

Parrying Dagger

In-Game Description

Unlike standard weapons, this dagger is intended for parrying.

*Accomplishments are forever out of reach
to those who constantly fear failure.
A true warrior hones his body and mind,
and peers far beyond immediate hardship.*

Availability

Dark Souls 2 & Scholar of the First Sin:

- Lost Bastille treasure. Starting from McDuff's Workshop Bonfire, head right, past the area with scaffolding and many Stray Dogs, to the room with a large hole in the wall that is boarded up with wood, inside will be a door which requires the Antiquated Key to open. Go through this door and go straight and to the right until you find a ladder leading up to a small room with some Royal Guards. Past that room will be a bigger darker room with three metal chests in it, one of which contains the weapon.
- Parasite Spider drop - rare.

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
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	40/0/0/0/0 (Slash/Thrust)	0/0	120	10	4/9/0/0 E/A/-/-/-/-	45/10/30/30/20	15/15/15/15	15	60	0.5	Yes/Yes
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Move Set

+ show Move Set - hide Move Set

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

Notes

- True to it's name, the Parrying Dagger's one-handed strong attack is replaced with a parry, regardless of the hand it is equipped.

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	Aux Effects	Stat Bonuses	Materials Cost	Souls
Parrying Dagger +0	40/0/0/0/0	0/0	E/A/-/-/-/-	-	-
Parrying Dagger +1	44/0/0/0/0	0/0	E/A/-/-/-/-	1x Titanite Shard	430

Parrying Dagger +2	48/0/0/0/0	0/0	E/A/-/-/-	2x Titanite Shard	540
Parrying Dagger +3	52/0/0/0/0	0/0	E/A/-/-/-	3x Titanite Shard	640
Parrying Dagger +4	56/0/0/0/0	0/0	E/A/-/-/-	1x Large Titanite Shard	850
Parrying Dagger +5	60/0/0/0/0	0/0	E/A/-/-/-	2x Large Titanite Shard	960
Parrying Dagger +6	64/0/0/0/0	0/0	E/A/-/-/-	3x Large Titanite Shard	1,070
Parrying Dagger +7	68/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Chunk	1,280
Parrying Dagger +8	72/0/0/0/0	0/0	E/A/-/-/-	2x Titanite Chunk	1,390
Parrying Dagger +9	76/0/0/0/0	0/0	E/A/-/-/-	3x Titanite Chunk	1,490
Parrying Dagger +10	80/0/0/0/0	0/0	E/A/-/-/-	1x Titanite Slab	1,700

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 Parrying Dagger +0	28/28/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +1	30/30/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +2	33/33/0/0/0	0/0	E/C/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +3	36/36/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Parrying Dagger +4	39/39/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +5	42/42/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +6	44/44/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +7	47/47/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +8	50/50/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +9	53/53/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Parrying Dagger +10	56/56/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

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 Parrying Dagger +0	28/0/28/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +1	30/0/30/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +2	33/0/33/0/0	0/0	E/C/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +3	36/0/36/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +4	39/0/39/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +5	42/0/42/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +6	44/0/44/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

Fire Parrying Dagger +7	47/0/47/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +8	50/0/50/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +9	53/0/53/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Parrying Dagger +10	56/0/56/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

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 Parrying Dagger +0	28/0/0/28/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +1	30/0/0/30/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +2	33/0/0/33/0	0/0	E/C/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +3	36/0/0/36/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +4	39/0/0/39/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +5	42/0/0/42/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +6	44/0/0/44/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +7	47/0/0/47/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

Lightning Parrying Dagger +8	50/0/0/50/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +9	53/0/0/53/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Parrying Dagger +10	56/0/0/56/0	0/0	E/B/-/-/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 Parrying Dagger +0	28/0/0/0/28	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +1	30/0/0/0/30	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +2	33/0/0/0/33	0/0	E/C/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +3	36/0/0/0/36	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +4	39/0/0/0/39	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +5	42/0/0/0/42	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +6	44/0/0/0/44	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +7	47/0/0/0/47	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +8	50/0/0/0/50	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Parrying Dagger +9	53/0/0/0/53	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9

Dark Parrying Dagger +10	56/0/0/0/56	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
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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 Parrying Dagger +0	28/0/0/0/0	112/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +1	30/0/0/0/0	114/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +2	33/0/0/0/0	117/0	E/C/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +3	36/0/0/0/0	120/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +4	39/0/0/0/0	123/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +5	42/0/0/0/0	126/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +6	44/0/0/0/0	128/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +7	47/0/0/0/0	131/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +8	50/0/0/0/0	134/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +9	53/0/0/0/0	137/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Parrying Dagger +10	56/0/0/0/0	140/0	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9

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 Parrying Dagger +0	28/0/0/0/0	0/112	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +1	30/0/0/0/0	0/114	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +2	33/0/0/0/0	0/117	E/C/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +3	36/0/0/0/0	0/120	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +4	39/0/0/0/0	0/123	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +5	42/0/0/0/0	0/126	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +6	44/0/0/0/0	0/128	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +7	47/0/0/0/0	0/131	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +8	50/0/0/0/0	0/134	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +9	53/0/0/0/0	0/137	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Parrying Dagger +10	56/0/0/0/0	0/140	E/B/-/-/-	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
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Raw Parrying Dagger +0	46/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +1	50/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +2	55/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +3	59/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +4	64/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +5	69/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +6	73/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +7	78/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +8	82/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Parrying Dagger +9	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
Raw Parrying Dagger +10	92/0/0/0/0	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 Parrying Dagger +0	40/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +1	44/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Parrying Dagger +2	48/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +3	52/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +4	56/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +5	60/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +6	64/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +7	68/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +8	72/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +9	76/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Parrying Dagger +10	80/0/0/0/0	0/0	E/D/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 Parrying Dagger +0	20/0/0/0/0	0/0	E/D/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Mundane Parrying Dagger +1	22/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +2	24/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +3	26/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +4	28/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +5	30/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +6	32/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +7	34/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +8	36/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +9	38/0/0/0/0	0/0	E/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Parrying Dagger +10	40/0/0/0/0	0/0	E/C/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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 x 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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