

# Lion Greataxe


## In-Game Description

*Greataxe wielded by Lion Clan warriors.*

*The finely-crafted blade cuts smoothly, evidence that the lion clansmen are much more than vulgar beasts.*

## Availability

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

- Lion Clan Warrior drop - very rare.

## General Information

Name	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
	155/0/ 0/0/0  (Slash)	0/0	110	45	30/8/0/ 0  C/C/-/- /-/-	55/10/ 30/30/ 30	15/15/ 15/15	40	60	12.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
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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

# Upgrades

<div> Fold Unfold </div> 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
Lion Greataxe +0	155/0/0/0/0	0/0	C/C/-/-/-/-	-	-
Lion Greataxe +1	170/0/0/0/0	0/0	C/C/-/-/-/-	1x Titanite Shard	570
Lion Greataxe +2	186/0/0/0/0	0/0	C/C/-/-/-/-	2x Titanite Shard	710
Lion Greataxe +3	201/0/0/0/0	0/0	B/C/-/-/-/-	3x Titanite Shard	850
Lion Greataxe +4	217/0/0/0/0	0/0	B/C/-/-/-/-	1x Large Titanite Shard	1,130
Lion Greataxe +5	232/0/0/0/0	0/0	B/C/-/-/-/-	2x Large Titanite Shard	1,270
Lion Greataxe +6	248/0/0/0/0	0/0	B/C/-/-/-/-	3x Large Titanite Shard	1,410
Lion Greataxe +7	263/0/0/0/0	0/0	B/C/-/-/-/-	1x Titanite Chunk	1,690
Lion Greataxe +8	279/0/0/0/0	0/0	B/C/-/-/-/-	2x Titanite Chunk	1,830
Lion Greataxe +9	294/0/0/0/0	0/0	B/C/-/-/-/-	3x Titanite Chunk	1,970
Lion Greataxe +10	310/0/0/0/0	0/0	B/C/-/-/-/-	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 Lion Greataxe +0	108/108/0/0/0	0/0	D/D/C/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +1	??/0/0/0	0/0	C/D/C/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +2	??/0/0/0	0/0	C/D/C/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +3	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +4	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +5	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +6	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +7	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +8	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +9	??/0/0/0	0/0	C/D/B/-/-	52.9/26.6/27.9/27.9	12.9/12.9/12.9/12.9
Magic Lion Greataxe +10	??/0/0/0	0/0	B/D/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 Lion Greataxe +0	108/0/108/0/0	0/0	D/D/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +1	?/0/?/0/0	0/0	C/D/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +2	?/0/?/0/0	0/0	C/D/-/C/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +3	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +4	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +5	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +6	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +7	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +8	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +9	?/0/?/0/0	0/0	C/D/-/B/-/-	52.9/7.9/46.6/27.9/27.9	12.9/12.9/12.9/12.9
Fire Lion Greataxe +10	?/0/?/0/0	0/0	B/D/-/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 Lion Greataxe +0	108/0/0/108/0	0/0	D/D/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +1	?/0/0/?/0	0/0	C/D/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9

Lightning Lion Greataxe +2	?/0/0/?/0	0/0	C/D/-/-/C/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +3	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +4	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +5	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +6	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +7	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +8	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +9	?/0/0/?/0	0/0	C/D/-/-/B/-	52.9/7.9/27.9/46.6/27.9	12.9/12.9/12.9/12.9
Lightning Lion Greataxe +10	?/0/0/?/0	0/0	B/D/-/-/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 Lion Greataxe +0	108/0/0/0/108	0/0	D/D/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +1	?/0/0/0/?	0/0	C/D/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +2	?/0/0/0/?	0/0	C/D/-/-/-/C	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +3	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +4	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9

Dark Lion Greataxe +5	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +6	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +7	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +8	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +9	?/0/0/0/?	0/0	C/D/-/-/-/B	52.9/7.9/27.9/27.9/46.6	12.9/12.9/12.9/12.9
Dark Lion Greataxe +10	?/0/0/0/?	0/0	B/D/-/-/-/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
Poison Lion Greataxe +0	108/0/0/0/0	112/0	D/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +1	?/0/0/0/0	114/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +2	?/0/0/0/0	117/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +3	?/0/0/0/0	120/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +4	?/0/0/0/0	123/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +5	?/0/0/0/0	126/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +6	?/0/0/0/0	128/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +7	?/0/0/0/0	131/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9

Poison Lion Greataxe +8	?/0/0/0/0	134/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +9	?/0/0/0/0	137/0	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9
Poison Lion Greataxe +10	?/0/0/0/0	140/0	B/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	31.6/12.9/12.9/12.9

## 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 Lion Greataxe +0	108/0/0/0/0	0/112	D/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +1	?/0/0/0/0	0/114	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +2	?/0/0/0/0	0/117	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +3	?/0/0/0/0	0/120	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +4	?/0/0/0/0	0/123	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +5	?/0/0/0/0	0/126	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +6	v/0/0/0/0	0/128	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +7	?/0/0/0/0	0/131	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +8	?/0/0/0/0	0/134	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +9	?/0/0/0/0	0/137	C/D/-/-/-/-	52.9/7.9/27.9/27.9/27.9	12.9/31.6/12.9/12.9
Bleed Lion Greataxe +10	?/0/0/0/0	0/140	B/D/-/-/-/-	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 Lion Greataxe +0	178/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +1	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +2	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +3	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +4	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +5	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +6	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +7	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +8	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +9	?/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0
Raw Lion Greataxe +10	356/0/0/0/0	0/0	E/E/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0/5.0

# 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 Lion Greataxe +0	155/0/0/0/0	0/0	E/E/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Lion Greataxe +1	?/0/0/0/0	0/0	E/E/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Lion Greataxe +2	?/0/0/0/0	0/0	E/E/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Lion Greataxe +3	?/0/0/0/0	0/0	E/E/D/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Enchanted Lion Greataxe +4	?/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 Lion Greataxe +5	?/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 Lion Greataxe +6	?/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 Lion Greataxe +7	?/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 Lion Greataxe +8	?/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 Lion Greataxe +9	?/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 Lion Greataxe +10	?/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 Lion Greataxe +0	77/0/0/0/0	0/0	D/E/-/-/-/-	55.0/10.0/30.0/30.0/30.0	15.0/15.0/15.0/15.0
Mundane Lion Greataxe +1	?/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

Mundane Lion 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
Mundane Lion 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
Mundane Lion 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
Mundane Lion 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
Mundane Lion 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
Mundane Lion 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
Mundane Lion 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
Mundane Lion Greataxe +9	?/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 Lion Greataxe +10	?/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

# Key

<p><b>Damage:</b></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"> <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>
<p><b>Aux Effect:</b></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"> <li>A is Poison Effect</li> <li>B is Bleed Effect</li> </ul>

<b>Counter Strength:</b>	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
<b>Poise Damage:</b>	The ability of the weapon to break the poise of an enemy.
<b>Stats Needed:</b>	<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>
<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>	<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>

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