

Melu Scimitar

In-Game Description

Scimitar of Laddersmith Gilligan.

Nothing notable about this weapon, except perhaps the luxurious jewels embedded in the hilt. If your aim is to appear dazzling on the battlefield, this might just do just the trick.

Availability

Dark Souls 2 & Scholar of the First Sin:

- Acquired from Laddersmith Gilligan after buying the Long Ladder for 12,000 souls.
- Laddersmith Gilligan drop - guaranteed.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
	125/0/0/0/0 (Slash)	0/0	100	15	12/9/0/0 D/C/-/-/-/-	45/10/30/30/20	15/15/15/15	30	75	4.0	Yes/Yes

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	steep diagonal downward slash to the left then horizontal slash to the right	steep diagonal downward slash to the left then right
Heavy Attack	delayed upward slash then spin and horizontal slash in front with excellent tracking	delayed upward slash then spin and horizontal slash in front with excellent tracking
Rolling Attack	spin and horizontal slash in front	spin and diagonal slash in front
Running Attack	quick, spinning two-hit attack	quick upward slash

Notes

- Swings like a Falchion and hits like a Scimitar, but is very heavy, does less critical & poise damage.
- You can acquire two per play-through if you buy his most expensive ladder first and then kill him after to drop a second one.
 - Note: If you already purchased the Ladder Miniature you will need to discard it first since you cannot have two in your inventory at the same time, which also means you won't be able to pick up the Melu Scimitar.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed Raw Enchanted Mundane
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Basic

Standard upgrade path.
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Melu Scimitar +0	125/0/0/0/0/0/0	D/C/-/-/-	-	-
Melu Scimitar +1	137/0/0/0/0/0/0	D/C/-/-/-	1x Titanite Shard	490
Melu Scimitar +2	150/0/0/0/0/0/0	D/C/-/-/-	2x Titanite Shard	610

Melu Scimitar +3	162/0/0/0/0/0/0	D/C/-/-/-/-	3x Titanite Shard	740
Melu Scimitar +4	175/0/0/0/0/0/0	D/C/-/-/-/-	1x Large Titanite Shard	980
Melu Scimitar +5	187/0/0/0/0/0/0	D/C/-/-/-/-	2x Large Titanite Shard	1,100
Melu Scimitar +6	200/0/0/0/0/0/0	D/C/-/-/-/-	3x Large Titanite Shard	1,220
Melu Scimitar +7	212/0/0/0/0/0/0	D/C/-/-/-/-	1x Titanite Chunk	1,470
Melu Scimitar +8	225/0/0/0/0/0/0	D/C/-/-/-/-	2x Titanite Chunk	1,590
Melu Scimitar +9	237/0/0/0/0/0/0	D/C/-/-/-/-	3x Titanite Chunk	1,710
Melu Scimitar +10	250/0/0/0/0/0/0	D/C/-/-/-/-	1x Titanite Slab	1,950

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 Melu Scimitar +0	87/87/0/0/0	0/0	E/D/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +1	96/96/0/0/0	0/0	E/D/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +2	105/105/0/0/0	0/0	E/D/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +3	113/113/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +4	122/122/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +5	131/131/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Melu Scimitar +6	140/140/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +7	148/148/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +8	157/157/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +9	166/166/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Melu Scimitar +10	175/175/0/0/0	0/0	E/D/B/-/-/-	42.9/26.6/27.9/27.9/17.9	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 Melu Scimitar +0	87/0/87/0/0	0/0	E/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +1	96/0/96/0/0	0/0	E/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +2	105/0/105/0/0	0/0	E/D/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +3	113/0/113/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +4	122/0/122/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +5	131/0/131/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +6	140/0/140/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +7	148/0/148/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +8	157/0/157/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

Fire Melu Scimitar +9	166/0/166/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Melu Scimitar +10	175/0/175/0/0	0/0	E/D/-/B/-/-	42.9/7.9/46.6/27.9/17.9	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 Melu Scimitar +0	87/0/0/87/0	0/0	E/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +1	96/0/0/96/0	0/0	E/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +2	105/0/0/105/0	0/0	E/D/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +3	113/0/0/113/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +4	122/0/0/122/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +5	131/0/0/131/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +6	140/0/0/140/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +7	148/0/0/148/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +8	157/0/0/157/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +9	166/0/0/166/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Melu Scimitar +10	175/0/0/175/0	0/0	E/D/-/-/B/-	42.9/7.9/27.9/46.6/17.9	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 Melu Scimitar +0	87/0/0/0/87	0/0	E/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +1	96/0/0/0/96	0/0	E/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +2	105/0/0/0/105	0/0	E/D/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +3	113/0/0/0/113	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +4	122/0/0/0/122	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +5	131/0/0/0/131	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +6	140/0/0/0/140	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +7	148/0/0/0/148	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +8	157/0/0/0/157	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +9	166/0/0/0/166	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Melu Scimitar +10	175/0/0/0/175	0/0	E/D/-/-/-/B	42.9/7.9/27.9/27.9/36.6	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 Melu Scimitar +0	87/0/0/0/0	112/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +1	96/0/0/0/0	114/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +2	105/0/0/0/0	117/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +3	113/0/0/0/0	120/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +4	122/0/0/0/0	123/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +5	131/0/0/0/0	126/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +6	140/0/0/0/0	128/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +7	148/0/0/0/0	131/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +8	157/0/0/0/0	134/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +9	166/0/0/0/0	137/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Melu Scimitar +10	175/0/0/0/0	140/0	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	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 Melu Scimitar +0	87/0/0/0/0	0/112	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +1	96/0/0/0/0	0/114	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Melu Scimitar +2	105/0/0/0/0	0/117	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +3	113/0/0/0/0	0/120	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +4	122/0/0/0/0	0/123	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +5	131/0/0/0/0	0/126	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +6	140/0/0/0/0	0/128	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +7	148/0/0/0/0	0/131	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +8	157/0/0/0/0	0/134	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +9	166/0/0/0/0	0/137	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Melu Scimitar +10	175/0/0/0/0	0/140	E/D/-/-/-	42.9/7.9/27.9/27.9/17.9	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 Melu Scimitar +0	143/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +1	158/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +2	172/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +3	186/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +4	201/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Raw Melu Scimitar +5	215/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +6	230/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +7	244/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +8	258/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +9	273/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Melu Scimitar +10	287/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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 Melu Scimitar +0	125/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +1	137/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +2	150/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +3	162/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +4	175/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +5	187/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +6	200/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +7	212/0/0/0/0	0/0	E/E/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Melu Scimitar +8	225/0/0/0/0	0/0	E/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +9	237/0/0/0/0	0/0	E/E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Melu Scimitar +10	250/0/0/0/0	0/0	E/E/C/-/-/-	45.0/10.0/30.0/30.0/20.0	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 Melu Scimitar +0	62/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +1	68/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +2	75/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +3	81/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +4	87/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +5	93/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +6	100/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +7	106/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +8	112/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +9	118/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Melu Scimitar +10	125/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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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