

Scythe

In-Game Description

A scythe fitted with a large custom blade.

Has an extended slashing reach when swung broadly, but beware, these attacks make the wielder very vulnerable.

Availability

- One sold by Steady Hand McDuff for 3,500 souls.
- Shaded Woods treasure (dark infused). It is located in the same area as Manscorpion Tark, inside a metal chest.
- Brume Tower treasure (upgraded to +7). After the first bonfire, keep going until you go down a ladder. The weapon lies right next to it.

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
	165/0/0 /0/0 (Slash)	0/0	120	35	20/11/0 /0 D/D/-/-/- /-	40/10/3 0/30/35	10/10/1 0/10	40	60	5.0

Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	overhead swing followed by horizontal swing	overhead swing followed by horizontal swing
Heavy Attack	slow overhead smack followed by wide horizontal sweep	a spinning attack that hits twice
Rolling Attack	wide diagonal sweep from the right	quick diagonal slash
Running Attack	wide horizontal sweep from the right	a spinning attack that hits three times

Notes

- Like the one in the previous game, poleaxes like this are usually called a *bardiche*.

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
Scythe +0	165/0/0/0/0	0/0	D/D/-/-/-	-	-
Scythe +1	181/0/0/0/0	0/0	D/D/-/-/-	1x Titanite Shard	570
Scythe +2	198/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Shard	710
Scythe +3	214/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Shard	850
Scythe +4	231/0/0/0/0	0/0	C/D/-/-/-	1x Large Titanite Shard	1,130
Scythe +5	247/0/0/0/0	0/0	C/D/-/-/-	2x Large Titanite Shard	1,270
Scythe +6	264/0/0/0/0	0/0	C/D/-/-/-	3x Large Titanite Shard	1,410
Scythe +7	280/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Chunk	1,690

Scythe +8	297/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Chunk	1,830
Scythe +9	313/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Chunk	1,970
Scythe +10	330/0/0/0/0	0/0	B/D/-/-/-	1x Titanite Slab	2,250

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 Scythe +0	115/115/0/0/0	0/0	D/D/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +1	127/127/0/0/0	0/0	D/D/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +2	138/138/0/0/0	0/0	D/D/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +3	150/150/0/0/0	0/0	D/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +4	161/161/0/0/0	0/0	D/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +5	173/173/0/0/0	0/0	D/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +6	184/184/0/0/0	0/0	D/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +7	196/196/0/0/0	0/0	C/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +8	207/207/0/0/0	0/0	C/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +9	219/219/0/0/0	0/0	C/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Scythe +10	231/231/0/0/0	0/0	C/D/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9

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 Scythe +0	115/0/115/0/0	0/0	D/D/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +1	127/0/127/0/0	0/0	D/D/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +2	138/0/138/0/0	0/0	D/D/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +3	150/0/150/0/0	0/0	D/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +4	161/0/161/0/0	0/0	D/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +5	173/0/173/0/0	0/0	D/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +6	184/0/184/0/0	0/0	D/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +7	196/0/196/0/0	0/0	C/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +8	207/0/207/0/0	0/0	C/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +9	219/0/219/0/0	0/0	C/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Scythe +10	231/0/231/0/0	0/0	C/D/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9

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 Scythe +0	115/0/0/115/0	0/0	D/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +1	127/0/0/127/0	0/0	D/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +2	138/0/0/138/0	0/0	D/D/-/-/C/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +3	150/0/0/150/0	0/0	D/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +4	161/0/0/161/0	0/0	D/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +5	173/0/0/173/0	0/0	D/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +6	184/0/0/184/0	0/0	D/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +7	196/0/0/196/0	0/0	C/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +8	207/0/0/207/0	0/0	C/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +9	219/0/0/219/0	0/0	C/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9
Lightning Scythe +10	231/0/0/231/0	0/0	C/D/-/-/B/-	37.9/7.9/27.9/46.6/32.9	7.9/7.9/7.9/7.9

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 Scythe +0	115/0/0/0/115	0/0	D/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +1	127/0/0/0/127	0/0	D/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9

Dark Scythe +2	138/0/0/0/138	0/0	D/D/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +3	150/0/0/0/150	0/0	D/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +4	161/0/0/0/161	0/0	D/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +5	173/0/0/0/173	0/0	D/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +6	184/0/0/0/184	0/0	D/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +7	196/0/0/0/196	0/0	C/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +8	207/0/0/0/207	0/0	C/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +9	219/0/0/0/219	0/0	C/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Scythe +10	231/0/0/0/231	0/0	C/D/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9

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 Scythe +0	115/0/0/0/0	112/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +1	127/0/0/0/0	114/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +2	138/0/0/0/0	117/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +3	150/0/0/0/0	120/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +4	161/0/0/0/0	123/0	D/D/-/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9

Poison Scythe +5	173/0/0/0/0	126/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +6	184/0/0/0/0	128/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +7	196/0/0/0/0	131/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +8	207/0/0/0/0	134/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +9	219/0/0/0/0	137/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Scythe +10	231/0/0/0/0	140/0	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9

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 Scythe +0	115/0/0/0/0	0/112	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +1	127/0/0/0/0	0/114	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +2	138/0/0/0/0	0/117	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +3	150/0/0/0/0	0/120	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +4	161/0/0/0/0	0/123	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +5	173/0/0/0/0	0/126	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +6	184/0/0/0/0	0/128	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +7	196/0/0/0/0	0/131	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9

Bleed Scythe +8	207/0/0/0/0	0/134	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +9	219/0/0/0/0	0/137	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Scythe +10	231/0/0/0/0	0/140	D/D/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9

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 Scythe +0	189/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +1	208/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +2	227/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +3	246/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +4	265/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +5	284/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +6	303/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +7	322/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +8	341/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +9	360/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Scythe +10	379/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10

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 Scythe +0	165/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +1	181/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +2	198/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +3	214/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +4	231/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +5	247/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +6	264/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +7	264/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +8	280/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +9	297/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Scythe +10	313/0/0/0/0	0/0	E/E/D/-/-/-	40/10/30/30/35	10/10/10/10

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 Scythe +0	82/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +1	90/0/0/0/0	0/0	E/E/-/-/-/-	40/10/30/30/35	10/10/10/10

Mundane Scythe +2	99/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +3	107/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +4	115/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +5	123/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +6	132/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +7	140/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +8	148/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +9	156/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Scythe +10	165/0/0/0/0	0/0	D/E/-/-/-	40/10/30/30/35	10/10/10/10

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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