

# Reinforced Club

## In-Game Description

*A wooden club headed with nails.*

*Designed as a deadlier club, and certainly offers a stronger attack, but this club also seems quick to fall apart, perhaps due to its shoddy craftsmanship.*

## Availability

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

- Sold by Laddersmith Gilligan for 1,600 souls in Earthen Peak and 2,000 souls in Majula.

## General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	140/0/0 /0/0  (Strike)	0/0	120	25	16/3/0/ 0  B/-/-/-/-	45/10/3 0/30/40	15/15/1 5/15	20	20	4.0

## Move Set

Identical to the Mace.

+ show Move Set - hide Move Set

<b>1 Handed</b>		
<b>Light</b>	Diagonal swipe uppercut into diagonal overhead swipe	
<b>Heavy — Heavy</b>	Diagonal overhead swipe into spin and horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Wide horizontal swipe	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	

<b>2 Handed</b>		
<b>Light</b>	Diagonal swipe into diagonal uppercut swipe	
<b>Heavy — Heavy</b>	Heavy diagonal swipe into heavy horizontal swipe	
<b>Roll — Light</b>	Overhead vertical chop	
<b>Backstep or Run — Light</b>	Overhead diagonal chop	
<b>Forward + Light</b>	Guard break	
<b>Forward + Heavy</b>	Jumping overhead downwards swipe	
<b>Light</b> (left hand)	Guard	
<b>Heavy</b> (left hand)	Parry	

<b>Power Stance</b>		
<b>Light</b> (left hand)	Dual diagonal swipe	
<b>Heavy</b> (left hand)	Dual diagonal swipe followed by right handed overhead chop	

## Notes

- A shoddy bludgeon that looks like a Club, swings and scales with Strength like the Mace and has higher base damage than either.
- Very fragile. The ground-scraping move set does not help.
- Unlike its previous incarnation, it does no Bleed damage and can't even be infused with it.

# 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
Reinforced Club +0	130/0/0/0/0	0/0	B/-/-/-/-	-	-
Reinforced Club +1	143/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Shard	520
Reinforced Club +2	156/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Shard	650
Reinforced Club +3	169/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Shard	770
Reinforced Club +4	182/0/0/0/0	0/0	B/-/-/-/-	1x Large Titanite Shard	1,030
Reinforced Club +5	195/0/0/0/0	0/0	B/-/-/-/-	2x Large Titanite Shard	1,160
Reinforced Club +6	208/0/0/0/0	0/0	B/-/-/-/-	3x Large Titanite Shard	1,290
Reinforced Club +7	221/0/0/0/0	0/0	B/-/-/-/-	1x Titanite Chunk	1,540
Reinforced Club +8	234/0/0/0/0	0/0	B/-/-/-/-	2x Titanite Chunk	1,670
Reinforced Club +9	247/0/0/0/0	0/0	B/-/-/-/-	3x Titanite Chunk	1,800
Reinforced Club +10	260/0/0/0/0	0/0	A/-/-/-/-	1x Titanite Slab	2,050

## Infusions

## 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 Reinforced Club +0	91/91/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +1	100/100/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +2	109/109/0/0/0	0/0	B/-/C/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +3	118/118/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +4	127/127/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +5	136/136/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +6	145/145/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +7	154/154/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +8	163/163/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +9	172/172/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9
Magic Reinforced Club +10	182/182/0/0/0	0/0	B/-/B/-/-	42.9/26.6/27.9/27.9/37.9	12.9/12.9/12.9/12.9/12.9

## Fire

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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 Reinforced Club +0	91/0/91/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +1	100/0/100/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +2	109/0/109/0/0	0/0	B/-/-/C/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +3	118/0/118/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +4	127/0/127/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +5	136/0/136/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +6	145/0/145/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +7	154/0/154/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +8	163/0/163/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +9	172/0/172/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	12.9/12.9/12.9/12.9
Fire Reinforced Club +10	182/0/182/0/0	0/0	B/-/-/B/-/-	42.9/7.9/46.6/27.9/37.9	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 Reinforced Club +0	91/0/0/91/0	0/0	B/-/-/C/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +1	100/0/0/100/0	0/0	B/-/-/C/-/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9

Lightning Reinforced Club +2	109/0/0/109/0	0/0	B/-/-/C/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +3	118/0/0/118/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +4	127/0/0/127/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +5	136/0/0/136/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +6	145/0/0/145/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +7	154/0/0/154/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +8	163/0/0/163/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +9	172/0/0/172/0	0/0	B/-/-/B/-	42.9/7.9/27.9/46.6/37.9	12.9/12.9/12.9/12.9
Lightning Reinforced Club +10	182/0/0/182/0	0/0	B/-/-/B/-	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 Reinforced Club +0	91/0/0/0/91	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/12.9
Dark Reinforced Club +1	100/0/0/0/100	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/12.9

Dark Reinforced Club +2	109/0/0/0/109	0/0	B/-/-/-/C	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +3	118/0/0/0/118	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +4	127/0/0/0/127	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +5	136/0/0/0/136	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +6	145/0/0/0/145	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +7	154/0/0/0/154	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +8	163/0/0/0/163	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +9	172/0/0/0/172	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9
Dark Reinforced Club +10	182/0/0/0/182	0/0	B/-/-/-/B	42.9/7.9/27.9/27.9/56.6	12.9/12.9/12.9/12.9/2.9

## 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 Reinforced Club +0	91/0/0/0/0	112/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Reinforced Club +1	100/0/0/0/0	114/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Reinforced Club +2	109/0/0/0/0	117/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9
Poison Reinforced Club +3	118/0/0/0/0	120/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9/2.9

Poison Reinforced Club +4	127/0/0/0/0	123/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +5	136/0/0/0/0	126/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +6	145/0/0/0/0	128/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +7	154/0/0/0/0	131/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +8	163/0/0/0/0	134/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +9	172/0/0/0/0	137/0	B/-/-/-/-	42.9/7.9/27.9/27.9/37.9	31.6/12.9/12.9/12.9
Poison Reinforced Club +10	182/0/0/0/0	140/0	B/-/-/-/-	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 Reinforced Club +0	149/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +1	164/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +2	179/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +3	194/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +4	209/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15

Raw Reinforced Club +5	224/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +6	239/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +7	254/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +8	269/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +9	284/0/0/0/0	0/0	E/-/-/-/-	45/10/30/30/40	15/25/15/15
Raw Reinforced Club +10	299/0/0/0/0	0/0	D/-/-/-/-	45/10/30/30/40	15/25/15/15

## Enchanted

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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 Reinforced Club +0	130/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +1	143/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +2	156/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +3	169/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +4	182/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +5	195/0/0/0/0	0/0	D/-/D/-/-	45/10/30/30/40	15/25/15/15

Enchanted Reinforced Club +6	208/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +7	221/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +8	234/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +9	247/0/0/0/0	0/0	D/-/D/-/-/-	45/10/30/30/40	15/25/15/15
Enchanted Reinforced Club +10	260/0/0/0/0	0/0	D/-/C/-/-/-	45/10/30/30/40	15/25/15/15

## Mundane

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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 Reinforced Club +0	65/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +1	71/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +2	78/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +3	84/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +4	91/0/0/0/0	0/0	C/-/-/-/-/-	45/10/30/30/40	15/25/15/15

Mundane Reinforced Club +5	97/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +6	104/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +7	110/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +8	117/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +9	123/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15
Mundane Reinforced Club +10	130/0/0/0/0	0/0	C/-/-/-/-	45/10/30/30/40	15/25/15/15

# Key

<p><b>Damage:</b></p>	<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>
<p><b>Aux Effect:</b></p>	<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>
<p><b>Counter Strength:</b></p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>

<p><b>Poise Damage:</b></p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p><b>Stats Needed:</b></p>	<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. (14 x 2 = 28)</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.  This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).  See Scaling for more information.  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.  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>

<b>Aux Effect Reduction:</b>	<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"> <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>
<b>Stability:</b>	<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>
<b>Durability:</b>	<p>The durability of the weapon.</p>
<b>Weight:</b>	<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>
<b>Enchantable? Items/Spells:</b>	<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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