

Manikin Claws

In-Game Description

Claws used by the manikins of Harvest Valley.

*The peculiar art of puppetry
is a vestige of the two lost lands.
The Queen, entranced by poison,
used it to beckon unknowing souls
to the defiled valley.*

Availability

Dark Souls 2 & Scholar of the First Sin:

Manikin (Claws) drop - very 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
	75/0/0/ 0/0 (Strike)	0/0	120	10	9/18/0/ 0 C/C/-/- /-/-	30/10/ 20/20/ 30	10/10/ 10/10	5	50	1.5	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-handed	Two-handed
R1 — R1	slash to the left then right	slash to the right then left
R2 — R2	downward slash followed by jumping attack	downward slash followed by circular slash
Roll — R1	uppercut	delayed circular slash
Backstep or Run — R1	haymaker	bigger haymaker
Forward + R1	jumping attack	jumping attack

Notes

- Dark Souls 2 Location:** There are three claw Manikins in Earthen Peak. Backtracking from the Lower Earthen Peak bonfire, through the Covetous Demon's boss room, and past the three Undead Steelworkers, there is a narrow ledge above an alcove with a Poison Horn Beetle (and another Poison Horn Beetle below the small set of stairs to the left). Further below to the front and left, there is a metal-gated doorway and a small, protruding ledge. To make the jump, get a running start, jump midway along the aforementioned narrow ledge, and then perform a plunge attack while in the air - this will prevent you from rolling past the small ledge below. Past the doorway is another Poison Horn Beetle, and the three claw Manikins (beware the floor arrow trap).
- Can only be power-stanced with a Bone Fist, Caestus, Fist, Claws, Malformed Claws or another Manikin Claws.
- Needs 14 Str and 27 Dex to Power Stance.

Upgrades

Fold	Unfold	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
Manikin Claws +0	75/0/0/0/0	0/0	C/C/-/-/-/-	-	-

Manikin Claws +1	82/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	280
Manikin Claws +2	90/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	350
Manikin Claws +3	97/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	420
Manikin Claws +4	105/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	550
Manikin Claws +5	112/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	620
Manikin Claws +6	120/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	690
Manikin Claws +7	127/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	830
Manikin Claws +8	135/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	900
Manikin Claws +9	142/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	970
Manikin Claws +10	150/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Slab	1,100

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 Manikin Claws +0	67/45/0/0/0	0/?	D/D/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +1	?/?/0/0/0	0/?	D/D/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +2	?/?/0/0/0	0/?	D/D/C/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +3	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +4	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

Magic Manikin Claws +5	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +6	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +7	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +8	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +9	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9
Magic Manikin Claws +10	?/?/0/0/0	0/?	C/D/B/-/-/-	27.9/26.6/17.9/17.9/27.9	7.9/7.9/7.9/7.9

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 Manikin Claws +0	67/0/45/0/0	0/?	D/D/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +1	?/0/?/0/0	0/?	D/D/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +2	?/0/?/0/0	0/?	D/D/-/C/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +3	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +4	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +5	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +6	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +7	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

Fire Manikin Claws +8	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +9	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9
Fire Manikin Claws +10	?/0/?/0/0	0/?	C/D/-/B/-/-	27.9/7.9/36.6/17.9/27.9	7.9/7.9/7.9/7.9

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 Manikin Claws +0	67/0/0/45/0	0/?	D/D/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +1	?/0/0/?/0	0/?	D/D/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +2	?/0/0/?/0	0/?	D/D/-/-/C/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +3 = ?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9	
Lightning Manikin Claws +4	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +5	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +6	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +7	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +8	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +9	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9
Lightning Manikin Claws +10	?/0/0/?/0	0/?	C/D/-/-/B/-	27.9/7.9/17.9/36.6/27.9	7.9/7.9/7.9/7.9

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 Manikin Claws +0	67/0/0/0/45	0/?	D/D/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +1	?/0/0/0/?	0/?	D/D/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +2	?/0/0/0/?	0/?	D/D/-/-/-/C	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +3	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +4	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +5	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +6	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +7	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +8	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +9	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9
Dark Manikin Claws +10	?/0/0/0/?	0/?	C/D/-/-/-/B	27.9/7.9/17.9/17.9/46.6	7.9/7.9/7.9/7.9

Poison

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.
Adds/Increases: Base physical and poison damage, poison damage reduction.
Requires:

- Poison Stone

- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Manikin Claws +0	81/0/0/0/0	38/72	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +1	?/0/0/0/0	?/?	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +2	?/0/0/0/0	?/?	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +3	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +4	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +5	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +6	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +7	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +8	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +9	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1
Poison Manikin Claws +10	?/0/0/0/0	?/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	16.6/9.1/9.1/9.1

Bleed

Reduces: STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base physical and bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Manikin Claws +0	71/0/0/0/0	0/96	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +1	?/0/0/0/0	0/?	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1

Bleed Manikin Claws +2	?/0/0/0/0	0/?	D/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +3	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +4	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +5	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +6	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +7	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +8	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +9	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1
Bleed Manikin Claws +10	?/0/0/0/0	0/?	C/D/-/-/-	29.1/9.1/19.1/19.1/29.1	9.1/16.6/9.1/9.1

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 Manikin Claws +0	86/0/0/0/0	0/77	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +1	94/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +2	103/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +3	112/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +4	120/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9

Raw Manikin Claws +5	129/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +6	138/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +7	146/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +8	155/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +9	163/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Raw Manikin Claws +10	172/0/0/0/0	0/?	E/E/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9

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 Manikin Claws +0	75/0/0/0/0	0/67	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +1	82/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +2	90/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +3	97/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +4	105/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +5	112/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +6	120/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +7	127/0/0/0/0	0/?	E/E/D/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9

Enchanted Manikin Claws +8	135/0/0/0/0	0/?	E/E/D/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +9	142/0/0/0/0	0/?	E/E/D/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Enchanted Manikin Claws +10	150/0/0/0/0	0/?	E/E/C/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9

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 Manikin Claws +0	37/0/0/0/0	0/33	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +1	41/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +2	45/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +3	48/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +4	52/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +5	56/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +6	60/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +7	63/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +8	67/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +9	71/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9
Mundane Manikin Claws +10	75/0/0/0/0	0/?	D/E/-/-/-/-	27.9/7.9/17.9/17.9/27.6	7.9/7.9/7.9/7.9

Key

Damage:	<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>
Aux Effect:	<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:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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. ($14 \times 2 = 28$)</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:	The durability of the weapon.
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:	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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Revision #1
Created 17 December 2024 08:09:49 by jade
Updated 17 December 2024 08:09:49 by jade