

# Syan's Halberd


## In-Game Description

*Replica of the halberd of the loyal knight Syan.  
A meticulously-crafted, distinguished weapon.*

*Sir Syan was widely known as the kingdom's most loyal knight, and when the Giant's invaded, he volunteered to lead the advance party, but was slaughtered most dishonorably.*

*The King commissioned replicas of Syan's accoutrements and bestowed them to promising knights, but not long after they donned the armor did they go thoroughly mad.*

## Availability

Royal Guard (Halberd) drop.

## 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/T hrust)	0/0	120	35	20/25/0 /0  D/A/-/-/- /-	40/10/3 0/30/35	10/10/1 0/10	40	60	12

# Move Set

+ show Move Set - hide Move Set

	One-Handed	Two-Handed
Light Attack	thrusts	thrusts
Heavy Attack	slow overhead smack followed by wide horizontal sweep	wide horizontal sweep followed by a quick thrust
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

Has the thrusting light attacks of the Halberd of Dark Souls.

## 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
Syan's Halberd +0	165/0/0/0/0	0/0	D/A/-/-/-	-	-
Syan's Halberd +1	181/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Shard	760
Syan's Halberd +2	198/0/0/0/0	0/0	D/A/-/-/-	2x Titanite Shard	950
Syan's Halberd +3	214/0/0/0/0	0/0	D/A/-/-/-	3x Titanite Shard	1,140
Syan's Halberd +4	231/0/0/0/0	0/0	D/A/-/-/-	1x Large Titanite Shard	1,520

Syan's Halberd +5	247/0/0/0/0	0/0	D/A/-/-/-	2x Large Titanite Shard	1,710
Syan's Halberd +6	264/0/0/0/0	0/0	D/A/-/-/-	3x Large Titanite Shard	1,900
Syan's Halberd +7	280/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Chunk	2,280
Syan's Halberd +8	297/0/0/0/0	0/0	D/A/-/-/-	2x Titanite Chunk	2,470
Syan's Halberd +9	313/0/0/0/0	0/0	D/A/-/-/-	3x Titanite Chunk	2,660
Syan's Halberd +10	330/0/0/0/0	0/0	D/A/-/-/-	1x Titanite Slab	3,040

# 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 Syan's Halberd +0	115/115/0/0/0	0/0	E/B/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +1	127/127/0/0/0	0/0	E/B/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +2	138/138/0/0/0	0/0	E/B/C/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +3	150/150/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +4	161/161/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +5	173/173/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +6	184/184/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9

Magic Syan's Halberd +7	196/196/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +8	207/207/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +9	219/219/0/0/0	0/0	E/B/B/-/-	37.9/26.6/27.9/27.9/32.9	7.9/7.9/7.9/7.9
Magic Syan's Halberd +10	231/231/0/0/0	0/0	E/B/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 Syan's Halberd +0	115/0/115/0/0	0/0	E/B/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +1	127/0/127/0/0	0/0	E/B/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +2	138/0/138/0/0	0/0	E/B/-/C/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +3	150/0/150/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +4	161/0/161/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +5	173/0/173/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +6	184/0/184/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +7	196/0/196/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +8	207/0/207/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
Fire Syan's Halberd +9	219/0/219/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9

Fire Syan's Halberd +10	231/0/231/0/0	0/0	E/B/-/B/-/-	37.9/7.9/46.6/27.9/32.9	7.9/7.9/7.9/7.9
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## 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 Syan's Halberd +0	115/0/0/115/0	0/0	E/B/-/-/C/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +1	127/0/0/127/0	0/0	E/B/-/-/C/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +2	138/0/0/138/0	0/0	E/B/-/-/C/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +3	150/0/0/150/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +4	161/0/0/161/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +5	173/0/0/173/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +6	184/0/0/184/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +7	196/0/0/196/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +8	207/0/0/207/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +9	219/0/0/219/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	7.9/7.9/7.9/7.9
Lightning Syan's Halberd +10	231/0/0/231/0	0/0	E/B/-/-/B/-	37.9/46.6/7.9/27.9/32.9	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 Syan's Halberd +0	115/0/0/0/115	0/0	E/B/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +1	127/0/0/0/127	0/0	E/B/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +2	138/0/0/0/138	0/0	E/B/-/-/-/C	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +3	150/0/0/0/150	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +4	161/0/0/0/161	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +5	173/0/0/0/173	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +6	184/0/0/0/184	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +7	196/0/0/0/196	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +8	207/0/0/0/207	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +9	219/0/0/0/219	0/0	E/B/-/-/-/B	37.9/7.9/27.9/27.9/51.6	7.9/7.9/7.9/7.9
Dark Syan's Halberd +10	231/0/0/0/231	0/0	E/B/-/-/-/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
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Poison Syan's Halberd +0	115/0/0/0/0	112/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +1	127/0/0/0/0	114/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +2	138/0/0/0/0	117/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +3	150/0/0/0/0	120/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +4	161/0/0/0/0	123/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +5	173/0/0/0/0	126/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +6	184/0/0/0/0	128/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +7	196/0/0/0/0	131/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +8	207/0/0/0/0	134/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +9	219/0/0/0/0	137/0	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	26.6/7.9/7.9/7.9
Poison Syan's Halberd +10	231/0/0/0/0	140/0	E/B/-/-/-	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 Syan's Halberd +0	115/0/0/0/0	0/112	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +1	127/0/0/0/0	0/114	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +2	138/0/0/0/0	0/117	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9

Bleed Syan's Halberd +3	150/0/0/0/0	0/120	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +4	161/0/0/0/0	0/123	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +5	173/0/0/0/0	0/126	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +6	184/0/0/0/0	0/128	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +7	196/0/0/0/0	0/131	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +8	207/0/0/0/0	0/134	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +9	219/0/0/0/0	0/137	E/B/-/-/-	37.9/7.9/27.9/27.9/32.9	7.9/26.6/7.9/7.9
Bleed Syan's Halberd +10	231/0/0/0/0	0/140	E/B/-/-/-	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 Syan's Halberd +0	189/0/0/0/0	0/0	E/E/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +1	208/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +2	227/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +3	246/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +4	265/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +5	284/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10



Raw Syan's Halberd +6	303/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +7	322/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +8	341/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +9	360/0/0/0/0	0/0	-/-/-/-/-	40/10/30/30/35	10/10/10/10
Raw Syan's Halberd +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 Syan's Halberd +0	165/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +1	181/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +2	198/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +3	214/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +4	231/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +5	247/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +6	264/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +7	280/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +8	297/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10

Enchanted Syan's Halberd +9	313/0/0/0/0	0/0	E/D/D/-/-/-	40/10/30/30/35	10/10/10/10
Enchanted Syan's Halberd +10	330/0/0/0/0	0/0	E/D/C/-/-/-	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 Syan's Halberd +0	82/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +1	90/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +2	99/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +3	107/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +4	115/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +5	123/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +6	132/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +7	140/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +8	148/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +9	156/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10
Mundane Syan's Halberd +10	165/0/0/0/0	0/0	E/C/-/-/-/-	40/10/30/30/35	10/10/10/10

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