

# Gyrm Great Hammer


## In-Game Description

*A great hammer used by the nomadic Gyrm.*

*A makeshift weapon created  
from a blacksmith's anvil.  
As heavy as it appears.*

*Crafted rather shoddily, but each hit landed  
is certain to inflict serious damage.*

## Availability

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

Gyrm Warrior (Great Hammer) drop - uncommon.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d <sup>1</sup> Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	225/0/ 0/0/0  (Strike)	0/0	100	60	40 <sup>2</sup> /4/0/0  C/-/-/- /-	45/10/ 30/30/ 40	15/15/ 15/15	30	80	20.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	short ranged downward smashes	horizontal swing followed by overhead pancaking smash
Heavy Attack	wide sweep	twice-hitting spin, followed by overhead smash
Rolling Attack	upward swipe	upward swipe
Running Attack	wide horizontal sweep	quick downward smash

# Notes

- Like all Hammers and most Great Hammers it can't be infused with Bleed.
  - You can still deal bleed damage by enchanting it with a Bleeding Serum though.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane
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# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effect	Stat Bonuses	Materials Cost	Souls
Gyrm Great Hammer +0	225/0/0/0/0	0/0	C/-/-/-/-	-	-
Gyrm Great Hammer +1	247/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	550
Gyrm Great Hammer +2	270/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Shard	690
Gyrm Great Hammer +3	292/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Shard	830
Gyrm Great Hammer +4	315/0/0/0/0	0/0	B/-/-/-/-	1x Large Titanite Shard	1,100
Gyrm Great Hammer +5	337/0/0/0/0	0/0	B/-/-/-/-	2x Large Titanite Shard	1,240

Gyrm Great Hammer +6	360/0/0/0/0	0/0	B/-/-/-/-	3x Large Titanite Shard	1,380
Gyrm Great Hammer +7	382/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Chunk	1,650
Gyrm Great Hammer +8	405/0/0/0/0	0/0	A/-/-/-/-	2x Titanite Chunk	1,790
Gyrm Great Hammer +9	427/0/0/0/0	0/0	A/-/-/-/-	3x Titanite Chunk	1,930
Gyrm Great Hammer +10	450/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Slab	2,200

# 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 Great Hammer +0	157/157/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +1	173/173/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +2	189/189/0/0/0	0/0	C/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +3	204/204/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +4	220/220/0/0/0	0/0	C/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9

Magic Gyrm Great Hammer +5	236/236/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +6	252/252/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +7	267/267/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +8	283/283/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +9	299/299/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9
Magic Gyrm Great Hammer +10	315/315/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	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 Great Hammer +0	157/0/157/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +1	173/0/173/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +2	189/0/189/0/0	0/0	C/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +3	204/0/204/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +4	220/0/220/0/0	0/0	C/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +5	236/0/236/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9

Fire Gyrm Great Hammer +6	252/0/252/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +7	267/0/267/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +8	283/0/283/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +9	299/0/299/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Gyrm Great Hammer +10	315/0/315/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	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 Great Hammer +0	157/0/0/157/0	0/0	C/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +1	173/0/0/173/0	0/0	C/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +2	189/0/0/189/0	0/0	C/-/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +3	204/0/0/204/0	0/0	C/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +4	220/0/0/220/0	0/0	C/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +5	236/0/0/236/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +6	252/0/0/252/0	0/0	B/-/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

Lightning Gyrm Great Hammer +7	267/0/0/267/0	0/0	B/-/-/-B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +8	283/0/0/283/0	0/0	B/-/-/-B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +9	299/0/0/299/0	0/0	B/-/-/-B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Gyrm Great Hammer +10	315/0/0/315/0	0/0	B/-/-/-B/-	42.9/7.9/27.9/46.6/37.9	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 Great Hammer +0	157/0/0/0/157	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +1	173/0/0/0/173	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +2	189/0/0/0/189	0/0	C/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +3	204/0/0/0/204	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +4	220/0/0/0/220	0/0	C/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +5	236/0/0/0/236	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +6	252/0/0/0/252	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +7	267/0/0/0/267	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +8	283/0/0/0/283	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

Dark Gyrm Great Hammer +9	299/0/0/0/299	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Gyrm Great Hammer +10	315/0/0/0/315	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9

# 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 Great Hammer +0	157/0/0/0/0	112/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +1	173/0/0/0/0	114/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +2	189/0/0/0/0	117/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +3	204/0/0/0/0	120/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +4	220/0/0/0/0	123/0	C/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +5	236/0/0/0/0	126/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +6	252/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +7	267/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Great Hammer +8	283/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9

Poison Gyrm Great Hammer +9	299/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Gyrm Great Hammer +10	315/0/0/0/0	140/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

## 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 Great Hammer +0	258/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +1	284/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +2	310/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +3	336/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +4	362/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +5	388/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +6	414/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +7	439/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +8	465/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +9	491/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Raw Gyrm Great Hammer +10	517/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	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 Great Hammer +0	225/0/0/0/0	0/0	E-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +1	247/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +2	270/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +3	292/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +4	315/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +5	337/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +6	360/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +7	382/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +8	405/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +9	427/0/0/0/0	0/0	D-/D/-/-/-	45/10/30/30/40	15/15/15/15
Enchanted Gyrm Great Hammer +10	450/0/0/0/0	0/0	D-/C/-/-/-	45/10/30/30/40	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 Great Hammer +0	112/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +1	123/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +2	135/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +3	145/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +4	157/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +5	168/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +6	180/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +7	191/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +8	202/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +9	213/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/15/15/15
Mundane Gyrm Great Hammer +10	225/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	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>
<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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Footnotes 1. To Power Stance this weapon, only 60 Strength and 6 Dexterity is required. 2. When two-handing this weapon, only 20 Strength is required.

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