

Mace

In-Game Description

*A club fitted with a head
crafted for battle.*

The mace is the archetypal blunt weapon. It has a primitive appearance, but also many advantages, including the ability to break the guard of a shield.

*Keep the proper distance from your foe,
and this can be a very effective weapon.*

Availability

- Starting weapon of the Cleric class.
- Sold by Blacksmith Lenigrast for 1,200 souls.
- Goblin drop.
- Huntsman's Copse treasure (magic infused). From the Undead Lockaway bonfire, turn right into the skeleton tunnel. The mace is on a corpse near the Curse Jar.

General Information

| Image | Damage | Aux Effects | Counter Strength | Poise Damage | Stats Needed Stat Bonuses | Damage Reduction | Aux Effects Reduction | Stability | Durability | Weight |
|-------|--------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|
|-------|--------|-------------|------------------|--------------|------------------------------|------------------|-----------------------|-----------|------------|--------|

| | | | | | | | | | | |
|--|---------------------------------|-----|-----|----|-------------------------------------|--------------------|-----------------|----|----|---|
| | 120/0/0 /0/0 (Strike) | 0/0 | 120 | 30 | 12/5/0/ 0 B/E/-/-/- /- | 45/10/3 0/30/40 | 15/15/1 5/15 | 40 | 60 | 4 |
|--|---------------------------------|-----|-----|----|-------------------------------------|--------------------|-----------------|----|----|---|

Move Set

+ show Move Set - hide Move Set

| 1 Handed | | |
|-------------------------|--|--|
| Light | Diagonal swipe uppercut into diagonal overhead swipe | |
| Heavy — Heavy | Diagonal overhead swipe into spin and horizontal swipe | |
| Roll — Light | Overhead vertical chop | |
| Backstep or Run — Light | Wide horizontal swipe | |
| Forward + Light | Guard break | |
| Forward + Heavy | Jumping overhead downwards swipe | |

| 2 Handed | | |
|-------------------------|--|--|
| Light | Diagonal swipe into diagonal uppercut swipe | |
| Heavy — Heavy | Heavy diagonal swipe into heavy horizontal swipe | |
| Roll — Light | Overhead vertical chop | |
| Backstep or Run — Light | Overhead diagonal chop | |
| Forward + Light | Guard break | |
| Forward + Heavy | Jumping overhead downwards swipe | |
| Light (left hand) | Guard | |
| Heavy (left hand) | Parry | |

| Power Stance | | |
|-------------------|--|--|
| Light (left hand) | Dual diagonal swipe | |
| Heavy (left hand) | Dual diagonal swipe followed by right handed overhead chop | |

Notes

- Like all Hammers and Great Hammers it can't be infused with Bleed.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Raw Enchanted Mundane

Basic

Standard upgrade path.
Requires:

- Titanite

| Name | Damage | Aux Effects | Stat Bonuses | Materials Cost | Souls |
|----------|-------------|-------------|-----------------------|-------------------------|-------|
| Mace +0 | 120/0/0/0/0 | 0/0 | B/E/-/-/-/- | - | - |
| Mace +1 | 132/0/0/0/0 | 0/0 | B/E/-/-/-/- | 1x Titanite Shard | 520 |
| Mace +2 | 144/0/0/0/0 | 0/0 | B/E/-/-/-/- | 2x Titanite Shard | 650 |
| Mace +3 | 156/0/0/0/0 | 0/0 | B/E/-/-/-/- | 3x Titanite Shard | 770 |
| Mace +4 | 168/0/0/0/0 | 0/0 | B/E/-/-/-/- | 1x Large Titanite Shard | 1,030 |
| Mace +5 | 180/0/0/0/0 | 0/0 | B/E/-/-/-/- | 2x Large Titanite Shard | 1,160 |
| Mace +6 | 192/0/0/0/0 | 0/0 | B/E/-/-/-/- | 3x Large Titanite Shard | 1,290 |
| Mace +7 | 204/0/0/0/0 | 0/0 | B/E/-/-/-/- | 1x Titanite Chunk | 1,540 |
| Mace +8 | 216/0/0/0/0 | 0/0 | B/E/-/-/-/- | 2x Titanite Chunk | 1,670 |
| Mace +9 | 228/0/0/0/0 | 0/0 | B/E/-/-/-/- | 3x Titanite Chunk | 1,800 |
| Mace +10 | 240/0/0/0/0 | 0/0 | A(80%)/E(10%)/-/-/-/- | 1x Titanite Slab | 2,050 |

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 Mace +0 | 84/84/0/0/0 | 0/0 | B/E/C/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +1 | 92/92/0/0/0 | 0/0 | B/E/C/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +2 | 100/100/0/0/0 | 0/0 | B/E/C/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +3 | 109/109/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +4 | 117/117/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +5 | 126/126/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +6 | 134/134/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +7 | 142/142/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +8 | 151/151/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +9 | 159/159/0/0/0 | 0/0 | B/E/B/-/- | 42.9/26.6/27.9/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Magic Mace +10 | 168/168/0/0/0 | 0/0 | B/E/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 Mace +0 | 84/0/84/0/0 | 0/0 | B/E/-/C/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +1 | 92/0/92/0/0 | 0/0 | B/E/-/C/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +2 | 100/0/100/0/0 | 0/0 | B/E/-/C/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +3 | 109/0/109/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +4 | 117/0/117/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +5 | 126/0/126/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +6 | 134/0/134/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +7 | 142/0/142/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +8 | 151/0/151/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +9 | 159/0/159/0/0 | 0/0 | B/E/-/B/-/- | 42.9/7.9/46.6/27.9/37.9 | 12.9/12.9/12.9/12.9 |
| Fire Mace +10 | 168/0/168/0/0 | 0/0 | B/E/-/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 Mace +0 | 84/0/0/84/0 | 0/0 | B/E/-/-/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +1 | 92/0/0/92/0 | 0/0 | B/E/-/-/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |

| | | | | | |
|--------------------|---------------|-----|-------------|-------------------------|---------------------|
| Lightning Mace +2 | 100/0/0/100/0 | 0/0 | B/E/-/-/C/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +3 | 109/0/0/109/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +4 | 117/0/0/117/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +5 | 126/0/0/126/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +6 | 134/0/0/134/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +7 | 142/0/0/142/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +8 | 151/0/0/151/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +9 | 159/0/0/159/0 | 0/0 | B/E/-/-/B/- | 42.9/7.9/27.9/46.6/37.9 | 12.9/12.9/12.9/12.9 |
| Lightning Mace +10 | 168/0/0/168/0 | 0/0 | B/E/-/-/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 Mace +0 | 84/0/0/0/84 | 0/0 | B/E/-/-/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +1 | 92/0/0/0/92 | 0/0 | B/E/-/-/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +2 | 100/0/0/0/100 | 0/0 | B/E/-/-/-/C | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +3 | 109/0/0/0/109 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +4 | 117/0/0/0/117 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |

| | | | | | |
|---------------|---------------|-----|-------------|-------------------------|---------------------|
| Dark Mace +5 | 126/0/0/0/126 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +6 | 134/0/0/0/134 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +7 | 142/0/0/0/142 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +8 | 151/0/0/0/151 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +9 | 159/0/0/0/159 | 0/0 | B/E/-/-/-/B | 42.9/7.9/27.9/27.9/56.6 | 12.9/12.9/12.9/12.9 |
| Dark Mace +10 | 168/0/0/0/168 | 0/0 | B/E/-/-/-/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 Mace +0 | 84/0/0/0/0 | 112/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +1 | 92/0/0/0/0 | 114/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +2 | 100/0/0/0/0 | 117/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +3 | 109/0/0/0/0 | 120/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +4 | 117/0/0/0/0 | 123/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +5 | 126/0/0/0/0 | 126/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +6 | 134/0/0/0/0 | 128/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +7 | 142/0/0/0/0 | 131/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |

| | | | | | |
|-----------------|-------------|-------|-------------|-------------------------|---------------------|
| Poison Mace +8 | 151/0/0/0/0 | 134/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +9 | 159/0/0/0/0 | 137/0 | B/E/-/-/-/- | 42.9/7.9/27.9/27.9/37.9 | 31.6/12.9/12.9/12.9 |
| Poison Mace +10 | 168/0/0/0/0 | 140/0 | B/E/-/-/-/- | 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 Mace +0 | 138/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +1 | 151/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +2 | 165/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +3 | 179/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +4 | 193/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +5 | 207/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +6 | 220/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +7 | 234/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +8 | 248/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +9 | 262/0/0/0/0 | 0/0 | E/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Raw Mace +10 | 276/0/0/0/0 | 0/0 | D/E/-/-/-/- | 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 Mace +0 | 120/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +1 | 132/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +2 | 144/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +3 | 156/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +4 | 168/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +5 | 180/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +6 | 192/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +7 | 204/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +8 | 216/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +9 | 228/0/0/0/0 | 0/0 | D/E/D/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Enchanted Mace +10 | 240/0/0/0/0 | 0/0 | D/E/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 Mace +0 | 60/0/0/0/0 | 0/0 | C/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +1 | 66/0/0/0/0 | 0/0 | C/E/-/-/-/- | 45/10/30/30/40 | 15/15/15/15 |

| | | | | | |
|---------------------|-------------|-----|-----------|----------------|-------------|
| Mundane Mace +2 | 72/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +3 | 78/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +4 | 84/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +5 | 90/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +6 | 96/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +7 | 102/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +8 | 108/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +9 | 114/0/0/0/0 | 0/0 | C/E/-/-/- | 45/10/30/30/40 | 15/15/15/15 |
| Mundane Mace +10 | 120/0/0/0/0 | 0/0 | C/E/-/-/- | | |

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 |

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

| | |
|-----------------------------------|--|
| Damage Reduction: | <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.</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 |
| 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> |

Revision #1

Created 17 December 2024 08:15:32 by jade

Updated 17 December 2024 08:15:32 by jade