

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
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	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
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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
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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

Damage:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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">• A is Poison Effect• B is Bleed Effect
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>

<p>Stats Needed:</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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</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"> • A is the Strength stat bonus that influences the physical attack of the weapon. • B is the Dexterity stat bonus that influences the physical attack of the weapon. • C is the Intelligence stat bonus that influences the Magical attack of the weapon. • D is the Intelligence and Faith stat bonus that influences the Fire attack of the weapon. • E is the Faith stat bonus that influences the Lightning attack of the weapon. • 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).
<p>Damage Reduction:</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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage

Aux Effect Reduction:	<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">• A is Poison Effect• B is Bleed Effect• C is Petrification Effect• D is Curse Effect
Stability:	<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>
Durability:	<p>The durability of the weapon.</p>
Weight:	<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>
Enchantable? Items/Spells:	<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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