

# Gyrm Axe

## In-game Description

*An axe used by the nomadic Gyrm.*

*At first glance this axe appears crude, but with further examination one sees the fine craftsmanship of Gyrm blacksmiths. Quite heavy for a human, but flung about with reckless abandon by the Gyrm.*

## Availability

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

- Doors of Pharros treasure. From the Gyrm's Respite Bonfire, take a right into the Rat King Covenant area and head left.  
When you hit the wall look to your right and you'll find a doorway leading up to a corpse with a Torch and the weapon.
- Gyrm Warrior drop - rare.

# 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
-------	--------	-------------	------------------	--------------	---------------------------	------------------	-----------------------	-----------	------------	--------	----------------------------

	190/0/0/0/0  (Slash)	0/0	110	30	28/6/0/0  B/E/-/-/-/-	55/10/30/30/30	15/15/15/15	30	120	18.0	Yes/Yes
--	----------------------------	-----	-----	----	-----------------------------	----------------	-------------	----	-----	------	---------

# Move Set

+ show Move Set - hide Move Set

**Single Weapon (right-handed):**

1H R1: Overhead strike. Takes an extra step forward on the second attack.

1H R2: Identical to 1H R1 but slower and with longer range. Takes an extra step forward on the second attack.

1H Roll: 360º slash, left to right.

1H Backstep: Vertical strike.

  

2H R1: Diagonal strike, shoulder to floor. Left to right then right to left.

2H R2: Overhead strike.

1H Roll: Special animation, lunges the top of the axe into the ground. Short range and about identical damage to a standard attack.

2H Backstep: Takes a step forward then overhead strike.

2H L1: Guard.

2H L2: Parry

  

Power-stanced R1: Takes a step forward then overhead strike.

Power-stanced R2: Takes two steps forward then overhead strike. Takes longer to regain from than R1.

## Notes

- Uses the Greataxe moveset.
- The special rolling attack is shared with the Drakekeeper's Greataxe.
- Needs 42 Str and 9 Dex to Power Stance.

# Upgrades

Fold	Unfold	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
Gyrm Axe +0	190/0/0/0/0	0/0	B/E/-/-/-	-	-
Gyrm Axe +1	209/0/0/0/0	0/0	B/E/-/-/-	1x Titanite Shard	520
Gyrm Axe +2	228/0/0/0/0	0/0	A/E/-/-/-	2x Titanite Shard	650
Gyrm Axe +3	247/0/0/0/0	0/0	A/E/-/-/-	3x Titanite Shard	780
Gyrm Axe +4	266/0/0/0/0	0/0	A/E/-/-/-	1x Large Titanite Shard	1,030
Gyrm Axe +5	285/0/0/0/0	0/0	A/E/-/-/-	2x Large Titanite Shard	1,160
Gyrm Axe +6	304/0/0/0/0	0/0	A/E/-/-/-	3x Large Titanite Shard	1,290
Gyrm Axe +7	323/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Chunk	1,550
Gyrm Axe +8	342/0/0/0/0	0/0	A/E/-/-/-	2x Titanite Chunk	1,680
Gyrm Axe +9	361/0/0/0/0	0/0	A/E/-/-/-	3x Titanite Chunk	1,810
Gyrm Axe +10	380/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Slab	2,060

# 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 Gyrm Axe +0	133/133/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9/12.9
Magic Gyrm Axe +1	146/146/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9/12.9

Magic Gyrm Axe +2	159/159/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +3	172/172/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +4	186/186/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +5	199/199/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +6	212/212/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +7	226/226/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +8	239/239/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +9	252/252/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Axe +10	266/266/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9	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 Gyrm Axe +0	133/0/133/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +1	146/0/146/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +2	159/0/159/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +3	172/0/172/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +4	186/0/186/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9

Fire Gyrm Axe +5	199/0/199/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +6	212/0/212/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +7	226/0/226/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +8	239/0/239/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +9	252/0/252/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Axe +10	266/0/266/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	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
Lightning Gyrm Axe +0	133/0/0/133/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +1	146/0/0/146/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +2	159/0/0/159/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +3	172/0/0/172/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +4	186/0/0/186/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +5	199/0/0/199/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +6	212/0/0/212/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +7	226/0/0/226/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Lightning Gyrm Axe +8	239/0/0/239/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +9	252/0/0/252/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gyrm Axe +10	266/0/0/266/0	0/0	B/E/-/-/B/-	52.9/7.9/27.9/46.6/27.9	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 Gyrm Axe +0	133/0/0/0/133	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +1	146/0/0/0/146	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +2	159/0/0/0/159	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +3	172/0/0/0/172	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +4	186/0/0/0/186	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +5	199/0/0/0/199	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +6	212/0/0/0/212	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +7	226/0/0/0/226	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +8	239/0/0/0/239	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +9	252/0/0/0/252	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9
Dark Gyrm Axe +10	266/0/0/0/266	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9/2.9

# 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 Gyrm Axe +0	133/0/0/0/0	112/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +1	146/0/0/0/0	114/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +2	159/0/0/0/0	117/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +3	172/0/0/0/0	120/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +4	186/0/0/0/0	123/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +5	199/0/0/0/0	126/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +6	212/0/0/0/0	128/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +7	226/0/0/0/0	131/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +8	239/0/0/0/0	134/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +9	252/0/0/0/0	137/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9
Poison Gyrm Axe +10	266/0/0/0/0	140/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/12.9

# 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 Gyrm Axe +0	133/0/0/0/0	0/112	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +1	146/0/0/0/0	0/114	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +2	159/0/0/0/0	0/117	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +3	172/0/0/0/0	0/120	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +4	186/0/0/0/0	0/123	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +5	199/0/0/0/0	0/126	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +6	212/0/0/0/0	0/128	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +7	226/0/0/0/0	0/131	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +8	239/0/0/0/0	0/134	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +9	252/0/0/0/0	0/137	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Gyrm Axe +10	266/0/0/0/0	0/140	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	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 Gyrm Axe +0	218/0/0/0/0	0/0	E/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +1	240/0/0/0/0	0/0	E/E/-/-/-/-	55/10/30/30/30	15/15/15/15



Raw Gyrm Axe +2	262/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +3	284/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +4	305/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +5	327/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +6	349/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +7	371/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +8	393/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +9	415/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	15/15/15/15
Raw Gyrm Axe +10	437/0/0/0/0	0/0	D/E/-/-/-	55/10/30/30/30	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
Enchanted Gyrm Axe +0	190/0/0/0/0	0/0	D/E/D/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +1	209/0/0/0/0	0/0	D/E/D/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +2	228/0/0/0/0	0/0	D/E/D/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +3	247/0/0/0/0	0/0	D/E/D/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +4	266/0/0/0/0	0/0	D/E/D/-/-	55/10/30/30/30	15/15/15/15

Enchanted Gyrm Axe +5	285/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +6	304/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +7	323/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +8	342/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +9	361/0/0/0/0	0/0	D/E/D/-/-/-	55/10/30/30/30	15/15/15/15
Enchanted Gyrm Axe +10	380/0/0/0/0	0/0	D/E/C/-/-/-	55/10/30/30/30	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 Gyrm Axe +0	95/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +1	104/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +2	114/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +3	123/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +4	133/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +5	142/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +6	152/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +7	161/0/0/0/0	0/0	C/E/-/-/-/-	55/10/30/30/30	15/15/15/15

Mundane Gyrm Axe +8	171/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +9	180/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	15/15/15/15
Mundane Gyrm Axe +10	190/0/0/0/0	0/0	C/E/-/-/-	55/10/30/30/30	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>	<p>The ability of the weapon to break the poise of an enemy.</p>

<p><b>Stats Needed:</b></p>	<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,</p> <p>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>
<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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 08:08:54 by jade  
Updated 17 December 2024 08:08:54 by jade