

# Sun Sword

|  |
|--|
|  |
|  |

## In-Game Description

*A well-forged long sword.  
Of unknown origin, and exhibiting  
no special power, but sturdily crafted.*

*Perhaps it does not live up to its name,  
but nevertheless, merely wielding this sword  
seems to cause warmth to well up within  
one's bosom.*

## Availability

Reach +2 rank in the Heirs of the Sun covenant.

## General Information

| Image | Damag<br>e                               | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|-------|--|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|       | 87/0/0/<br>0/0<br><br>(Slash/T<br>hrust) | 0/0            | 110                         | 20                  | 15/13/0<br>/0<br><br>B/B/-/-/<br>/-        | 50/10/3<br>5/35/25          | 20/20/2<br>0/20                 | 30            | 60             | 3.0    |

## Move Set

+ show Move Set - hide Move Set

Like the Longsword, but the R2 attacks are backwards - one-handed thrusts and two-handed sweeps. Rolling attacks are also forward thrusts.

## Notes

- The Sun Sword has the most powerful Quality-type scaling in the straight sword category. With 99 DEX, 99 STR and +10 upgrade level, the scaling adds +250 damage on top of the base 175.
- Identical in design to Solaire of Astora's Sunlight Straight Sword from Dark Souls. Given the covenant theme, it's probably not a coincidence.

## Upgrades

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

### Basic

Standard upgrade path.

Requires:

- Titanite

| Name         | Damage      | Aux Effects | Stat Bonuses | Materials Cost          | Souls |
|--------------|-------------|-------------|--------------|-------------------------|-------|
| Sun Sword +0 | 87/0/0/0/0  | 0/0         | B/B/-/-/-    | -                       | -     |
| Sun Sword +1 | 95/0/0/0/0  | 0/0         | B/B/-/-/-    | 1x Titanite Shard       | 500   |
| Sun Sword +2 | 104/0/0/0/0 | 0/0         | B/B/-/-/-    | 2x Titanite Shard       | 630   |
| Sun Sword +3 | 113/0/0/0/0 | 0/0         | B/B/-/-/-    | 3x Titanite Shard       | 750   |
| Sun Sword +4 | 122/0/0/0/0 | 0/0         | B/B/-/-/-    | 1x Large Titanite Shard | 1,000 |
| Sun Sword +5 | 131/0/0/0/0 | 0/0         | B/B/-/-/-    | 2x Large Titanite Shard | 1,130 |
| Sun Sword +6 | 139/0/0/0/0 | 0/0         | B/B/-/-/-    | 3x Large Titanite Shard | 1,250 |
| Sun Sword +7 | 148/0/0/0/0 | 0/0         | B/B/-/-/-    | 1x Titanite Chunk       | 1,500 |
| Sun Sword +8 | 157/0/0/0/0 | 0/0         | B/B/-/-/-    | 2x Titanite Chunk       | 1,630 |
| Sun Sword +9 | 166/0/0/0/0 | 0/0         | B/B/-/-/-    | 3x Titanite Chunk       | 1,750 |

|               |             |     |           |                  |       |
|---------------|-------------|-----|-----------|------------------|-------|
| Sun Sword +10 | 175/0/0/0/0 | 0/0 | A/A/-/-/- | 1x Titanite Slab | 2,000 |
|---------------|-------------|-----|-----------|------------------|-------|

# 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 Sun Sword +0  | 60/60/0/0/0   | 0/0          | B/C/C/-/-/-  | 47.9/26.6/32.9/32.9/22.9 | 17.9/17.9/17.9/17.9   |
| Magic Sun Sword +1  | 67/67/0/0/0   | 0/0          | B/C/C/-/-/-  |                          |                       |
| Magic Sun Sword +2  | 73/73/0/0/0   | 0/0          | B/C/C/-/-/-  |                          |                       |
| Magic Sun Sword +3  | 79/79/0/0/0   | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +4  | 85/85/0/0/0   | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +5  | 91/91/0/0/0   | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +6  | 97/97/0/0/0   | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +7  | 104/104/0/0/0 | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +8  | 110/110/0/0/0 | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +9  | 116/116/0/0/0 | 0/0          | B/C/B/-/-/-  |                          |                       |
| Magic Sun Sword +10 | 122/122/0/0/0 | 0/0          | B/C/B/-/-/-  |                          |                       |

## 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 Sun Sword<br>+0  | 60/0/60/0/0   | 0/0          | B/C/-/C/-/-  | 47.9/7.9/51.6/32.9/22.9 | 17.9/17.9/17.9/17.9   |
| Fire Sun Sword<br>+1  | 67/0/67/0/0   | 0/0          | B/C/-/C/-/-  |                         |                       |
| Fire Sun Sword<br>+2  | 73/0/73/0/0   | 0/0          | B/C/-/C/-/-  |                         |                       |
| Fire Sun Sword<br>+3  | 79/0/79/0/0   | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+4  | 85/0/85/0/0   | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+5  | 91/0/91/0/0   | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+6  | 97/0/97/0/0   | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+7  | 104/0/104/0/0 | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+8  | 110/0/110/0/0 | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+9  | 116/0/116/0/0 | 0/0          | B/C/-/B/-/-  |                         |                       |
| Fire Sun Sword<br>+10 | 122/0/122/0/0 | 0/0          | B/C/-/B/-/-  |                         |                       |

## 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 Sun Sword +0  | 60/0/0/60/0   | 0/0          | B/C/-/-/C/-  | 47.9/7.9/32.9/51.6/22.9 | 17.9/17.9/17.9/17.9   |
| Lightning Sun Sword +1  | 67/0/0/67/0   | 0/0          | B/C/-/-/C/-  |                         |                       |
| Lightning Sun Sword +2  | 73/0/0/73/0   | 0/0          | B/C/-/-/C/-  |                         |                       |
| Lightning Sun Sword +3  | 79/0/0/79/0   | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +4  | 85/0/0/85/0   | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +5  | 91/0/0/91/0   | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +6  | 97/0/0/97/0   | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +7  | 104/0/0/104/0 | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +8  | 110/0/0/110/0 | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +9  | 116/0/0/116/0 | 0/0          | B/C/-/-/B/-  |                         |                       |
| Lightning Sun Sword +10 | 122/0/0/122/0 | 0/0          | B/C/-/-/B/-  |                         |                       |

## 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 Sun Sword +0 | 60/0/0/0/60 | 0/0          | B/C/-/-/-/C  | 47.9/7.9/32.9/32.9/41.6 | 17.9/17.9/17.9/17.9   |
| Dark Sun Sword +1 | 67/0/0/0/67 | 0/0          | B/C/-/-/-/C  |                         |                       |

|                       |               |     |             |
|-----------------------|---------------|-----|-------------|
| Dark Sun Sword<br>+2  | 73/0/0/0/73   | 0/0 | B/C/-/-/-/C |
| Dark Sun Sword<br>+3  | 79/0/0/0/79   | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+4  | 85/0/0/0/85   | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+5  | 91/0/0/0/91   | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+6  | 97/0/0/0/97   | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+7  | 104/0/0/0/104 | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+8  | 110/0/0/0/110 | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+9  | 116/0/0/0/116 | 0/0 | B/C/-/-/-/B |
| Dark Sun Sword<br>+10 | 122/0/0/0/122 | 0/0 | B/C/-/-/-/B |

# 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 Sun Sword<br>+0 | 60/0/0/0/0 | 112/0        | B/C/-/-/-/-  | 47.9/7.9/32.9/32.9/22.9 | 36.6/17.9/17.9/17.9   |
| Poison Sun Sword<br>+1 | 67/0/0/0/0 | 114/0        | B/C/-/-/-/-  |                         |                       |
| Poison Sun Sword<br>+2 | 73/0/0/0/0 | 117/0        | B/C/-/-/-/-  |                         |                       |
| Poison Sun Sword<br>+3 | 79/0/0/0/0 | 120/0        | B/C/-/-/-/-  |                         |                       |
| Poison Sun Sword<br>+4 | 85/0/0/0/0 | 123/0        | B/C/-/-/-/-  |                         |                       |

|                         |             |       |             |
|-------------------------|-------------|-------|-------------|
| Poison Sun Sword<br>+5  | 91/0/0/0/0  | 126/0 | B/C/-/-/-/- |
| Poison Sun Sword<br>+6  | 97/0/0/0/0  | 128/0 | B/C/-/-/-/- |
| Poison Sun Sword<br>+7  | 104/0/0/0/0 | 131/0 | B/C/-/-/-/- |
| Poison Sun Sword<br>+8  | 110/0/0/0/0 | 134/0 | B/C/-/-/-/- |
| Poison Sun Sword<br>+9  | 116/0/0/0/0 | 137/0 | B/C/-/-/-/- |
| Poison Sun Sword<br>+10 | 122/0/0/0/0 | 140/0 | B/C/-/-/-/- |

# 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 Sun Sword<br>+0 | 60/0/0/0/0  | 0/112        | B/C/-/-/-/-  | 47.9/7.9/32.9/32.9/22.9 | 17.9/36.6/17.9/17.9   |
| Bleed Sun Sword<br>+1 | 67/0/0/0/0  | 0/114        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+2 | 73/0/0/0/0  | 0/117        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+3 | 79/0/0/0/0  | 0/120        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+4 | 85/0/0/0/0  | 0/123        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+5 | 91/0/0/0/0  | 0/126        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+6 | 97/0/0/0/0  | 0/128        | B/C/-/-/-/-  |                         |                       |
| Bleed Sun Sword<br>+7 | 104/0/0/0/0 | 0/131        | B/C/-/-/-/-  |                         |                       |

|                        |             |       |             |
|------------------------|-------------|-------|-------------|
| Bleed Sun Sword<br>+8  | 110/0/0/0/0 | 0/134 | B/C/-/-/-/- |
| Bleed Sun Sword<br>+9  | 116/0/0/0/0 | 0/137 | B/C/-/-/-/- |
| Bleed Sun Sword<br>+10 | 122/0/0/0/0 | 0/140 | B/C/-/-/-/- |

# 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 Sun Sword<br>+0  | 100/0/0/0/0 | 0/0          | E/E/-/-/-/-  | 50.0/10.0/35.0/35.0/25.0 | 20.0/20.0/20.0/20.0/20.0 |
| Raw Sun Sword<br>+1  | 110/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+2  | 120/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+3  | 130/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+4  | 140/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+5  | 150/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+6  | 160/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+7  | 170/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+8  | 181/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+9  | 191/0/0/0/0 | 0/0          | E/E/-/-/-/-  |                          |                          |
| Raw Sun Sword<br>+10 | 201/0/0/0/0 | 0/0          | D/E/-/-/-/-  |                          |                          |



# 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 Sun Sword +0  | 87/0/0/0/0  | 0/0          | D/E/D/-/-/-  | 50.0/10.0/35.0/35.0/25.0 | 20.0/20.0/20.0/20.0/20.0 |
| Enchanted Sun Sword +1  | 95/0/0/0/0  | 0/0          | D/E/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +2  | 104/0/0/0/0 | 0/0          | D/E/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +3  | 104/0/0/0/0 | 0/0          | D/E/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +4  | 122/0/0/0/0 | 0/0          | D/E/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +5  | 131/0/0/0/0 | 0/0          | D/D/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +6  | 139/0/0/0/0 | 0/0          | D/D/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +7  | 148/0/0/0/0 | 0/0          | D/D/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +8  | 157/0/0/0/0 | 0/0          | D/D/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +9  | 166/0/0/0/0 | 0/0          | D/D/D/-/-/-  |                          |                          |
| Enchanted Sun Sword +10 | 175/0/0/0/0 | 0/0          | D/D/C/-/-/-  |                          |                          |

# 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 Sun Sword +0  | 43/0/0/0/0 | 0/0          | C/D/-/-/-    | 50.0/10.0/35.0/35.0/25.0 | 20.0/20.0/20.0/20.0   |
| Mundane Sun Sword +1  | 47/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +2  | 52/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +3  | 56/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +4  | 61/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +5  | 65/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +6  | 69/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +7  | 74/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +8  | 78/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +9  | 83/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |
| Mundane Sun Sword +10 | 87/0/0/0/0 | 0/0          | C/D/-/-/-    |                          |                       |

# 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.<br/>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>   |
| <b>Stats Needed:</b>     | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.<br/>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,<br/>while lower-than-required Magic and/or Faith will reduce the Magic damage of the weapon.<br/>Also keep in mind that your character gains a 100% bonus to Strength by wielding a weapon with both hands, thus reducing<br/>the actual Strength required. For example, a character with 14 Strength can wield a Great Club (Requires 28 Strength)<br/>properly if the weapon is held with both hands. (<math>14 \times 2 = 28</math>)</p> |

|                              |   |
|------------------------------|---|
| <b>Stat Bonuses:</b>         | <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> |
| <b>Damage Reduction:</b>     | <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.</p> <p>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>           | The durability of the weapon.   |
| <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> | 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. |
|-----------------------------------|---|

---

Revision #1  
Created 17 December 2024 08:19:34 by jade  
Updated 17 December 2024 08:19:34 by jade