

# Gyrm Greataxe


## In-Game Description

*A greataxe used by the nomadic Gyrm.*

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

## Availability

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

- Acquired from Lonesome Gavlan after spending 16,000 souls on his wares.
- Lonesome Gavlan drop - guaranteed.
- Gyrm Warrior (Dual Greataxe) drop - rare.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	205/0/ 0/0/0  (Slash)	0/0	110	55	50/8/0/ 0  B/E/-/- /-/-	55/10/ 30/30/ 30	15/15/ 15/15	40	140	24.0	Yes/Yes

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	horizontal slashes	short ranged diagonal slashes
Heavy Attack	overhead slash	slow overhead slash
Rolling Attack	full swing	full swing
Running Attack	quick overhead slash	quick overhead slash

## Notes

- The 1-hand light attack moveset is similar to that of the Greatsword, however it is roughly 10% faster (start to middle of swing in 19 frames vs 21 for the greatsword).

## 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
Gyrm Greataxe +0	205/0/0/0/0	0/0	B/E/-/-/-/-	-	-
Gyrm Greataxe +1	225/0/0/0/0	0/0	B/E/-/-/-/-	1x Titanite Shard	570
Gyrm Greataxe +2	246/0/0/0/0	0/0	A/E/-/-/-/-	2x Titanite Shard	710
Gyrm Greataxe +3	266/0/0/0/0	0/0	A/E/-/-/-/-	3x Titanite Shard	850
Gyrm Greataxe +4	287/0/0/0/0	0/0	A/E/-/-/-/-	1x Large Titanite Shard	1,130

Gyrm Greataxe +5	307/0/0/0/0	0/0	A/E/-/-/-	2x Large Titanite Shard	1,270
Gyrm Greataxe +6	328/0/0/0/0	0/0	A/E/-/-/-	3x Large Titanite Shard	1,410
Gyrm Greataxe +7	348/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Chunk	1,690
Gyrm Greataxe +8	369/0/0/0/0	0/0	A/E/-/-/-	2x Titanite Chunk	1,830
Gyrm Greataxe +9	389/0/0/0/0	0/0	A/E/-/-/-	3x Titanite Chunk	1,970
Gyrm Greataxe +10	410/0/0/0/0	0/0	A/E/-/-/-	1x Titanite Slab	2,250

# 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 Greataxe +0	143/143/0/0/0	0/0	B/E/C/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Greataxe +1	??/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
Magic Gyrm Greataxe +2	??/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
Magic Gyrm Greataxe +3	??/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Greataxe +4	??/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Greataxe +5	??/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9
Magic Gyrm Greataxe +6	??/0/0/0	0/0	B/E/B/-/-	52.9/26.6/27.9/27.9/27.9	12.9/12.9/12.9/12.9

Magic Gyrm Greataxe +7	?/?/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 Greataxe +8	?/?/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 Greataxe +9	?/?/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 Greataxe +10	287/287/0/0/0	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 Greataxe +0	143/0/143/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +1	?/0/?/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +2	?/0/?/0/0	0/0	B/E/-/C/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +3	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +4	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +5	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +6	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +7	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +8	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9
Fire Gyrm Greataxe +9	?/0/?/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9	12.9/12.9/12.9/12.9

Fire Gym Greataxe +10	287/0/287/0/0	0/0	B/E/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
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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 Gym Greataxe +0	143/0/0/143/0	0/0	B/E/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Gym Greataxe +1	?/0/0/?/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 Gym Greataxe +2	?/0/0/?/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 Gym Greataxe +3	?/0/0/?/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 Gym Greataxe +4	?/0/0/?/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 Gym Greataxe +5	?/0/0/?/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 Gym Greataxe +6	?/0/0/?/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 Gym Greataxe +7	?/0/0/?/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 Gym Greataxe +8	?/0/0/?/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 Gym Greataxe +9	?/0/0/?/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 Gym Greataxe +10	287/0/0/287/0	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 Greataxe +0	143/0/0/0/143	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +1	?/0/0/0/?	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +2	?/0/0/0/?	0/0	B/E/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +3	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +4	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +5	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +6	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +7	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +8	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +9	?/0/0/0/?	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Gyrm Greataxe +10	287/0/0/0/287	0/0	B/E/-/-/-/B	52.9/7.9/27.9/27.9/46.6	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
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Poison Gyrm Greataxe +0	143/0/0/0/0	112/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +1	?/0/0/0/0	114/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +2	?/0/0/0/0	117/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +3	?/0/0/0/0	120/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +4	?/0/0/0/0	123/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +5	?/0/0/0/0	126/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +6	?/0/0/0/0	128/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +7	?/0/0/0/0	131/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +8	?/0/0/0/0	134/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +9	?/0/0/0/0	137/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9
Poison Gyrm Greataxe +10	287/0/0/0/0	140/0	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9/2.9

## 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 Greataxe +0	143/0/0/0/0	0/112	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9/2.9
Bleed Gyrm Greataxe +1	?/0/0/0/0	0/114	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9/2.9
Bleed Gyrm Greataxe +2	?/0/0/0/0	0/117	B/E/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9/2.9

Bleed Gyrm Greataxe +3	?/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 Greataxe +4	?/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 Greataxe +5	?/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 Greataxe +6	?/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 Greataxe +7	?/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 Greataxe +8	?/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 Greataxe +9	?/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 Greataxe +10	287/0/0/0/0	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 Greataxe +0	235/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +1	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +2	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +3	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +4	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +5	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0



Raw Gyrm Greataxe +6	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +7	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +8	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +9	?/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Raw Gyrm Greataxe +10	471/0/0/0/0	0/0	D/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

## 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 Greataxe +0	205/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +1	225/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +2	246/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +3	266/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +4	287/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +5	307/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +6	328/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +7	348/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +8	368/0/0/0/0	0/0	D/E/D/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

Enchanted Gyrm Greataxe +9	389/0/0/0/0	0/0	D/E/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Gyrm Greataxe +10	410/0/0/0/0	0/0	D/E/C/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

# 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 Greataxe +0	102/0/0/0/0	0/0	C/E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +1	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +2	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +3	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +4	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +5	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +6	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +7	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +8	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +9	?/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Gyrm Greataxe +10	205/0/0/0/0	0/0	-/-/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0

# 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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