

# Retainer's Short Sword


## In-Game Description

*Short sword wielded by retainers in the Garrison Ward.*

*Long ago, the retainers attended to the priestesses, but with their disappearance, the retainers were left to wander frigid Eleum Loyce without purpose.*

## Availability

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

Retainer drop - rare.

## General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t	Encha ntable ? Items/ Spells
	53/60/ 0/0/0  (Slash/ Thrust)	0/0	110	10	5/15/1 9/0  E/E/D/- /-/-	45/30/ 30/30/ 20	15/15/ 15/15	15	30	1.0	Yes/Yes

## Move Set

Has the standard moveset of the Dagger.

# Upgrades

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

## Basic

Standard upgrade path.

Requires:

- Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Retainer's Short Sword +0	53/60/0/0/0	E/E/D/-/-/-	-	-
Retainer's Short Sword +1	54/63/0/0/0	E/E/D/-/-/-	1x Titanite Shard	430
Retainer's Short Sword +2	56/66/0/0/0	E/E/D/-/-/-	2x Titanite Shard	540
Retainer's Short Sword +3	58/69/0/0/0	E/E/D/-/-/-	3x Titanite Shard	640
Retainer's Short Sword +4	59/72/0/0/0	E/E/D/-/-/-	1x Large Titanite Shard	850
Retainer's Short Sword +5	61/75/0/0/0	E/E/D/-/-/-	2x Large Titanite Shard	960
Retainer's Short Sword +6	63/78/0/0/0	E/E/D/-/-/-	3x Large Titanite Shard	1,070
Retainer's Short Sword +7	64/81/0/0/0	E/E/D/-/-/-	1x Titanite Chunk	1,280
Retainer's Short Sword +8	66/84/0/0/0	E/E/D/-/-/-	2x Titanite Chunk	1,390
Retainer's Short Sword +9	68/87/0/0/0	E/E/D/-/-/-	3x Titanite Chunk	1,490
Retainer's Short Sword +10	70/90/0/0/0	E/E/D/-/-/-	1x Titanite Slab	1,700

## 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 Retainer's Short Sword +0	38/100/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +1	39/105/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +2	40/110/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +3	41/116/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +4	43/120/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +5	44/126/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +6	45/131/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +7	46/136/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +8	47/141/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +9	49/146/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3
Magic Retainer's Short Sword +10	50/151/0/0/0	0/0	E/E/D/-/-	43.3/43.3/28.3/28.3/8.3/18.3	13.3/13.3/13.3/13.3/3.3

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## 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 Retainer's Short Sword +0	38/43/33/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +1	39/45/34/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +2	40/47/36/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +3	42/50/37/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +4	43/52/39/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +5	44/54/41/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +6	45/56/42/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +7	47/58/44/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +8	48/60/46/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +9	49/63/47/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7
Fire Retainer's Short Sword +10	50/65/49/0/0	0/0	E/E/D/D/-/-	42.7/27.7/48.3/27.7/17.7	12.7/12.7/12.7/12.7

## 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 Retainer's Short Sword +0	38/43/0/33/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7

Lightning Retainer's Short Sword +1	39/45/0/34/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +2	40/47/0/36/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +3	42/50/0/37/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +4	43/52/0/39/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +5	44/54/0/41/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +6	45/56/0/42/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +7	47/58/0/44/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +8	48/60/0/46/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +9	49/63/0/47/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7
Lightning Retainer's Short Sword +10	50/65/0/49/0	0/0	E/E/D/-/D/-	42.7/27.7/27.7/48.3/17.7	12.7/12.7/12.7/12.7

## 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 Retainer's Short Sword +0	38/43/0/0/33	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7/2.7

Dark Retainer's Short Sword +1	39/45/0/0/34	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +2	40/47/0/0/36	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +3	42/50/0/0/37	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +4	43/52/0/0/39	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +5	44/54/0/0/41	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +6	45/56/0/0/42	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +7	47/58/0/0/44	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +8	48/60/0/0/46	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +9	49/63/0/0/47	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7
Dark Retainer's Short Sword +10	50/65/0/0/49	0/0	E/E/D/-/-/D	42.7/27.7/27.7/27.7/38.3	12.7/12.7/12.7/12.7

## 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 Retainer's Short Sword +0	46/52/0/0/0	105/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7
Poison Retainer's Short Sword +1	47/54/0/0/0	108/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7
Poison Retainer's Short Sword +2	49/57/0/0/0	110/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7
Poison Retainer's Short Sword +3	50/60/0/0/0	113/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7

Poison Retainer's Short Sword +4	52/62/0/0/0	116/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +5	53/65/0/0/0	118/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +6	54/67/0/0/0	128/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +7	56/70/0/0/0	124/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +8	57/73/0/0/0	126/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +9	59/75/0/0/0	129/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7
Poison Retainer's Short Sword +10	60/78/0/0/0	132/0	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	33.3/12.7/12.7/12.7/2.7

# 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
Lacerating Retainer's Short Sword +0	46/52/0/0/0	0/105	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Lacerating Retainer's Short Sword +1	47/54/0/0/0	0/108	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Lacerating Retainer's Short Sword +2	49/57/0/0/0	0/110	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Lacerating Retainer's Short Sword +3	50/60/0/0/0	0/113	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7
Lacerating Retainer's Short Sword +4	52/62/0/0/0	0/116	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7/2.7

Lacerating Retainer's Short Sword +5	53/65/0/0/0	0/118	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
Lacerating Retainer's Short Sword +6	54/67/0/0/0	0/128	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
Lacerating Retainer's Short Sword +7	56/70/0/0/0	0/124	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
Lacerating Retainer's Short Sword +8	57/73/0/0/0	0/126	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
Lacerating Retainer's Short Sword +9	59/75/0/0/0	0/129	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7
Lacerating Retainer's Short Sword +10	60/78/0/0/0	0/132	E/E/D/-/-/-	42.7/27.7/27.7/27.7/17.7	12.7/33.3/12.7/12.7

## 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 Retainer's Short Sword +0	60/69/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +1	62/72/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +2	64/75/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +3	66/79/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +4	68/82/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +5	70/86/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0



Raw Retainer's Short Sword +6	72/89/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +7	74/93/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +8	76/96/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +9	78/100/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Retainer's Short Sword +10	80/103/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	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 Retainer's Short Sword +0	53/60/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +1	54/63/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +2	56/66/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +3	58/69/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +4	59/72/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +5	61/75/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +6	63/78/0/0/0	0/0	E/E/E/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Retainer's Short Sword +7	64/81/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +8	66/84/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +9	68/87/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Retainer's Short Sword +10	70/90/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	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 Retainer's Short Sword +0	7/9/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +1	8/9/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +2	8/9/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +3	8/10/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +4	8/10/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +5	9/11/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Mundane Retainer's Short Sword +6	9/11/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +7	9/12/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +8	9/12/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +9	10/13/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Retainer's Short Sword +10	10/13/0/0/0	0/0	E/E/E/-/-/-	45.0/30.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

# 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>

<p><b>Stats Needed:</b></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"> <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,</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. (<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>

<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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