

# Manikin Knife


## In-Game Description

*Knife of 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 (Dagger) 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
	52/0/0/ 0/0  (Slash/ Thrust)	0/53	150	10	6/14/0/ 0  D/C/-/- /-/-	45/10/ 30/30/ 20	15/15/ 15/15	15	80	1.0	Yes/Yes

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attacks	quick horizontal swipes	quick horizontal swipes
Heavy Attacks	quick pokes	extending thrusts
Rolling Attack	poke	poke
Running Attack	very quick horizontal slash	quick downward slash

# Notes

- It gains a very small amount of physical and bleed damage when infused with Magic, Fire, Lightning, Dark, or Poison.

# Upgrades

<div> Fold Unfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane </div>
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## Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Manikin Knife +0	52/0/0/0/0	0/53	D/C/-/-/-	-	-
Manikin Knife +1	57/0/0/0/0	0/55	D/C/-/-/-	1x Titanite Shard	580
Manikin Knife +2	62/0/0/0/0	0/58	D/C/-/-/-	2x Titanite Shard	720
Manikin Knife +3	67/0/0/0/0	0/61	D/C/-/-/-	3x Titanite Shard	870
Manikin Knife +4	73/0/0/0/0	0/63	D/C/-/-/-	1x Large Titanite Shard	1,150
Manikin Knife +5	78/0/0/0/0	0/66	D/C/-/-/-	2x Large Titanite Shard	1,300
Manikin Knife +6	83/0/0/0/0	0/69	D/C/-/-/-	3x Large Titanite Shard	1,440
Manikin Knife +7	89/0/0/0/0	0/71	D/C/-/-/-	1x Titanite Chunk	1,730
Manikin Knife +8	94/0/0/0/0	0/74	D/C/-/-/-	2x Titanite Chunk	1,870

Manikin Knife +9	99/0/0/0/0	0/77	D/C/-/-/-	3x Titanite Chunk	2,010
Manikin Knife +10	105/0/0/0/0	0/80	D/C/-/-/-	1x Titanite Slab	2,300

# 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 Knife +0	53/18/0/0/0	0/54	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +1	58/20/0/0/0	0/56	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +2	63/22/0/0/0	0/59	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +3	69/24/0/0/0	0/62	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +4	74/26/0/0/0	0/65	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +5	80/28/0/0/0	0/67	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +6	85/30/0/0/0	0/70	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +7	90/32/0/0/0	0/73	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +8	96/33/0/0/0	0/76	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +9	101/35/0/0/0	0/78	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7
Magic Manikin Knife +10	107/37/0/0/0	0/81	E/D/C/-/-/-	43.7/20.0/28.7/28.7/18.7	13.7/13.7/13.7/13.7

# 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 Knife +0	53/0/18/0/0	0/54	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +1	58/0/20/0/0	0/56	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +2	63/0/22/0/0	0/59	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +3	69/0/24/0/0	0/62	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +4	74/0/26/0/0	0/65	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +5	80/0/28/0/0	0/67	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +6	85/0/30/0/0	0/70	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +7	90/0/32/0/0	0/73	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +8	96/0/33/0/0	0/76	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +9	101/0/35/0/0	0/78	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7
Fire Manikin Knife +10	107/0/37/0/0	0/81	E/D/-/C/-/-	43.7/8.7/40/28.7/18.7	13.7/13.7/13.7/13.7/3.7

# 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 Knife +0	53/0/0/18/0	0/54	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +1	58/0/0/20/0	0/56	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +2	63/0/0/22/0	0/59	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +3	69/0/0/24/0	0/62	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +4	74/0/0/26/0	0/65	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +5	80/0/0/28/0	0/67	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +6	85/0/0/30/0	0/70	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +7	90/0/0/32/0	0/73	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +8	96/0/0/33/0	0/76	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +9	101/0/0/35/0	0/78	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7
Lightning Manikin Knife +10	107/0/0/37/0	0/81	E/D/-/-/C/-	43.7/8.7/28.7/40/18.7	13.7/13.7/13.7/13.7

## 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 Knife +0	53/0/0/0/18	0/54	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +1	58/0/0/0/20	0/56	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7

Dark Manikin Knife +2	63/0/0/0/22	0/59	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +3	69/0/0/0/24	0/62	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +4	74/0/0/0/26	0/65	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +5	80/0/0/0/28	0/67	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +6	85/0/0/0/30	0/70	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +7	90/0/0/0/32	0/73	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +8	96/0/0/0/33	0/76	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +9	101/0/0/0/35	0/78	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7
Dark Manikin Knife +10	107/0/0/0/37	0/81	E/D/-/-/-/C	43.7/8.7/28.7/28.7/30	13.7/13.7/13.7/13.7

# 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 Manikin Knife +0	53/0/0/0/0	57/54	E/D/-/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +1	58/0/0/0/0	59/56	E/D/-/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +2	63/0/0/0/0	60/59	E/D/-/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +3	69/0/0/0/0	61/62	E/D/-/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +4	74/0/0/0/0	63/65	E/D/-/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7

Poison Manikin Knife +5	80/0/0/0/0	64/67	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +6	85/0/0/0/0	66/70	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +7	90/0/0/0/0	67/73	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +8	96/0/0/0/0	69/76	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +9	101/0/0/0/0	70/78	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7
Poison Manikin Knife +10	107/0/0/0/0	71/81	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	25/13.7/13.7/13.7

# 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 Manikin Knife +0	43/0/0/0/0	0/82	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +1	48/0/0/0/0	0/86	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +2	52/0/0/0/0	0/91	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +3	57/0/0/0/0	0/95	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +4	61/0/0/0/0	0/99	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +5	65/0/0/0/0	0/103	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +6	70/0/0/0/0	0/107	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +7	74/0/0/0/0	0/112	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7

Bleed Manikin Knife +8	79/0/0/0/0	0/116	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +9	83/0/0/0/0	0/12'	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7
Bleed Manikin Knife +10	88/0/0/0/0	0/124	E/D/-/-/-	43.7/8.7/28.7/28.7/18.7	13.7/25/13.7/13.7

# 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 Knife +0	59/0/0/0/0	0/60	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +1	65/0/0/0/0	0/64	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +2	71/0/0/0/0	0/67	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +3	78/0/0/0/0	0/70	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +4	84/0/0/0/0	0/73	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +5	90/0/0/0/0	0/76	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +6	96/0/0/0/0	0/79	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +7	102/0/0/0/0	0/82	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +8	108/0/0/0/0	0/85	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +9	114/0/0/0/0	0/88	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Manikin Knife +10	120/0/0/0/0	0/92	E/E/-/-/-	45/10/30/30/20	15/15/15/15



# Enchanted

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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 Knife +0	52/0/0/0/0	0/53	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +1	57/0/0/0/0	0/55	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +2	62/0/0/0/0	0/58	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +3	67/0/0/0/0	0/61	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +4	73/0/0/0/0	0/63	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +5	78/0/0/0/0	0/66	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +6	83/0/0/0/0	0/69	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +7	89/0/0/0/0	0/71	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +8	94/0/0/0/0	0/74	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +9	99/0/0/0/0	0/77	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Manikin Knife +10	105/0/0/0/0	0/80	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15

# Mundane

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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 Knife +0	26/0/0/0/0	0/26	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +1	28/0/0/0/0	0/27	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +2	31/0/0/0/0	0/29	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +3	33/0/0/0/0	0/30	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +4	36/0/0/0/0	0/31	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +5	39/0/0/0/0	0/33	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +6	41/0/0/0/0	0/34	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +7	44/0/0/0/0	0/35	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +8	47/0/0/0/0	0/37	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +9	49/0/0/0/0	0/38	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Manikin Knife +10	52/0/0/0/0	0/40	E/E/-/-/-	45/10/30/30/20	15/15/15/15

# 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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