

Shotel

In-Game Description

*A uniquely-shaped curved sword.
The name of it's creator is unknown,
but he was clearly a true craftsman.*

*The curved blade is designed to reach around the opponent's shield to deal damage.
Use the strong attack to utilize.*

Effect: shield piercing (strong attack)

Availability

Dark Souls 2 & Scholar of the First Sin:

- Black Gulch treasure. From the Black Gulch Mouth bonfire, stick to the left hand side until you come across a small passageway.
Down this passageway is a metal chest containing the weapon.
- Rhoyn the Explorer (upgraded to +5) drop - rare
- Parasite Spider drop - rare.
- Rabid Kobold drop - uncommon.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight	Enchantable ? Items/Spells
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	100/0/0/0/0 (Slash)	0/0	110	15	10/16/0/0 E/A/-/-/-	45/10/30/30/20	15/15/15/15	30	45	2.5	Yes/Yes
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Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	steep diagonal downward slash to the left then horizontal slash to the right	steep diagonal downward slash to the left then right
Heavy Attack	diagonal downward slash then back up	diagonal downward slash then back up
Rolling Attack	spin and horizontal slash in front	spin and diagonal slash in front
Running Attack	quick, spinning two-hit attack	quick upward slash

https://www.youtube.com/watch?v=B3jzljREbPo

Notes

Upgrades

Fold	Unfold	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
Shotel +0	100/0/0/0/0	0/0	D/A/-/-/-	-	-
Shotel +1	110/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Shard	490
Shotel +2	120/0/0/0/0	0/0	D/A/-/-/-	2x Titanite Shard	610

Shotel +3	130/0/0/0/0	0/0	D/A/-/-/-	3x Titanite Shard	740
Shotel +4	140/0/0/0/0	0/0	D/A/-/-/-	1x Large Titanite Shard	980
Shotel +5	150/0/0/0/0	0/0	D/A/-/-/-	2x Large Titanite Shard	1,100
Shotel +6	160/0/0/0/0	0/0	D/A/-/-/-	3x Large Titanite Shard	1,220
Shotel +7	170/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Chunk	1,470
Shotel +8	180/0/0/0/0	0/0	D/A/-/-/-	2x Titanite Chunk	1,590
Shotel +9	190/0/0/0/0	0/0	D/A/-/-/-	3x Titanite Chunk	1,710
Shotel +10	200/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Slab	1,950

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 Shotel +0	70/70/0/0/0	0/0	E/B/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +1	77/77/0/0/0	0/0	E/B/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +2	84/84/0/0/0	0/0	E/B/C/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +3	91/91/0/0/0	0/0	E/B/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +4	98/98/0/0/0	0/0	E/B/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +5	105/105/0/0/0	0/0	E/B/B/-/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9

Magic Shotel +6	112/112/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +7	119/119/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +8	126/126/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +9	133/133/0/0/0	0/0	E/B/B/-/-	42.9/26.6/27.9/27.9/17.9	12.9/12.9/12.9/12.9
Magic Shotel +10	140/140/0/0/0	0/0	E/B/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 Shotel +0	70/0/70/0/0	0/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +1	77/0/77/0/0	0/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +2	84/0/84/0/0	0/0	E/B/-/C/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +3	91/0/91/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +4	98/0/98/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +5	105/0/105/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +6	112/0/112/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +7	119/0/119/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +8	126/0/126/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9

Fire Shotel +9	133/0/133/0/0	0/0	E/B/-/B/-/-	42.9/7.9/46.6/27.9/17.9	12.9/12.9/12.9/12.9
Fire Shotel +10	140/0/140/0/0	0/0	E/B/-/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 Shotel +0	70/0/0/70/0	0/0	E/B/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +1	78/0/0/78/0	0/0	E/B/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +2	84/0/0/84/0	0/0	E/B/-/-/C/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +3	91/0/0/91/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +4	98/0/0/98/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +5	105/0/0/105/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +6	112/0/0/112/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +7	119/0/0/119/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +8	126/0/0/126/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +9	133/0/0/133/0	0/0	E/B/-/-/B/-	42.9/7.9/27.9/46.6/17.9	12.9/12.9/12.9/12.9
Lightning Shotel +10	140/0/0/140/0	0/0	E/B/-/-/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 Shotel +0	70/0/0/0/70	0/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +1	77/0/0/0/77	0/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +2	84/0/0/0/84	0/0	E/B/-/-/-/C	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +3	91/0/0/0/91	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +4	98/0/0/0/98	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +5	105/0/0/0/105	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +6	112/0/0/0/112	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +7	119/0/0/0/119	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +8	126/0/0/0/126	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +9	133/0/0/0/133	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9
Dark Shotel +10	140/0/0/0/140	0/0	E/B/-/-/-/B	42.9/7.9/27.9/27.9/36.6	12.9/12.9/12.9/12.9

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 Shotel +0	70/0/0/0/0	112/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +1	77/0/0/0/0	114/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +2	84/0/0/0/0	117/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +3	91/0/0/0/0	120/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +4	98/0/0/0/0	123/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +5	105/0/0/0/0	126/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +6	112/0/0/0/0	128/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +7	119/0/0/0/0	131/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +8	126/0/0/0/0	134/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +9	133/0/0/0/0	137/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9
Poison Shotel +10	140/0/0/0/0	140/0	E/B/-/-/-	42.9/7.9/27.9/27.9/17.9	31.6/12.9/12.9/12.9/2.9

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 Shotel +0	70/0/0/0/0	0/112	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9/2.9
Bleed Shotel +1	77/0/0/0/0	0/114	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9/2.9

Bleed Shotel +2	84/0/0/0/0	0/117	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +3	91/0/0/0/0	0/120	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +4	98/0/0/0/0	0/123	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +5	105/0/0/0/0	0/126	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +6	112/0/0/0/0	0/128	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +7	119/0/0/0/0	0/131	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +8	126/0/0/0/0	0/134	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +9	133/0/0/0/0	0/137	E/B/-/-/-/-	42.9/7.9/27.9/27.9/17.9	12.9/31.6/12.9/12.9
Bleed Shotel +10	140/0/0/0/0	0/140	E/B/-/-/-/-	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 Shotel +0	115/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +1	126/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +2	138/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +3	149/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +4	161/0/0/0/0	0/0	E/E/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Raw Shotel +5	172/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +6	184/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +7	195/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +8	207/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +9	218/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Raw Shotel +10	230/0/0/0/0	0/0	E/E/-/-/-	45.0/10.0/30.0/30.0/20.0	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 Shotel +0	100/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +1	110/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +2	120/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +3	130/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +4	140/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +5	150/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +6	160/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +7	170/0/0/0/0	0/0	E/D/D/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

Enchanted Shotel +8	180/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +9	190/0/0/0/0	0/0	E/D/D/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Enchanted Shotel +10	200/0/0/0/0	0/0	E/D/C/-/-/-	45.0/10.0/30.0/30.0/20.0	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 Shotel +0	50/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +1	55/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +2	60/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +3	65/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +4	70/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +5	75/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +6	80/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +7	85/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +8	90/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +9	95/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0
Mundane Shotel +10	100/0/0/0/0	0/0	E/C/-/-/-/-	45.0/10.0/30.0/30.0/20.0	15.0/15.0/15.0/15.0

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