

# Short Bow

## In-Game Description

*The type of small bow used by hunters in training. Equip arrows to use.*

*Equip up to two types of arrows to give yourself immediate options in battle.*

*Use arrows to hit enemies from afar to gain the upper hand by drawing first blood.*

## Availability

### ***Dark Souls 2 & Scholar of the First Sin:***

- Starting weapon of the Bandit class.
- Majula treasure. It is Inside a wooden chest in Blacksmith Lenigrast's workshop. You'll need Lenigrast's Key to gain access to the shop.
- Iron Keep treasure (Lightning infused and upgraded to +1). Starting from the Eygil's Idol bonfire, descend both ladders and it will be between two flame-spitting bulls on a corpse.
- Hollow Infantry (Bow) drop - very rare.
- Rogue (Bow) drop - very rare.

## General Information

Image	Damage	Counter Strengt h	Poise Damage	Shot Range	Stats Needed Stat Bonuses	Damage Reducti on	Stability	Durabili ty	Weight
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	65/0/0/0/0  (Projectile/Strike)	100	5	45	7 <sup>1</sup> /12/0/0  D/A/-/-/-	0/0/0/0/0	10	60	1.0
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# Notes

- Like all Crossbows, Bows and Greatbows it can't be infused with either Poison or Bleed.
  - You can still cause damage with either aux effects by using Poison Arrows or Lacerating Arrows though.

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Raw Enchanted Mundane
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# Basic

Standard upgrade path.  
Requires:

- Titanite

Name	Damage	Stat Bonuses	Materials Cost	Souls
Short Bow +0	65/0/0/0/0	D/A/-/-/-	-	-
Short Bow +1	71/0/0/0/0	D/A/-/-/-	1x Titanite Shard	400
Short Bow +2	78/0/0/0/0	D/A/-/-/-	2x Titanite Shard	500
Short Bow +3	84/0/0/0/0	D/A/-/-/-	3x Titanite Shard	590
Short Bow +4	91/0/0/0/0	D/A/-/-/-	1x Large Titanite Shard	790
Short Bow +5	97/0/0/0/0	D/A/-/-/-	2x Large Titanite Shard	890
Short Bow +6	104/0/0/0/0	D/A/-/-/-	3x Large Titanite Shard	990
Short Bow +7	110/0/0/0/0	D/A/-/-/-	1x Titanite Chunk	1,180
Short Bow +8	117/0/0/0/0	D/A/-/-/-	2x Titanite Chunk	1,280
Short Bow +9	123/0/0/0/0	D/A/-/-/-	3x Titanite Chunk	1,380

Short Bow +10	130/0/0/0/0	D/A/-/-/-	1x Titanite Slab	1,560
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# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Magic Short Bow +0	45/45/0/0/0	E/B/C/-/-/-	0/16.6/0/0/0
Magic Short Bow +1	50/50/0/0/0	E/B/C/-/-/-	0/16.6/0/0/0
Magic Short Bow +2	54/54/0/0/0	E/B/C/-/-/-	0/16.6/0/0/0
Magic Short Bow +3	59/59/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +4	63/63/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +5	68/68/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +6	72/72/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +7	77/77/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +8	81/81/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +9	86/86/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0
Magic Short Bow +10	91/91/0/0/0	E/B/B/-/-/-	0/16.6/0/0/0

## Fire

Reduces: Base damage, STR and DEX stat bonuses.  
Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.  
Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Fire Short Bow +0	45/0/45/0/0	E/B/-/C/-/-	0/0/16.6/0/0
Fire Short Bow +1	50/0/50/0/0	E/B/-/C/-/-	0/0/16.6/0/0
Fire Short Bow +2	54/0/54/0/0	E/B/-/C/-/-	0/0/16.6/0/0
Fire Short Bow +3	59/0/59/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +4	63/0/63/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +5	68/0/68/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +6	72/0/72/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +7	77/0/77/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +8	81/0/81/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +9	86/0/86/0/0	E/B/-/B/-/-	0/0/16.6/0/0
Fire Short Bow +10	91/0/91/0/0	E/B/-/B/-/-	0/0/16.6/0/0

# Lightning

Reduces: Base damage, STR and DEX stat bonuses.  
Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.  
Requires:

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Lightning Short Bow +0	45/0/0/45/0	E/B/-/-/C/-	0/0/0/16.6/0
Lightning Short Bow +1	50/0/0/50/0	E/B/-/-/C/-	0/0/0/16.6/0
Lightning Short Bow +2	54/0/0/54/0	E/B/-/-/C/-	0/0/0/16.6/0
Lightning Short Bow +3	59/0/0/59/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +4	63/0/0/63/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +5	68/0/0/68/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +6	72/0/0/72/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +7	77/0/0/77/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +8	81/0/0/81/0	E/B/-/-/B/-	0/0/0/16.6/0
Lightning Short Bow +9	86/0/0/86/0	E/B/-/-/B/-	0/0/0/16.6/0

Lightning Short Bow +10	91/0/0/91/0	E/B/-/-/B/-	0/0/0/16.6/0
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# Dark

Reduces: Physical base damage, STR and DEX stat bonuses.  
Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Dark Short Bow +0	45/0/0/0/45	E/B/-/-/C	0/0/0/0/16.6
Dark Short Bow +1	50/0/0/0/50	E/B/-/-/C	0/0/0/0/16.6
Dark Short Bow +2	54/0/0/0/54	E/B/-/-/C	0/0/0/0/16.6
Dark Short Bow +3	59/0/0/0/59	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +4	63/0/0/0/63	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +5	68/0/0/0/68	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +6	72/0/0/0/72	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +7	77/0/0/0/77	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +8	81/0/0/0/81	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +9	86/0/0/0/86	E/B/-/-/B	0/0/0/0/16.6
Dark Short Bow +10	91/0/0/0/91	E/B/-/-/B	0/0/0/0/16.6

# Raw

Reduces: Stat bonuses.  
Adds/Increases: Base damage.  
Requires:

- Raw Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Raw Short Bow +0	74/0/0/0/0	E/E/-/-/-	0/0/0/0/0
Raw Short Bow +1	82/0/0/0/0	E/E/-/-/-	0/0/0/0/0

Raw Short Bow +2	89/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +3	97/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +4	104/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +5	112/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +6	119/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +7	127/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +8	134/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +9	142/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0
Raw Short Bow +10	149/0/0/0/0	E/E/-/-/-/-	0/0/0/0/0

## Enchanted

Reduces: Stat bonuses.  
 Adds/Increases: INT stat bonus (excluding weapons that have base magic damage).  
 Requires:

- Magic Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Enchanted Short Bow +0	65/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +1	71/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +2	78/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +3	84/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +4	91/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +5	97/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +6	104/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +7	110/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +8	117/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +9	123/0/0/0/0	E/D/D/-/-/-	0/0/0/0/0
Enchanted Short Bow +10	130/0/0/0/0	E/D/C/-/-/-	0/0/0/0/0

## Mundane

Reduces: Base damage, stat bonuses.  
Adds/Increases: Damage scaling from lowest stat.  
Requires:

- Old Mundane Stone
- 2,000 souls

Name	Damage	Stat Bonuses	Damage Reduction
Mundane Short Bow +0	32/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +1	35/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +2	39/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +3	42/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +4	45/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +5	48/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +6	52/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +7	55/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +8	58/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +9	61/0/0/0/0	E/C/-/-/-	0/0/0/0/0
Mundane Short Bow +10	65/0/0/0/0	E/C/-/-/-	0/0/0/0/0

# 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>
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<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. 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"> <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>	<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>

Footnotes 1. All Bows and Greatbows are wielded two-handed, therefore only 3 Strength is required to wield this weapon.

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