

Monastery Scimitar

In-Game Description

Crafted at the Lindelt Monastery to replicate an ancient, sacred scimitar characterized by its uniquely shaped tip.

When a true master wields this scimitar, their graceful chained attacks are described as mystical dances, and their deadly slashes as lingering nightmares.

Availability

Painting Guardian Phantom drop - rare.

General Information

Name	Damage	Counter Strengt h	Poise Damage	Durabili ty	Weight	Stats Needed Stat Bonuses	Aux Effects Aux Effects Reducti on	Damage Reducti on	Stability
Monaster y Scimitar	95/0/0/0/ 0 (Slash)	110	15	40	1.5	9/22/0/0 D/B/-/-/-/-	0/0 15/15/15 /15	45/10/30 /30/20	30

Move Set

Notes

This weapon's parry frames seem to start the instant you parry; there is no almost delay, if any.

Upgrades

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

Basic

Standard upgrade path.

Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Material	Souls Cost
Monastery Scimitar +0	95/0/0/0/0	0/0	E/A/-/-/-	-	-
Monastery Scimitar +1	104/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Shard	490
Monastery Scimitar +2	114/0/0/0/0	0/0	E/A/-/-/-	2x Titanite Shard	610
Monastery Scimitar +3	123/0/0/0/0	0/0	E/A/-/-/-	3x Titanite Shard	740
Monastery Scimitar +4	133/0/0/0/0	0/0	E/A/-/-/-	1x Large Titanite Shard	980
Monastery Scimitar +5	142/0/0/0/0	0/0	E/A/-/-/-	2x Large Titanite Shard	1,100
Monastery Scimitar +6	152/0/0/0/0	0/0	E/A/-/-/-	3x Large Titanite Shard	1,220
Monastery Scimitar +7	161/0/0/0/0	0/0	E/S/-/-/-	1x Titanite Chunk	1,470
Monastery Scimitar +8	171/0/0/0/0	0/0	E/S/-/-/-	2x Titanite Chunk	1,590
Monastery Scimitar +9	180/0/0/0/0	0/0	E/S/-/-/-	3x Titanite Chunk	1,710
Monastery Scimitar +10	190/0/0/0/0	0/0	E/S/-/-/-	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 Monastery Scimitar +0	66/66/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +1	73/73/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +2	79/79/0/0/0	0/0	E/B/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +3	86/86/0/0/0	0/0	E/B/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +4	93/93/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +5	99/99/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +6	106/106/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +7	113/113/0/0/0	0/0	E/A/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +8	119/119/0/0/0	0/0	E/A/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +9	126/126/0/0/0	0/0	E/A/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Monastery Scimitar +10	133/133/0/0/0	0/0	E/A/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 Monastery Scimitar +0	66/0/66/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +1	73/0/73/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +2	79/0/79/0/0	0/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +3	86/0/86/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +4	93/0/93/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +5	99/0/99/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +6	106/0/106/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +7	113/0/113/0/0	0/0	E/A/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +8	119/0/119/0/0	0/0	E/A/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +9	126/0/126/0/0	0/0	E/A/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Monastery Scimitar +10	133/0/133/0/0	0/0	E/A/-/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 Monastery Scimitar +0	66/0/0/66/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

Lightning Monastery Scimitar +1	73/0/0/73/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +2	79/0/0/79/0	0/0	E/B/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +3	86/0/0/86/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +4	93/0/0/93/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +5	99/0/0/99/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +6	106/0/0/106/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +7	113/0/0/113/0	0/0	E/A/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +8	119/0/0/119/0	0/0	E/A/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +9	126/0/0/126/0	0/0	E/A/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Monastery Scimitar +10	133/0/0/133/0	0/0	E/A/-/-/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 Monastery Scimitar +0	66/0/0/0/66	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9

Dark Monastery Scimitar +1	73/0/0/0/73	0/0	E/C/-/-/-C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +2	79/0/0/0/79	0/0	E/B/-/-/-C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +3	86/0/0/0/86	0/0	E/B/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +4	93/0/0/0/93	0/0	E/B/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +5	99/0/0/0/99	0/0	E/B/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +6	106/0/0/0/106	0/0	E/B/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +7	113/0/0/0/113	0/0	E/A/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +8	119/0/0/0/119	0/0	E/A/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +9	126/0/0/0/126	0/0	E/A/-/-/-B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Monastery Scimitar +10	133/0/0/0/133	0/0	E/A/-/-/-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 Monastery Scimitar +0	66/0/0/0/0	112/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +1	73/0/0/0/0	114/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +2	79/0/0/0/0	117/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +3	86/0/0/0/0	120/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

Poison Monastery Scimitar +4	93/0/0/0/0	123/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +5	99/0/0/0/0	126/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +6	106/0/0/0/0	128/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +7	113/0/0/0/0	131/0	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +8	119/0/0/0/0	134/0	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +9	126/0/0/0/0	137/0	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Monastery Scimitar +10	133/0/0/0/0	140/0	E/A/-/-/-	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 Monastery Scimitar +0	66/0/0/0/0	0/112	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +1	73/0/0/0/0	0/114	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +2	79/0/0/0/0	0/117	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +3	86/0/0/0/0	0/120	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +4	93/0/0/0/0	0/123	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +5	99/0/0/0/0	0/126	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +6	106/0/0/0/0	0/128	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Monastery Scimitar +7	113/0/0/0/0	0/131	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +8	119/0/0/0/0	0/134	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +9	126/0/0/0/0	0/137	E/A/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Monastery Scimitar +10	133/0/0/0/0	0/140	E/A/-/-/-	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 Monastery Scimitar +0	109/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +1	120/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +2	131/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +3	142/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +4	152/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +5	163/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +6	174/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +7	185/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +8	196/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Monastery Scimitar +9	207/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Raw Monastery Scimitar +10	218/0/0/0/0	0/0	E/D/-/-/-	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 Monastery Scimitar +0	95/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +1	104/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +2	114/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +3	123/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +4	133/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +5	142/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +6	152/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +7	161/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +8	171/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Monastery Scimitar +9	180/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Monastery Scimitar +10	190/0/0/0/0	0/0	E/D/C/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
----------------------------------------	-------------	-----	-------------	------------------------------	-------------------------

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 Monastery Scimitar +0	47/0/0/0/0	0/0	E/D/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +1	52/0/0/0/0	0/0	E/D/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +2	57/0/0/0/0	0/0	E/D/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +3	61/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +4	66/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +5	71/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +6	76/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +7	80/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0
Mundane Monastery Scimitar +8	85/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/3 0.0/20.0	15.0/15.0/15.0/1 5.0

Mundane Monastery Scimitar +9	90/0/0/0/0	0/0	E/C/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Monastery Scimitar +10	95/0/0/0/0	0/0	E/B/-/-/-	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>

<p>Stats Needed:</p>	<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,</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. ($14 \times 2 = 28$)</p>
<p>Stat Bonuses:</p>	<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).
<p>Damage Reduction:</p>	<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. 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 08:10:44 by jade
Updated 17 December 2024 08:10:44 by jade