

Crossbows

Icon	Name	Damag e	Range	Poise Damag e	Counte r Damag e	Durabili ty	Weight	Stats Needed Stat Bonuse s	Availab ility	Reinfor cement Materia l	Special Note
	Avelyn	85/0/0/0/0 (Projectile/Strike)	35	10	100	60	6.0	25/15/0/0 -/-/-/-/-	Undead Crypt treasure. Invader Bowman Guthry drop(uncommon).	Titanite	Fires three successive bolts.
	Heavy Crossbow	145/0/0/0/0 (Projectile/Strike)	40	10	100	70	4.0	20/6/0/0 -/-/-/-/-	Sold by Weaponsmith Ornifex. Earthen Peak treasure. Royal Swordsman (Crossbow) drop. Catarina Knight drop (+5 upgraded).	Titanite	-
	Light Crossbow	125/0/0/0/0 (Projectile/Strike)	35	10	100	60	3.0	13/4/0/0 -/-/-/-/-	Forest of Fallen Giants treasure. Sold by Steady Hand McDuff.	Titanite	-
	Sanctum Crossbow	169/0/0/0/0 (Projectile/Strike)	40	10	100	45	3.0	13/4/10/10 -/-/-/-/C	Dragon's Sanctum treasure. Sanctum Knight drop.	Titanite	Strong Attack fires a 'Dark Orb-like' bolt. DLC item.

	Sanctum Repeating Crossbow	76/0/0/0/0 (Projectile/Strike)	40	10	100	35	10.0	25/15/10/10 -/-/-/-/C	Sanctum Knight drop.	Titanite	Fires three successive bolts. Strong Attack fires many 'Dark Orb-like' bolts. DLC item.
	Shield Crossbow	112/0/0/0/0 (Projectile/Strike)	45	10	100	60	8	19/10/0/0 -/-/-/-/-	Traded by Straid of Olaphis for Executioner's Chariot Soul.	Petrified Dragon Bone	Blocks while shooting .

* When wielding a weapon with two hands, the Strength requirement is reduced. See individual pages for more detail.

Notes

- You can aim with a crossbow while two-handing it, just like bows.

Key

Damage:

The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:

- A is Physical Damage
- B is Magical Damage
- C is Fire Damage
- D is Lightning Damage
- E is Dark Damage

Each weapon has one or more physical damage types:

- Striking
- Slashing
- Thrusting

Certain enemies are weak or strong against different damage types.

See Weakness for physical reduction, Resistance for elemental reduction.

<p>Aux Effect:</p>	<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
<p>Counter Strength:</p>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<p>Poise Damage:</p>	<p>The ability of the weapon to break the poise of an enemy.</p>
<p>Stats Needed:</p>	<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>
<p>Stat Bonuses:</p>	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill). See Scaling for more information. 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).

<p>Damage Reduction:</p>	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. 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
<p>Aux Effect Reduction:</p>	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
<p>Stability:</p>	<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>
<p>Durability:</p>	<p>The durability of the weapon.</p>
<p>Weight:</p>	<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>
<p>Enchantable? Items/Spells:</p>	<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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