

Possessed Armor Sword

In-Game Description

*Straight sword wielded by possessed armor.
Has a heated blade imbued with fire.*

*These suits of armor were once decorations,
until the black fog ruling the tower seized
control of them.*

Availability

Possessed Armor drop.

General Information

Image	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	130/0/6 7/0/0 (Slash)	0/0	110	25	20/13/0 /0 E/E/-/C/- /-	50/10/4 5/35/25	20/20/2 0/20	30	50	5

Move Set

Has the one-handed move set of the Axes, but with the Straight Swords' light attacks; and the standard Broadsword two-handed move set.

Moveset Demonstration: <https://www.youtube.com/watch?v=RjC7Pkgv-rU>

Notes

- Two-handed parry is replaced by a fire weapon buff which lasts 25 seconds and consumes 10 durability.
- The duration of the special ability **cannot** be slightly boosted with the Lingering Dragoncrest Ring, or the Northwarder Set.
- Cannot be enchanted.

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	Materials Cost	Souls
Possessed Armor Sword +0	130/0/67/0/0	0/0	E/E/-/C/-/-	-	-
Possessed Armor Sword +1	134/0/70/0/0	0/0	E/E/-/C/-/-	1x Titanite Shard	680
Possessed Armor Sword +2	138/0/73/0/0	0/0	E/E/-/C/-/-	2x Titanite Shard	850
Possessed Armor Sword +3	142/0/76/0/0	0/0	E/E/-/C/-/-	3x Titanite Shard	1,020
Possessed Armor Sword +4	146/0/80/0/0	0/0	E/E/-/C/-/-	1x Large Titanite Shard	1,350
Possessed Armor Sword +5	150/0/83/0/0	0/0	E/E/-/C/-/-	2x Large Titanite Shard	1,520

Possessed Armor Sword +6	154/0/86/0/0	0/0	E/E/-/C/-/-	3x Large Titanite Shard	1,690
Possessed Armor Sword +7	158/0/90/0/0	0/0	E/E/-/C/-/-	1x Titanite Chunk	2,030
Possessed Armor Sword +8	162/0/93/0/0	0/0	E/E/-/C/-/-	2x Titanite Chunk	2,200
Possessed Armor Sword +9	166/0/96/0/0	0/0	E/E/-/C/-/-	3x Titanite Chunk	2,370
Possessed Armor Sword +10	170/0/100/0/0	0/0	E/E/-/C/-/-	1x Titanite Slab	2,700

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 Possessed Armor Sword +0	103/40/53/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +1	106/42/56/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +2	110/44/58/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +3	113/46/61/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +4	116/48/63/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +5	119/50/66/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +6	122/52/69/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7
Magic Possessed Armor Sword +7	126/54/71/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/32.7/22.7	17.7/17.7/17.7/17.7

Magic Possessed Armor Sword +8	129/56/74/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/3 2.7/22.7	17.7/17.7/17.7/1 7.7
Magic Possessed Armor Sword +9	132/58/77/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/3 2.7/22.7	17.7/17.7/17.7/1 7.7
Magic Possessed Armor Sword +10	135/60/79/0/0	0/0	E/E/C/C/-/-	47.7/28.3/42.7/3 2.7/22.7	17.7/17.7/17.7/1 7.7

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 Possessed Armor Sword +0	109/0/104/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +1	112/0/109/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +2	115/0/114/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +3	119/0/119/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +4	122/0/125/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +5	126/0/130/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +6	129/0/135/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +7	132/0/140/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +8	136/0/145/0/0	0/0	E/E/-/C/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +9	139/0/150/0/0	0/0	E/E/-/B/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7
Fire Possessed Armor Sword +10	142/0/156/0/0	0/0	E/E/-/B/-/-	48.7/8.7/55/33.7/ 23.7	18.7/18.7/18.7/1 8.7

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 Possessed Armor Sword +0	103/0/53/40/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +1	106/0/56/42/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +2	110/0/58/44/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +3	113/0/61/46/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +4	116/0/63/48/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +5	119/0/66/50/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +6	122/0/69/52/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +7	126/0/71/54/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +8	129/0/74/56/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +9	132/0/77/58/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7
Lightning Possessed Armor Sword +10	135/0/79/60/0	0/0	E/E/-/C/C/-	47.7/7.7/42.7/53.3/22.7	17.7/17.7/17.7/17.7

Dark

Reduces: 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 Possessed Armor Sword +0	103/0/53/0/40	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +1	106/0/56/0/42	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +2	110/0/58/0/44	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +3	113/0/61/0/46	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +4	116/0/63/0/48	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +5	119/0/66/0/50	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +6	122/0/69/0/52	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +7	126/0/71/0/54	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +8	129/0/74/0/56	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +9	132/0/77/0/58	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7
Dark Possessed Armor Sword +10	135/0/79/0/60	0/0	E/E/-/C/-/C	47.7/7.7/42.7/32.7/43.3	17.7/17.7/17.7/17.7

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 Possessed Armor Sword +0	103/0/53/0/0	96/0	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +1	106/0/56/0/0	99/0	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +2	110/0/58/0/0	101/0	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +3	113/0/61/0/0	104/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +4	116/0/63/0/0	106/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +5	119/0/66/0/0	108/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +6	122/0/69/0/0	111/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +7	126/0/71/0/0	113/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +8	129/0/74/0/0	116/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +9	132/0/77/0/0	118/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7
Poison Possessed Armor Sword +10	135/0/79/0/0	121/0	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	38.3/17.7/17.7/17.7

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 Possessed Armor Sword +0	103/0/53/0/0	0/96	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7

Bleed Possessed Armor Sword +1	106/0/56/0/0	0/99	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +2	110/0/58/0/0	0/101	E/E/-/C/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +3	113/0/61/0/0	0/104	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +4	116/0/63/0/0	0/106	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +5	119/0/66/0/0	0/108	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +6	122/0/69/0/0	0/111	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +7	126/0/71/0/0	0/113	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +8	129/0/74/0/0	0/116	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +9	132/0/77/0/0	0/118	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7
Bleed Possessed Armor Sword +10	135/0/79/0/0	0/121	E/E/-/B/-/-	47.7/7.7/42.7/32.7/22.7	17.7/38.3/17.7/17.7

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 Possessed Armor Sword +0	149/0/77/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +1	154/0/80/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +2	158/0/84/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +3	163/0/88/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20

Raw Possessed Armor Sword +4	167/0/92/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +5	172/0/96/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +6	177/0/99/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +7	181/0/103/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +8	186/0/107/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +9	190/0/111/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20
Raw Possessed Armor Sword +10	195/0/115/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20

Enchanted

Reduces: Stat bonuses.
 Adds/Increases: INT stat bonus.
 Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Enchanted Possessed Armor Sword +0	130/0/67/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +1	134/0/70/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +2	138/0/73/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +3	142/0/76/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +4	146/0/80/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20

Enchanted Possessed Armor Sword +5	150/0/83/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +6	154/0/86/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +7	158/0/90/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +8	162/0/93/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +9	166/0/96/0/0	0/0	E/E/D/E/-/-	50/10/45/35/25	20/20/20/20
Enchanted Possessed Armor Sword +10	170/0/100/0/0	0/0	E/E/C/D/-/-	50/10/45/35/25	20/20/20/20

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 Possessed Armor Sword +0	65/0/33/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +1	67/0/35/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +2	69/0/36/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +3	71/0/38/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20

Mundane Possessed Armor Sword +4	73/0/40/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +5	75/0/41/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +6	77/0/43/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +7	79/0/45/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +8	81/0/46/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +9	83/0/48/0/0	0/0	E/E/-/E/-/-	50/10/45/35/25	20/20/20/20
Mundane Possessed Armor Sword +10	85/0/50/0/0	0/0	E/E/-/D/-/-	50/10/45/35/25	20/20/20/20

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<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, 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>
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:	<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>

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