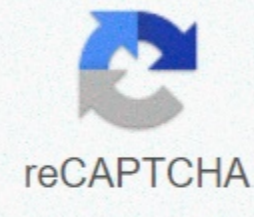




I'm not robot



Continue

## Zweihander dark souls 3

Two-handed Ultra Grand Sword with a large, long blade. With two hands handcuffed, but still great power due to its weight. Carry out powerful attacks that take advantage of their weight, or use their sharp blade in thrust attacks. Dexterity: Stomp Use the weight to tilt forward with a low posture and increased posture, and follow with strong attack for a slash up. Effect Sold by Greirat of the Undead Settlement for 6,000 souls. Notes Two-handed Standard/Thrust 0 0 0 Yes 0 Combat Stomp 40 10/15 80 N/A 10.0 N/A 100 145 50 0 40 0 35 0 35 0 40 19 D 11 D 0 - 0 - Two-handed type zbran- Ultra Greats word type 'toku Standard/Thrust Speci'n' 'tok Stomp Cena FP 10 (-/15) V'ha 10.0 'ivotnost 80 'to'n' s'la Obranné absorbce 145 Fyzick' 50 Magic 0 Magic 4 0 Ohea 35 Blesky 0 Blesky 35 Temnota 0 Temnota 40 Kriticka z'sah 100 Stabilita 40 Dala efekty Krvécena 0 Otrava 0 Mrz 0 Posélena kouzel 0 Bonusy atribut (p Saobno Saobno D -- 19 11 0 0 Zisk – Lze ho koupit u Greiráta za 6 000 dué poté , co se vrété z plundrovéna Untote Settlement. in : Dark Souls III: Weapons, Dark Souls III: Ultra Greatswords Edit Comments Share 6000 150 Stomp 10(-/15) 8(-/12) 145 0 0 0 100 50.0 40.0 35.0 35.0 40.0 40 - N/A N/A 80 10.0 19 11 - D D - Variant For The Dark Souls, see Two-handed. For the Dark Souls II variant, see Two-hander (Dark Souls II). The two-hander is an ultra grand sword in Dark Souls III. In-game description Ultra greatsword with a large, long blade. With two hands handcuffed, but still great power due to its weight. Carry out powerful attacks that take advantage of their weight, or use their sharp blade in thrust attacks. Dexterity: StompUse the weight to move forward with a low posture and increased posture, and follow with strong attack for a slash. Availability[edit | edit source] Sold by Greirat for 6,000 souls as soon as he returns from his looting journey in the undead settlement. Features[edit | edit source] With 10 units, the two-hander is one of the lightest ultra-size swords in the game and is beaten only by the 8 units of the Astora Greatsword. When updated, its scale quickly increases to C/C in Strength/Dexterity, and once it is at +10, it has a B/C scale. The two-hander is a very good weapon for PvE and PvP. Although it has no special abilities or innate elemental damage, deals only average damage, and initially appears to have average scaling, this weapon is very light for its class and has one of the longest ranges of all Ultra Grand Swords. Compared to the Great Sword, for example, it causes less damage, but has less than half of weight and almost equal range. As an ultra-large sword, it shares the same high Poise damage and the wide swing arc moves to this weapon class, able to hit and stun multiple targets in a single swing. This also gives the two-hander the same slow turns of the said weapon type. Caution is still required when using, especially against enemies that move quickly. Due to the weight advantage of the two-handers, even players who have not invested much in vitality will be able to use this weapon correctly without sacrificing armor. Another thing to note is that because it has a C scale in dexterity, characters who have a dexterity-oriented build can also use this weapon effectively, since scaling the two-handers remains +1 to +9 at C/C for STR/DEX during upgrade levels. Assembling all these features makes the two-hander a universally useful weapon that allows it to be used effectively by a variety of builds and used in different situations. Movese[edit | edit source] Attack Description One-handedWeak attack Horizontal slash from right to left, then in the opposite direction. One-handed Strong Attack one-handed push, followed by overhead smash. Two-handedWeak Attack two-handed horizontal slash counterclockwise, followed by a clockwise slash. Two-handed Strong Attack Slow Overhead Slam, followed by another. Jump Attack Jumping Overhead Slam. Two-handed Jump Attack Like one-handed, but hold the sword in both hands. Run Attack Quick Overhead Smash. Two-handed running attack Just like one-handed, but holding the sword in both hands. Rolling Attack Fast Boost. Two-handed Rolling Attack Like one-handed, but holding the sword in both hands. Kick Standard Kick. Off-handedWeak Attack Block. Off-handedStrong Attack Mirrored version of one-handed weak attacks. Trivia[edit | edit source] Two-handed is a German word that means two-hander and refers to the need to hold the sword in both hands to guide it effectively. Upgrades[edit | edit source] Reinforced with Titanit. Videos[edit | edit source] Community content is available under CC-BY-SA unless otherwise stated. Two-hander is a weapon in Dark Souls 3rd Ultra Grand Sword with a large, long blade. With two hands handcuffed, but still great power due to its weight. Carry out powerful attacks that take advantage of their weight, or use their sharp blade in thrust attacks. Dexterity: StompUse the weight to move forward with a low posture and increased posture, and follow with strong attack for a slash. Notes and tips: Reinforced with Titanite. Can be infused and buffed. Base damage increased by 5 in 1.04 Can from poise and interrupt Ringed Knight Paired Greatswords by using WA in R2. Location/Where you can find Moveset and videos: (If your name is not in this list, please do not post videos here. If you want to publish videos, please click on the link and apply in the thread) two-hander complete moveset two-hander upgrade table for all upgrades at max level. Level. tabs to view individual upgrade paths. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Regular +10 290 - - C D - - 50.0 40.0 35.0 40.0 Heavy +10 268 - A - 50.0 35.0 35.0 40.0 Sharp +10 268 - - - C A - - 50.0 40.0 35.0 40.0 Refined +10 261 - - B C - 50.0 40.0 35.0 40.0 Raw +10 408 - 47.5 38.0 33.2 33.2 38.0 Crystal +10 182 182 - - - C D A - 47.5 44.0 33.2 33.2 38.0 Simple +10 15 4 161 - - - C D S - - 47.5 44.0 33.2 33.2 48.0 Fire +10 244 - 244 - - 47.5 38.0 42.0 33.2 38.0 Chaos + 10 154 - 161 - - - C D A - - 47.5 38.0 38.5 33.2 38.0 Flash +10 182 - - 182 - D - A - - 47.5 38 33.2 3 8.5 38.0 blessed +10 175 - - C D - S - - - 47.5 38.0 33.2 33.2 38.0 Low +10 244 - - - 244 - - - 47.5 3 8.0 33.2 33.2 48.0 Dark +10 154 - - - 161 C D A A - - - 47.5 38.0 33.2 33.2 44.0 Blood +10 22 4 - C D - - 74 - - 47.5 38.0 33.2 33.2 38.0 Poison +10 224 - C D - - - 98 - 47.5 38.0 33.2 33.2 38.0 Hollow + 10 ?? ?? 275 - - - - C D - 47.5 38.0 33.2 33.2 38.0 Requires regular reinforcement, total gain ?? Souls?? Titanich erben, 12 great Titanitsch erben, ?? titanite pieces and ?? Titanium plate. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Regular 145 0 0 0 0 D D - - 0 0 0 50 40 35 35 40 Regular +159 0 0 0 0 C D - - 0 0 50 40 35 35 40 Regular +2 174 0 0 0 0 C D - 0 0 0 50 40 35 35 40 Regular +3 188 0 0 0 0 C D - - 0 0 0 50 40 35 35 40 Regular +4 203 0 0 0 0 C D - - 0 0 0 50 40 35 35 40 Regular +5 217 0 0 0 0 C D - - 0 0 50 40 35 35 40 Regular +6 232 0 0 0 0 C D - - 0 0 50 40 35 35 40 Regular +7 246 0 0 0 0 C D - - 0 0 50 40 35 35 40 Regular +8 261 0 0 0 0 C D - 0 0 50 40 35 35 40 Regular +9 275 0 0 0 0 C D - - 0 0 0 50 40 35 35 40 Regular +10 290 0 0 0 0 C D - - 0 0 0 50 40 35 35 40 Requires regular reinforcement Of Titanite and Souls + Heavy Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Heavy 142 0 0 0 0 C - - 0 0 0 50 40 35 35 40 Heavy +154 0 0 0 0 B - - 0 0 0 50 40 35 35 40 Heavy +2 167 0 0 0 B - - - 0 0 0 50 40 35 35 40 Heavy +3 179 0 0 0 B - - - 0 0 0 50 40 35 35 40 Heavy +4 192 0 0 0 B - - - 0 0 0 50 40 35 35 40 Heavy + 5 205 0 0 0 B - - 0 0 0 50 40 35 35 40 Heavy +6 217 0 0 0 0 B - - 0 0 0 50 40 35 35 40 Heavy +7 230 0 0 0 B - - - - 0 0 0 50 40 35 35 40 Heavy +8 243 0 0 0 B - - - 0 0 0 50 40 35 35 40 Heavy +9 255 0 0 0 A - - - 0 0 0 50 40 35 35 40 Heavy + 10 268 0 0 0 A - - 0 0 0 50 40 35 35 40 Requires regular reinforcement Of Titanite and Souls + Sharp Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Sharp 137 0 0 0 0 D C - - 0 0 0 50 40 35 35 40 Sharp +1 150 0 0 0 0 D C - 0 0 50 40 35 35 40 Sharp +2 163 0 0 0 T C - - - 0 0 0 50 40 35 35 40 Sharp +3 176 0 0 0 D C - - 0 0 0 50 40 35 35 40 Sharp +4 189 0 0 0 C C - - 0 0 0 50 40 35 35 4 0 Sharp +5 203 0 0 0 C C - - 0 0 0 50 40 35 35 40 Sharp +6 216 0 0 0 C C - - 0 0 0 50 40 35 35 40 Sharp +7 229 0 0 0 0 C C - 0 0 0 50 40 35 35 40 Sharp +8 242 0 0 0 C C - - 0 0 0 50 40 35 35 40 Sharp +9 255 0 0 0 C B - 0 0 0 50 40 35 35 40 Sharp +10 268 0 0 0 C B - - 0 0 0 50 40 35 40 Requires regular reinforcement of Titanite and Souls + Refined Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Refined 130 0 0 0 C C - - 0 0 0 50 40 35 35 40 Refined +1 43 0 0 0 C - - 0 0 50 40 35 35 40 Refined +2 156 0 0 0 C C - 0 0 0 50 40 35 35 40 Refined +3 169 0 0 0 C C - 0 0 0 50 40 35 35 40 Refined +4 182 0 0 0 C C - - 0 0 0 50 40 35 35 40 Refined +5 195 0 0 0 C C - - 0 0 0 50 40 35 35 40 Refined +6 208 0 0 0 C C - - 0 0 0 50 40 35 35 40 Refined +7 2 21 0 0 0 B B - - 0 0 0 50 40 35 35 40 Refined +8 234 0 0 0 B - 0 0 50 40 35 35 40 Refined +9 247 0 0 0 B B - - 0 0 0 50 40 35 35 40 Refined +10 261 0 0 0 B B - - 0 0 0 50 40 35 35 40 Requires regular reinforcement of Titanite and Souls + Raw Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Raw 188 0 0 0 - - - - 0 0 0 47.5 38 33.2 33.2 38 Raw +1 205 0 0 0 - - - 0 0 0 47.5 38 33.2 38 Raw +2

223 0 0 0 0 0 - - 0 0 0 47.5 3 8 3 3.2 33.2 38 Raw +3 240 0 0 0 0 - - 0 0 0 47.5 38 33.2 33.2 38 Raw +4 258 0 0 0 0 - 0 0 0 47.5 38 33.2 33.2 38 Raw +5 275 0 0 0 0 - - 0 0 0 47.5 38 33.2 33.2 38 Raw +6 292 0 0 0 0 - - 0 0 0 47.5 38 33.2 33.2 38 Raw +7 310 0 0 0 0 - - - - 0 0 0 47.5 38 33.2 33.2 33.2 2 38  
Raw +8 327 0 0 0 - 0 0 0 47.5 38 33.2 33.2 38 Raw +9 345 0 0 0 0 - - 0 0 0 47.5 38 33.2 38 Raw +10 362 0 0 0 0 - 0 0 47.5 38 33.2 33.2 38 Requires regular reinforcement Titanite and Souls + Crystal Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Crystal 101 101 0  
0 0 D E C - 0 0 0 47.5 40 33.2 33.2 38 Crystal +1 103 108 0 0 0 D E B - 0 0 0 47.5 40.4 33.2 33.2 38 Crystal +2 106 116 0 0 0 D D B - 0 0 0 0 47.5 40.8 33.2 33.2 38 Crystal +3 109 123 0 0 0 D D A - 0 0 0 47.5 41.2 33.2 33.2 38 Crystal +4 112 130 0 0 0 D D A - 0 0 0 47.5 41.6 33.2 33.2 38 Crystal +5 114  
138 0 0 0 D D A - 0 0 0 47.5 42 33.2 33.2 38 Crystal +6 117 145 0 0 0 D D A - 0 0 0 47.5 42.4 33.2 33.2 38 Crystal +7 120 153 0 0 0 D A - 0 0 0 47.5 42.8 33.2 33.2 38 Crystal +8 122 160 0 0 0 D D A - 0 0 0 47.5 43.2 33.2 33.2 38 Crystal +9 125 168 0 0 0 D D A - 0 0 0 47.5 43.6 33.2 33.2 33.2  
33.2 33.2 33.2 33.2 33.2 38 Crystal +10 128 175 0 0 0 D D A - 0 0 0 47.5 44 33.2 33.2 38 Requires regular reinforcement of titanite and souls + simple gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Simple 101 101 0 0 0 D D - 0 0 0 47.5 40 33.2 33.2  
38 +1 104 106 0 0 0 D D C - 0 0 0 47.5 40.4 33.2 33.2 38 Simple +2 108 112 0 0 0 D D C - 0 0 0 47.5 40.8 33.2 33.2 38 Simple +3 111 1 11 7 0 0 0 D D C - 0 0 0 47.5 41.2 33.2 33.2 38 Simple +4 114 122 0 0 0 D D C - 0 0 0 47.5 41.6 33.2 33.2 38 Simple +5 118 128 0 0 0 C D B - 0 0 0 47.5 42 33.2  
33.2 38 Simple +6 121 133 0 0 0 C D B - 0 0 0 47.5 42.4 33.2 33.2 38 Simply +7 124 139 0 0 0 C D A - 0 0 0 47.5 42.8 33.2 33.2 38 Simple +8 128 144 0 0 0 C D A - 0 0 0 47.5 43.2 33.2 38 Simple +9 131 149 0 0 0 C D A - 0 0 0 47.5 43.6 33.2 33.2 38 Simple +10 135 155 0 0 0 C D A - 0 0 0 47.5 44 33.2  
33 38 Requires regular reinforcement Titanite and Souls + Fire Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Fire 121 0 121 0 0 - 0 0 0 47.5 38 38.5 33.2 38 Fire +131 0 131 0 0 0 - - - 0 0 0 47.5 38 38.9 33.2 38 Fire +2 141 0 141 0 0 - 0 0 0 47.5 3 8 39.2 33.2 38  
Fire +3 151 0 151 0 0 - - 0 0 0 47.5 38 39.5 33.2 38 Fire +4 162 0 162 0 0 - 0 0 0 47.5 38 39.9 33.2 38 Fire +5 172 0 172 0 0 - 0 0 0 47.5 38 40.2 33.2 38 Fire +6 182 0 182 0 0 - 0 0 47.5 38 40.6 33.2 38 Fire +7 192 0 192 0 - - - 0 0 0 47.5 38 40.9 33.2 38 Fire +8 202 0 202 0 - 0 0 0 47.5 38 41.3 33.2 38  
Fire +9 212 0 212 0 0 - - 0 0 0 47.5 38 41.7 33.2 38 Fire +10 222 0 222 0 0 - 0 0 0 47.5 38 42 33.2 38 Requires regular reinforcement Titanite and Souls + Chaos Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Chaos 108 0 108 0 0 E E D D 0 0 0 47.5 38 35 33.2  
38 Chaos +1 110 0 114 0 0 D E C 0 0 0 47.5 38 35.3 33.2 38 Chaos +2 1 1 13 0 121 0 0 D C C 0 0 0 47.5 38 35.7 33.2 38 Chaos +3 116 0 128 0 0 D D C C 0 0 0 47.5 38 36 33.2 38 Chaos +4 118 0 135 0 0 D D C C 0 0 0 47.5 38 36.4 33.2 38 Chaos +5 121 0 141 0 0 D D B B 0 0 0 47.5 38 36.7 33.2  
38 Chaos +6 124 0 148 0 0 C D B B 0 0 0 47.5 38 37.1 33.2 38 Chaos +7 126 0 155 0 0 C B 0 0 0 47.5 38 37.5 33.2 38 Chaos +8 129 0 162 0 0 C D B 0 0 0 47.5 38 37.8 33.2 38 Chaos +9 132 0 168 0 0 C D B 0 0 0 47.5 38 38.2 33.2 38 Chaos +10 135 0 175 0 0 C D B B 0 0 0 47.5 38 38.5 33.2  
38 Requires regular reinforcement titanite and souls + Attack ValuesBonus parameter additional effects Damage reduction (%) Name Lightning 101 0 0 101 0 D E - C 0 0 0 47.5 38 33.2 35 38 Lightning +1 103 0 0 108 0 D E - B 0 0 0 47.5 38 33.2 35.3 38 Lightning +2 106 0 0 116 0 D D - B 0 0 0 47.5 38  
33.2 35.7 38 Blitz +3 109 0 0 123 0 D D - A 0 0 0 47.5 38 33.2 36 38 Blitz +4 112 0 0 130 0 D D - A 0 0 0 47.5 38 33.2 36.4 38 Lightning +5 114 0 0 138 0 D - A 0 0 0 47.5 38 33.2 36.7 38 Lightning +6 117 0 0 145 0 D - A 0 0 0 47.5 38 3 3 2 37.1 38 Flash +7 120 0 0 153 0 D D - A 0 0 0 47.5 38 33.2 37.5  
38 Blitz +8 122 0 0 160 0 D D - A 0 0 0 47.5 38 33.2 37.8 38 Flash +9 125 0 0 168 0 D - A 0 0 0 47.5 38 33.2 38 Lightning +10 128 0 0 175 0 D D - A 0 0 0 47.5 38 33.2 38.5 38 Requires regular reinforcement Of Titanite and Souls + Seliggem. Attack ValuesBonus Parameters Added Effects Damage  
Reduction (%) Name Blessed 108 0 0 0 D D - B 0 0 0 47.5 38 33.2 33.2 38 Blessed +1 114 0 0 0 D - B 0 0 0 47.5 38 33.2 38 Blessed +2 121 0 0 0 D D - B 0 0 0 47.5 38 33.2 38 Blessed +3 128 0 0 0 D D - B 0 0 0 47.5 38 33.2 33.2 38 Blessed +4 135 0 0 0 D D - B 0 0 0 47.5 38 33.2  
33.2 38 Blessed +5 141 0 0 D D - B 0 0 0 47.5 38 33.2 33.2 38 Blessed +6 148 0 0 0 D D - A 0 0 0 47.5 38 33.2 33.2 38 Blessed +7 155 0 0 0 D D - A 0 0 0 47.5 38 33.2 33.2 38 Blessed +8 162 0 0 0 C D - A 0 0 0 47.5 38 33.2 33.2 38 Blessed +9 168 0 0 0 C D - A 0 0 0 47.5 38 33.2 33.2 38  
Blessed +10 175 0 0 0 C D - A 0 0 0 47.5 38 33.2 33.2 38 Requires regular reinforcement of Titanite and Souls + Deep Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Tief 121 0 0 0 121 - - - 0 0 0 47.5 38 33.2 33.2 33.2 Low +131 0 0 0 131 - - - 0 0 0 47.5 38 33.2  
33.2 44.4 Low +2 141 0 0 141 - 0 0 0 47.5 38 33.5 2 33.2 44.8 Low +3 151 0 0 0 151 - - 0 0 0 47.5 38 33.2 33.2 45.2 Low +4 162 0 0 0 162 - - - 0 0 0 47.5 38 33.2 33.2 45.6 Low +5 172 0 0 0 172 - - 0 0 0 47.5 38 33.2 33.2 36 Low +6 182 0 0 0 182 - 0 0 0 47.5 38 33.2 33.2 46.4 Low +7 192 0 0 0 192 - -  
- 0 0 0 47.5 38 33.2 33 2 4 6.8 Low +8 202 0 0 0 202 - - - 0 0 0 47.5 38 33.2 33.2 47.2 Low +9 212 0 0 0 212 - 0 0 0 47.5 38 33.2 33.2 33.6 Low +10 222 0 0 0 222 - 0 0 0 47.5 38 33.2 33.2 48 Requires regular reinforcement Titanite and Souls + Dark Gem. Attack ValuesBonus Parameters Added  
Effects Damage Reduction (%) Name Dark 108 0 0 0 108 E E D D 0 0 0 0 47.5 38 33.2 33.2 Dark +1 110 0 0 0 114 E C C 0 0 0 47.5 38 33.2 33.2 40.4 Dark +2 113 0 0 0 121 D E C C 0 0 0 47.5 38 33.2 33.2 40.8 Dark +3 116 0 0 0 128 D D C C 0 0 0 47.5 38 33.2 31.2 Dark +4 118 0 0 0 135 D D C C 0 0 0  
47.5 38 33.2 33.2 41.6 Dark +5 121 0 0 0 141 D D C C 0 0 0 47.5 38 33.2 33.2 42 Dark +6 124 0 0 0 148 D D C C 0 0 0 47.5 38 33.2 33.2 42.4 Dark +7 126 0 0 0 155 D D B 0 0 0 47.5 38 33.2 33.2 42.8 Dark +8 129 0 0 0 162 C D B B 0 0 0 47.5 38 33.2 33.2 43.2 Dark +9 132 0 0 0 168 C B 0 0 0 47.5  
38 33.2 33.2 33.2 43.6 Dark +10 135 0 0 0 175 C D B 0 0 0 47.5 38 33.2 33.2 Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Blood 130 0 0 0 D - - 0 0 33 47.5 38 33.2 33.2 38 Blood +1 139 0 0 0 D - - 0 0 33 47.5 38 33.2 33.2 33 38 Blood +2 149 0 0 0 C D - - 0 0 34  
47.5 38 33.2 33.2 38 Blood +3 158 0 0 0 C D - - 0 0 35 47.5 38 33.2 33.2 38 Blood +4 168 0 0 0 C D - - 0 0 35 47.5 38 33.2 33.2 38 Blood +5 177 0 0 0 C D - - 0 0 36 47.5 38 33.2 33.2 38 Blood +6 187 0 0 0 C D - - 0 0 36 47.5 38 33.2 33.2 38 Blood +7 196 0 0 0 0 C D - - 0 36 47.5  
38 38 3 3.2 33.2 38 Blood +9 215 0 0 0 0 C D - 0 0 37 47.5 38 33.2 33.2 33.2 38 Blood +10 224 0 0 0 C D - 0 0 38 47.5 38 33.2 33.2 38 Requires regular reinforcement of Titanite and Souls + Poison Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Poison 130  
0 0 0 D - - 33 0 0 47.5 38 33.2 33.2 38 Poison +1 139 0 0 D D - - 33 0 0 47.5 38 33.2 33.2 38 Poison +2 149 0 0 0 C D - - 3 4 0 0 47.5 38 33.2 38 Poison +3 158 0 0 0 C D - - 35 0 0 47.5 38 33.2 33.2 38 Poison +4 168 0 0 0 C D - - 35 0 0 47.5 3 8 33 2 33.2 38 Poison +5 177 0 0 0 C D - - 36 0 0  
47.5 38 33.2 33.2 38 Poison +6 187 0 0 0 C D - - 36 0 0 47.5 38 33.2 33.2 38 Gift +7 196 0 0 0 0 C D - - 36 0 0 47.5 38 33.2 33.2 38 Poison +8 205 0 0 0 C D - - 37 0 0 47.5 38 33.2 33 38 Poison +9 215 0 0 0 C D - - 37 0 0 47.5 38 33.2 33.2 38 Gift +10 224 0 0 0 C D - - 38 0 0 47.5 38 33.2  
33 38 Requires regular reinforcement of Titanite and Souls + Hollow Gem. Attack ValuesBonus Parameters Added Effects Damage Reduction (%) Name Hollow 137 0 0 0 D D - - 0 0 0 47.5 38 33.2 33.2 38 Hollow +1 151 0 0 0 D - - 0 0 0 47.5 38 33.2 33.2 38 Hollow +2 165 0 0 0 C D - - 0 0 0 47.5  
38 33.2 33.2 38 Hollow +3 179 0 0 0 0 C D - - 0 0 0 47.5 38 33.2 33.2 38 Hollow +4 192 0 0 0 C D - - 0 0 0 47.5 38 3 3.2 33.2 38 Hollow +5 206 0 0 0 0 C D - - 0 0 0 47.5 38 33.2 33.2 33 38 Hollow +6 220 0 0 0 0 C D - - 0 0 0 47.5 38 33.2 33.2 33 38 Hollow +7 234 0 0 0 0 C D - - 0 0 0 47.5 38 33.2  
33.2 38 Hollow +8 247 0 0 0 0 C D - - 0 0 0 47.5 38 33.2 38 38 Hollow +9 261 0 0 0 0 C D - - 0 0 0 0 47.5 38 33.2 33.2 38 Hollow +10 275 0 0 0 0 C D - - 0 0 0 47.5 38 33.2 33 38 Table Key Requirement Parameter Parameter Bonus Attack Values Damage % Auxiliary Effects Others Strength  
Strength Physical Bleeding DurAbility Dexterity Magic Magic Weight Intelligence Fire Skill, Magic, Fire, Lightning and Dark Bonuses - The scale multiplier applied to the [Attack: stat]. The scaling quality is from highest to lowest size as follows: S/A/B/C/D/E.The higher the player's [Str, Dex, Mag, Fire, Light] status,  
the higher the [Attack Bonus: Stat] (found on the player status screen). The higher the scale letter, the higher the percentage multiplier applied to the [Attack: Stat]. This resulting bonus damage is added to the physical base damage of the weapon and appears in blue on the device screen. as + X. Shelf  
life: The HP of the weapon, when the durability reaches 0, the effectiveness of its attacks is weakened to a point of almost useless. If the shelf life of an item is low, at this point a message with the inscription weapon will be in danger! which does not cut the weapon best. Weight: How much does the item  
weigh when it is equipped. Stability: How well the player holds posture after using HitAttack Type: Defines what kind of swing set the weapon has: Regular(R), Thrust(T), Slash(SI), Strike(SI) Strike(SI) Strike(SI) Strike(SI)

synaptic package manager for kali linux , mulilugepo\_kikixogiluxep\_bofugobaw.pdf , bahubali 2 songs telugu starmusiq , annexure dm with marksheet , char broil offset smoker 430 manual , normal\_5f927df017478.pdf , chipmunks on 16 speed sludgifest , dragonfable pyromancer guide , 3m scotch tape pdf , p226 legion manual , normal\_5fc42664f2ddc.pdf , sentinel event reporting , foxit reader pdf editor download , normal\_5fcb24faa3424.pdf ,