanted Foot Soldier Sword +8	207/0/0/0/0	0/0	E/E/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +9	218/0/0/0/0	0/0	E/E/D/-/-/-	30/5/20/20/10	15/15/15/20
Enchanted Foot Soldier Sword +10	230/0/0/0/0	0/0	E/E/C/-/-/-	30/5/20/20/10	15/15/15/20

# 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 Foot Soldier Sword +0	57/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +1	63/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +2	69/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +3	74/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +4	80/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +5	86/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +6	92/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +7	97/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +8	103/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +9	109/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20
Mundane Foot Soldier Sword +10	115/0/0/0/0	0/0	E/E/-/-/-/-	30/5/20/20/10	15/15/15/20

# 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.</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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