

# Greatsword


## In-Game Description

*A straight sword with a very long blade.  
One of few ultra greatswords.*

*No human was intended to wield a sword  
of this weight or destructiveness.*

*Only a few famed warriors have ever  
wielded this great blade, for it challenges  
the very limits of human ability.*

## Availability

- Sold by Head of Vengarl
- No-man's Wharf treasure, in the same room as Lonesome Gavlan
- Greatsword Phantom (upgraded to +3) drop
- Royal Guard (Greatsword) drop

## General Information

Name	Damage	Counter Strength	Poise Damage	Durability	Weight	Stats Needed Stat Bonuses	Aux Effects Aux Effects Reduction	Damage Reduction	Stability
Greatsword	200/0/0/0/0  (Slash)	130	50	70	22.0	28/10/0/0  C/D/-/-/-/-	0/0  25/25/25/25	70/10/50/50/35	45

## Move Set

# Notes

Despite the name, the Greatsword is in fact an Ultra Greatsword.

# 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 Cost
Greatsword +0	200/0/0/0/0	0/0	C/D/-/-/-	-	-
Greatsword +1	220/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Shard	570
Greatsword +2	240/0/0/0/0	0/0	B/D/-/-/-	2x Titanite Shard	710
Greatsword +3	260/0/0/0/0	0/0	B/D/-/-/-	3x Titanite Shard	850
Greatsword +4	280/0/0/0/0	0/0	B/D/-/-/-	1x Large Titanite Shard	1,130
Greatsword +5	300/0/0/0/0	0/0	A/D/-/-/-	2x Large Titanite Shard	1,270
Greatsword +6	320/0/0/0/0	0/0	A/D/-/-/-	3x Large Titanite Shard	1,410
Greatsword +7	340/0/0/0/0	0/0	A/D/-/-/-	1x Titanite Chunk	1,690
Greatsword +8	360/0/0/0/0	0/0	A/D/-/-/-	2x Titanite Chunk	1,830
Greatsword +9	380/0/0/0/0	0/0	S/D/-/-/-	3x Titanite Chunk	1,970
Greatsword +10	400/0/0/0/0	0/0	S/D/-/-/-	1x Titanite Slab	2,250

# Infusions

## Magic

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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 Greatsword +0	140/140/0/0/0	0/0	C/E/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +1	154/154/0/0/0	0/0	C/E/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +2	168/168/0/0/0	0/0	C/E/C/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +3	182/182/0/0/0	0/0	C/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +4	196/196/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +5	210/210/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +6	224/224/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +7	238/238/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +8	252/252/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +9	266/266/0/0/0	0/0	B/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9
Magic Greatsword +10	280/280/0/0/0	0/0	A/E/B/-/-	67.9/26.6/47.9/47.9/32.9	22.9/22.9/22.9/22.9

## Fire

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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 Greatsword +0	140/0/140/0/0	0/0	C/E/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +1	154/0/154/0/0	0/0	C/E/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +2	168/0/168/0/0	0/0	C/E/-/C/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +3	182/0/182/0/0	0/0	C/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +4	196/0/196/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +5	210/0/210/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +6	224/0/224/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +7	238/0/238/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +8	252/0/252/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +9	266/0/266/0/0	0/0	B/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9
Fire Greatsword +10	280/0/280/0/0	0/0	A/E/-/B/-/-	67.9/7.9/66.6/47.9/32.9	22.9/22.9/22.9/22.9

## 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
Lightning Greatsword +0	140/0/0/140/0	0/0	C/E/-/I/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +1	154/0/0/154/0	0/0	C/E/-/I/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

Lightning Greatsword +2	168/0/0/168/0	0/0	C/E/-/-/C/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +3	182/0/0/182/0	0/0	C/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +4	196/0/0/196/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +5	210/0/0/210/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +6	224/0/0/224/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +7	238/0/0/238/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +8	252/0/0/252/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +9	266/0/0/266/0	0/0	B/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9
Lightning Greatsword +10	280/0/0/280/0	0/0	A/E/-/-/B/-	67.9/7.9/47.9/66.6/32.9	22.9/22.9/22.9/22.9

## 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 Greatsword +0	140/0/0/0/140	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +1	154/0/0/0/154	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +2	168/0/0/0/168	0/0	C/E/-/-/-/C	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +3	182/0/0/0/182	0/0	C/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +4	196/0/0/0/196	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

Dark Greatsword +5	210/0/0/0/210	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +6	224/0/0/0/224	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +7	238/0/0/0/238	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +8	252/0/0/0/252	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +9	266/0/0/0/266	0/0	B/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9
Dark Greatsword +10	280/0/0/0/280	0/0	A/E/-/-/-/B	67.9/7.9/47.9/47.9/51.6	22.9/22.9/22.9/22.9

# 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 Greatsword +0	140/0/0/0/0	112/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +1	154/0/0/0/0	114/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +2	168/0/0/0/0	117/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +3	182/0/0/0/0	120/0	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +4	196/0/0/0/0	123/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +5	210/0/0/0/0	126/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +6	224/0/0/0/0	128/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +7	238/0/0/0/0	131/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

Poison Greatsword +8	252/0/0/0/0	134/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +9	266/0/0/0/0	137/0	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9
Poison Greatsword +10	280/0/0/0/0	140/0	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	41.6/22.9/22.9/22.9

# 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 Greatsword +0	140/0/0/0/0	0/112	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +1	154/0/0/0/0	0/114	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +2	168/0/0/0/0	0/117	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +3	182/0/0/0/0	0/120	C/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +4	196/0/0/0/0	0/123	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +5	210/0/0/0/0	0/126	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +6	224/0/0/0/0	0/128	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +7	238/0/0/0/0	0/131	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +8	252/0/0/0/0	0/134	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +9	266/0/0/0/0	0/137	B/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9
Bleed Greatsword +10	280/0/0/0/0	0/140	A/E/-/-/-/-	67.9/7.9/47.9/47.9/32.9	22.9/41.6/22.9/22.9

# 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 Greatsword +0	230/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +1	253/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +2	276/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +3	299/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +4	322/0/0/0/0	0/0	E/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +5	345/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +6	368/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +7	391/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +8	414/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +9	437/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Raw Greatsword +10	460/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25

# 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 Greatsword +0	200/0/0/0/0	0/0	E/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +1	220/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +2	240/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +3	260/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +4	280/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +5	300/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +6	320/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +7	340/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +8	360/0/0/0/0	0/0	D/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +9	380/0/0/0/0	0/0	C/E/D/-/-/-	70/10/50/50/35	25/25/25/25
Enchanted Greatsword +10	400/0/0/0/0	0/0	C/E/C/-/-/-	70/10/50/50/35	25/25/25/25

## 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 Greatsword +0	100/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +1	110/0/0/0/0	0/0	D/E/-/-/-/-	70/10/50/50/35	25/25/25/25

Mundane Greatsword +2	120/0/0/0/0	0/0	D/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +3	130/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +4	140/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +5	150/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +6	160/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +7	170/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +8	180/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +9	190/0/0/0/0	0/0	C/E/-/-/-	70/10/50/50/35	25/25/25/25
Mundane Greatsword +10	200/0/0/0/0	0/0	B/E/-/-/-	70/10/50/50/35	25/25/25/25

# 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>

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

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