

# Old Knight Hammer

## In-Game Description

*An undated great hammer.*

*Wielded by a warrior from a time so ancient that there exists no record of his endeavors. Has extremely low durability.*

*Sometimes, just as a thing falls to pieces, it unleashes its last flash of great power...*

## Availability

### **Dark Souls 2 & Scholar of the First Sin:**

- Drangleic Castle treasure. From the Central Castle Drangleic bonfire, head into the room with the elevator and climb the long ladder that leads to the room with the Stone Soldiers and a soul statue. In the next room there are two metal chests, one of which contains the weapon.
- Old Knight (Great Hammer) drop - rare.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed <sup>1</sup> Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable? Items/Spells
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	250/0/ 0/0/0	0/0	100	65	30 <sup>2</sup> /6/0/0	45/10/ 30/30/ 40	15/15/ 15/15	30	30	18.0	Yes/Yes
	(Strike)				-/-/-/-/ /-						

## Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
<b>Light Attack</b>	downward smashes	horizontal swings
<b>Heavy Attack</b>	horizontal swing followed by overhead smash	downward smash followed by a twice-hitting spin
<b>Rolling Attack</b>	upward swipe	upward swipe
<b>Running Attack</b>	wide horizontal sweep	quick downward smash

## Notes

- Infusing with either Magic, Fire, Lightning, or Dark won't give a stat bonus to that respective element.
- It is recommended that you infuse it with Raw, that is if you're not infusing it with anything else, due to the weapon having no stat scaling and gaining increased physical damage.
- Like all Hammers and most Great Hammers it can't be infused with Bleed.
  - You can still deal bleed damage by enchanting it with a Bleeding Serum though.
  - Because of its high poise damage, it can be useful fighting the horses on the frigid outskirts; the two handed heavy attack plus the stone ring can knock the horses into the ground, making them easy to defeat.

## 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
Old Knight Hammer +0	250/0/0/0/0	0/0	-/-/-/-/-	-	-
Old Knight Hammer +1	275/0/0/0/0	0/0	-/-/-/-/-	1x Titanite Shard	550
Old Knight Hammer +2	300/0/0/0/0	0/0	-/-/-/-/-	2x Titanite Shard	690
Old Knight Hammer +3	325/0/0/0/0	0/0	-/-/-/-/-	3x Titanite Shard	830
Old Knight Hammer +4	350/0/0/0/0	0/0	-/-/-/-/-	1x Large Titanite Shard	1,100
Old Knight Hammer +5	375/0/0/0/0	0/0	-/-/-/-/-	2x Large Titanite Shard	1,240
Old Knight Hammer +6	400/0/0/0/0	0/0	-/-/-/-/-	3x Large Titanite Shard	1,380
Old Knight Hammer +7	425/0/0/0/0	0/0	-/-/-/-/-	1x Titanite Chunk	1,650
Old Knight Hammer +8	450/0/0/0/0	0/0	-/-/-/-/-	2x Titanite Chunk	1,790
Old Knight Hammer +9	475/0/0/0/0	0/0	-/-/-/-/-	3x Titanite Chunk	1,930
Old Knight Hammer +10	500/0/0/0/0	0/0	-/-/-/-/-	1x Titanite Slab	2,200

## Infusions

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### Magic

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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 Old Knight Hammer +0	175/175/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +1	192/192/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +2	210/210/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +3	227/227/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +4	245/245/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +5	262/262/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +6	280/280/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +7	297/297/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +8	315/315/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +9	332/332/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Old Knight Hammer +10	350/350/0/0/0	0/0	-/-/-/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

## 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 Old Knight Hammer +0	175/0/175/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +1	192/0/192/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9

Fire Old Knight Hammer +2	210/0/210/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +3	227/0/227/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +4	245/0/245/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +5	262/0/262/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +6	280/0/280/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +7	297/0/297/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +8	315/0/315/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +9	332/0/332/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Fire Old Knight Hammer +10	350/0/350/0/0	0/0	-/-/-/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9/12.9

## 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 Old Knight Hammer +0	175/0/0/175/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +1	192/0/0/192/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +2	210/0/0/210/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +3	227/0/0/227/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9/12.9

Lightning Old Knight Hammer +4	245/0/0/245/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +5	262/0/0/262/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +6	280/0/0/280/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +7	297/0/0/297/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +8	315/0/0/315/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +9	332/0/0/332/0	0/0	-/-/-/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Old Knight Hammer +10	350/0/0/350/0	0/0	-/-/-/-/-	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 Old Knight Hammer +0	175/0/0/0/175	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Old Knight Hammer +1	192/0/0/0/192	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Old Knight Hammer +2	210/0/0/0/210	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Old Knight Hammer +3	227/0/0/0/227	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Old Knight Hammer +4	245/0/0/0/245	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

Dark Old Knight Hammer +5	262/0/0/0/262	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Old Knight Hammer +6	280/0/0/0/280	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Old Knight Hammer +7	297/0/0/0/297	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Old Knight Hammer +8	315/0/0/0/315	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Old Knight Hammer +9	332/0/0/0/332	0/0	-/-/-/-/-	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9
Dark Old Knight Hammer +10	350/0/0/0/350	0/0	-/-/-/-/-	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 Old Knight Hammer +0	175/0/0/0/0	112/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +1	192/0/0/0/0	114/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +2	210/0/0/0/0	117/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +3	227/0/0/0/0	120/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +4	245/0/0/0/0	123/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +5	262/0/0/0/0	126/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +6	280/0/0/0/0	128/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +7	297/0/0/0/0	131/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9

Poison Old Knight Hammer +8	315/0/0/0/0	134/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +9	332/0/0/0/0	137/0	-/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Old Knight Hammer +10	350/0/0/0/0	140/0	-/-/-/-/-	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 Old Knight Hammer +0	287/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +1	316/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +2	345/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +3	373/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +4	402/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +5	431/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +6	460/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +7	488/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +8	517/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +9	546/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0
Raw Old Knight Hammer +10	575/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	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 Old Knight Hammer +0	250/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +1	275/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +2	300/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +3	325/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +4	350/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +5	375/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +6	400/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +7	425/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +8	450/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +9	475/0/0/0/0	0/0	-/-/D/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Enchanted Old Knight Hammer +10	500/0/0/0/0	0/0	-/-/C/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

# 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 Old Knight Hammer +0	125/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +1	137/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +2	150/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +3	162/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +4	175/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +5	187/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +6	200/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +7	212/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +8	225/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +9	237/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0
Mundane Old Knight Hammer +10	250/0/0/0/0	0/0	-/-/-/-/-	45.0/10.0/30.0/30.0/40.0	15.0/15.0/15.0/15.0/5.0

# 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>

<p><b>Stat Bonuses:</b></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"> <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>
<p><b>Damage Reduction:</b></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"> <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><b>Aux Effect Reduction:</b></p>	<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>
<p><b>Stability:</b></p>	<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>
<p><b>Durability:</b></p>	<p>The durability of the weapon.</p>
<p><b>Weight:</b></p>	<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.

Footnotes 1. To Power Stance this weapon, only 45 Strength and 9 Dexterity is required. 2. When two-handing this weapon, only 15 Strength is required.

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Revision #1

Created 17 December 2024 08:12:29 by jade

Updated 17 December 2024 08:12:29 by jade