

Katanas

Icon	Name	Damag e	Poise Damag e	Counte r Streng th	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Availab ility	Reinfor cemen t Materi al	Special Note
	Berserk er Blade	160/0/0 /0/0 (Slash/T hrust)	20	150	40	6	18*/18/ 0/0 D/B/-/-/ /-	Mad Warrior drop. Prowler s drop.	Twinklin g Titanite	-
	Blackst eel Katana	95/0/0/ 0/0 (Slash/T hrust)	20	150	40	8.0	14*/25/ 0/0 -A/-/-/-	Alonne Knight drop. Alonne Knight Captain drop.	Titanite	-
	Bewitch ed Alonne Sword	150/0/0 /0/0 Bleed 53 (Slash/T hrust)	20	150	30	9	22/30/0 /0 -A/-/-/-	Traded by Weapon smith Ornifex for Soul of Sir Alonne.	Petrified Dragon Bone	2h parry buffs weapon but damage s user.
	Chaos Blade	100/0/0 /0/0 (Slash/T hrust)	20	160	50	6	12/25/0 /0 -B/-/-/-	Traded by Weapon smith Ornifex for Old Witch Soul.	Petrified Dragon Bone	Drains user's life with every success ful hit.

Darkdrift	130/0/0/0/0 (Slash/Thrust)	15	130	20	3	12*/28/0/0 -/C/-/-/-/-	Grave Warden Agdayne gift. Sold by Merchant Hag Melentia if Grave Warden Agdayne is dead.	Titanite	Strong Attack pierces through shields.
Manslayer	153/0/0/0/0 Poison 67 (Slash/Thrust)	20	150	40	6	11*/18/0/0 E/B/-/-/-/-	Shrine of Amanat treasure.	Twinkling Titanite	-
Uchigatana	115/0/0/0/0 (Slash/Thrust)	20	150	40	5.0	10*/16/0/0 E/B/-/-/-/-	Sold by Steady Hand McDuff.	Titanite	-
Washing Pole	120/0/0/0/0 (Slash/Thrust)	20	130	20	10.0	18/20/0/0 E/B/-/-/-/-	Dragon Shrine treasure. Twin Pursuers drop (Bonfire Intensity 3+).	Titanite	-

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

Key

<p>Damage:</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"> • 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>
<p>Aux Effect:</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"> • A is Poison Effect • B is Bleed Effect
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<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. 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, 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. (14 x 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
<p>Aux Effect Reduction:</p>	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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:

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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