

# Shadow Dagger


## In-Game Description

*Dagger used by those who lurk in the shadows.  
Formed by bending a sword into the  
shape of a dagger.*

*In Mirrah, the land of knights, there exists  
an order of shadow knights who carry out  
assassinations in the cover of darkness.*

*Those who fled even the order of shadow  
knights had rejected all forms of honor,  
and resorted to unseemly mercenary work.*

## Availability

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

- Suspicious Shadow 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
	60/0/0/ 0/0  (Slash/ Thrust)	0/0	130	10	4/16/0/ 0  C/D/-/- /-/-	45/10/ 30/30/ 20	15/15/ 15/15	20	60	1.5	Yes/Yes

# Move Set

+ show Move Set - hide Move Set

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

## Notes

## 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
Shadow Dagger +0	60/0/0/0/0	0/0	C/D/-/-/-	-	-
Shadow Dagger +1	66/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Shard	430
Shadow Dagger +2	72/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Shard	540
Shadow Dagger +3	78/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Shard	640
Shadow Dagger +4	84/0/0/0/0	0/0	C/D/-/-/-	1x Large Titanite Shard	850
Shadow Dagger +5	90/0/0/0/0	0/0	C/D/-/-/-	2x Large Titanite Shard	960

Shadow Dagger +6	96/0/0/0/0	0/0	C/D/-/-/-	3x Large Titanite Shard	1,070
Shadow Dagger +7	102/0/0/0/0	0/0	C/D/-/-/-	1x Titanite Chunk	1,280
Shadow Dagger +8	108/0/0/0/0	0/0	C/D/-/-/-	2x Titanite Chunk	1,390
Shadow Dagger +9	114/0/0/0/0	0/0	C/D/-/-/-	3x Titanite Chunk	1,490
Shadow Dagger +10	120/0/0/0/0	0/0	B/D/-/-/-	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 Shadow Dagger +0	42/42/0/0/0	0/0	C/E/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +1	46/46/0/0/0	0/0	C/E/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +2	50/50/0/0/0	0/0	C/E/C/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +3	54/54/0/0/0	0/0	C/E/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +4	58/58/0/0/0	0/0	C/E/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +5	63/63/0/0/0	0/0	C/E/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +6	67/67/0/0/0	0/0	C/E/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +7	71/71/0/0/0	0/0	C/E/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Shadow Dagger +8	75/75/0/0/0	0/0	C/E/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +9	79/79/0/0/0	0/0	C/E/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shadow Dagger +10	84/84/0/0/0	0/0	C/E/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 Shadow Dagger +0	42/0/42/0/0	0/0	C/E/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +1	46/0/46/0/0	0/0	C/E/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +2	50/0/50/0/0	0/0	C/E/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +3	54/0/54/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +4	58/0/58/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +5	63/0/63/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +6	67/0/67/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +7	71/0/71/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +8	75/0/75/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +9	79/0/79/0/0	0/0	C/E/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shadow Dagger +10	84/0/84/0/0	0/0	C/E/-/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 Shadow Dagger +0	42/0/0/42/0	0/0	C/E/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +1	46/0/0/46/0	0/0	C/E/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +2	50/0/0/50/0	0/0	C/E/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +3	54/0/0/54/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +4	58/0/0/58/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +5	63/0/0/63/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +6	67/0/0/67/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +7	71/0/0/71/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +8	75/0/0/75/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +9	79/0/0/79/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shadow Dagger +10	84/0/0/84/0	0/0	C/E/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9

# 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 Shadow Dagger +0	42/0/0/0/42	0/0	C/E/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +1	46/0/0/0/46	0/0	C/E/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +2	50/0/0/0/50	0/0	C/E/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +3	54/0/0/0/54	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +4	58/0/0/0/58	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +5	63/0/0/0/63	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +6	67/0/0/0/67	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +7	71/0/0/0/71	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +8	75/0/0/0/75	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +9	79/0/0/0/79	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9/2.9
Dark Shadow Dagger +10	84/0/0/0/84	0/0	C/E/-/-/-/B	42.9/7.9/27.9/27.9/36.6	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 Shadow Dagger +0	42/0/0/0/0	112/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +1	46/0/0/0/0	114/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +2	50/0/0/0/0	117/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +3	54/0/0/0/0	120/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +4	58/0/0/0/0	123/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +5	63/0/0/0/0	126/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +6	67/0/0/0/0	128/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +7	71/0/0/0/0	131/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +8	75/0/0/0/0	134/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +9	79/0/0/0/0	137/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9
Poison Shadow Dagger +10	84/0/0/0/0	140/0	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9

## 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 Shadow Dagger +0	42/0/0/0/0	0/112	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +1	46/0/0/0/0	0/114	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9

Bleed Shadow Dagger +2	50/0/0/0/0	0/117	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +3	54/0/0/0/0	0/120	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +4	58/0/0/0/0	0/123	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +5	63/0/0/0/0	0/126	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +6	67/0/0/0/0	0/128	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +7	71/0/0/0/0	0/131	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +8	75/0/0/0/0	0/134	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +9	79/0/0/0/0	0/137	C/E/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shadow Dagger +10	84/0/0/0/0	0/140	C/E/-/-/-/-	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
Raw Shadow Dagger +0	69/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +1	75/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +2	82/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +3	89/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +4	96/0/0/0/0	0/0	E/E/-/-/-/-	45/10/30/30/20	15/15/15/15



Raw Shadow Dagger +5	103/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +6	110/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +7	117/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +8	124/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +9	131/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15
Raw Shadow Dagger +10	138/0/0/0/0	0/0	E/E/-/-/-	45/10/30/30/20	15/15/15/15

# 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 Shadow Dagger +0	60/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +1	66/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +2	72/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +3	78/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +4	84/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +5	90/0/0/0/0	0/0	E/E/D/-/-	45/10/30/30/20	15/15/15/15

Enchanted Shadow Dagger +6	96/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +7	102/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +8	108/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +9	114/0/0/0/0	0/0	E/E/D/-/-/-	45/10/30/30/20	15/15/15/15
Enchanted Shadow Dagger +10	120/0/0/0/0	0/0	E/E/C/-/-/-	45/10/30/30/20	15/15/15/15

## 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 Shadow Dagger +0	30/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +1	33/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +2	36/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +3	39/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +4	42/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +5	45/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +6	48/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +7	51/0/0/0/0	0/0	D/E/-/-/-/-	45/10/30/30/20	15/15/15/15

Mundane Shadow Dagger +8	54/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +9	57/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15
Mundane Shadow Dagger +10	60/0/0/0/0	0/0	D/E/-/-/-	45/10/30/30/20	15/15/15/15

# 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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