

Shortsword

In-Game Description

*A small straight sword.
Longer than a dagger, but still lightweight.
Widely used, as it requires no particular strength.*

A reasonable choice that will suffice in many situations, but not the thing to take along if you expect to face any serious challenge.

Availability

- Starting weapon of the Swordsman class (upgraded to +1).
- Forest of Fallen Giants treasure. On a corpse located on the ledge above the Heide Knight, past the gap behind the archer.

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
	100/0/0 /0/0 (Slash/T hrust)	0/0	120	20	7/10/0/ 0 C/C/-/-/- /-	50/10/3 5/35/25	20/20/2 0/20	20	60	2.0

Move Set

- Same as the Foot Soldier Sword.

Notes

Upgrades

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

Basic

Basic upgrade path.
Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Shortsword +0	100/0/0/0/0	0/0	C/C/-/-/-	N/A	N/A
Shortsword +1	110/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Shard	500
Shortsword +2	120/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Shard	630
Shortsword +3	130/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Shard	750
Shortsword +4	140/0/0/0/0	0/0	C/C/-/-/-	1x Large Titanite Shard	1,000
Shortsword +5	150/0/0/0/0	0/0	C/C/-/-/-	2x Large Titanite Shard	1,130
Shortsword +6	160/0/0/0/0	0/0	C/C/-/-/-	3x Large Titanite Shard	1,250
Shortsword +7	170/0/0/0/0	0/0	C/C/-/-/-	1x Titanite Chunk	1,500
Shortsword +8	180/0/0/0/0	0/0	C/C/-/-/-	2x Titanite Chunk	1,630
Shortsword +9	190/0/0/0/0	0/0	C/C/-/-/-	3x Titanite Chunk	1,750
Shortsword +10	200/0/0/0/0	0/0	C/C/-/-/-	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 Shortsword +0	70/70/0/0/0	0/0	D/D/C/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Shortsword +1	77/77/0/0/0	0/0	D/D/C/-/-		
Magic Shortsword +2	84/84/0/0/0	0/0	D/D/C/-/-		
Magic Shortsword +3	91/91/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +4	98/98/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +5	105/105/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +6	115/115/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +7	119/119/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +8	126/126/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +9	133/133/0/0/0	0/0	C/D/B/-/-		
Magic Shortsword +10	140/140/0/0/0	0/0	C/D/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 Shortsword +0	70/0/70/0/0	0/0	D/D/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Shortsword +1	77/0/77/0/0	0/0	D/D/-/C/-/-		
Fire Shortsword +2	84/0/84/0/0	0/0	D/D/-/C/-/-		
Fire Shortsword +3	91/0/91/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +4	98/0/98/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +5	105/0/105/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +6	115/0/115/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +7	119/0/119/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +8	126/0/126/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +9	133/0/133/0/0	0/0	C/D/-/B/-/-		
Fire Shortsword +10	140/0/140/0/0	0/0	C/D/-/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 Shortsword +0	70/0/0/70/0	0/0	D/D/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Shortsword +1	77/0/0/77/0	0/0	D/D/-/-/C/-		

Lightning Shortsword +2	84/0/0/84/0	0/0	D/D/-/-/C/-
Lightning Shortsword +3	91/0/0/91/0	0/0	C/D/-/-/B/-
Lightning Shortsword +4	98/0/0/98/0	0/0	C/D/-/-/B/-
Lightning Shortsword +5	105/0/0/105/0	0/0	C/D/-/-/B/-
Lightning Shortsword +6	115/0/0/115/0	0/0	C/D/-/-/B/-
Lightning Shortsword +7	119/0/0/119/0	0/0	C/D/-/-/B/-
Lightning Shortsword +8	126/0/0/126/0	0/0	C/D/-/-/B/-
Lightning Shortsword +9	133/0/0/133/0	0/0	C/D/-/-/B/-
Lightning Shortsword +10	140/0/0/140/0	0/0	C/D/-/-/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 Shortsword +0	70/0/0/0/70	0/0	D/D/-/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Shortsword +1	77/0/0/0/77	0/0	D/D/-/-/-/C		
Dark Shortsword +2	84/0/0/0/84	0/0	D/D/-/-/-/C		
Dark Shortsword +3	91/0/0/0/91	0/0	C/D/-/-/-/B		
Dark Shortsword +4	98/0/0/0/98	0/0	C/D/-/-/-/B		

Dark Shortsword +5	105/0/0/0/105	0/0	C/D/-/-/-/B
Dark Shortsword +6	115/0/0/0/115	0/0	C/D/-/-/-/B
Dark Shortsword +7	119/0/0/0/119	0/0	C/D/-/-/-/B
Dark Shortsword +8	126/0/0/0/126	0/0	C/D/-/-/-/B
Dark Shortsword +9	133/0/0/0/133	0/0	C/D/-/-/-/B
Dark Shortsword +10	140/0/0/0/140	0/0	C/D/-/-/-/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 Shortsword +0	70/0/0/0/0	112/0	D/D/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9/7.9
Poison Shortsword +1	77/0/0/0/0	114/0	D/D/-/-/-/-		
Poison Shortsword +2	84/0/0/0/0	117/0	D/D/-/-/-/-		
Poison Shortsword +3	91/0/0/0/0	120/0	C/D/-/-/-/-		
Poison Shortsword +4	98/0/0/0/0	123/0	C/D/-/-/-/-		
Poison Shortsword +5	105/0/0/0/0	126/0	C/D/-/-/-/-		
Poison Shortsword +6	115/0/0/0/0	128/0	C/D/-/-/-/-		
Poison Shortsword +7	119/0/0/0/0	131/0	C/D/-/-/-/-		

Poison Shortsword +8	126/0/0/0/0	134/0	C/D/-/-/-/-
Poison Shortsword +9	133/0/0/0/0	137/0	C/D/-/-/-/-
Poison Shortsword +10	140/0/0/0/0	140/0	C/D/-/-/-/-

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 Shortsword +0	70/0/0/0/0	0/112	D/D/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Shortsword +1	77/0/0/0/0	0/114	D/D/-/-/-/-		
Bleed Shortsword +2	84/0/0/0/0	0/117	D/D/-/-/-/-		
Bleed Shortsword +3	91/0/0/0/0	0/120	C/D/-/-/-/-		
Bleed Shortsword +4	98/0/0/0/0	0/123	C/D/-/-/-/-		
Bleed Shortsword +5	105/0/0/0/0	0/126	C/D/-/-/-/-		
Bleed Shortsword +6	115/0/0/0/0	0/128	C/D/-/-/-/-		
Bleed Shortsword +7	119/0/0/0/0	0/131	C/D/-/-/-/-		
Bleed Shortsword +8	126/0/0/0/0	0/134	C/D/-/-/-/-		
Bleed Shortsword +9	133/0/0/0/0	0/137	C/D/-/-/-/-		
Bleed Shortsword +10	140/0/0/0/0	0/140	C/D/-/-/-/-		

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 Shortsword +0	115/0/0/0/0	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 Shortsword +1	126/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +2	138/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +3	149/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +4	161/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +5	172/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +6	184/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +7	195/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +8	207/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +9	218/0/0/0/0	0/0	E/E/-/-/-		
Raw Shortsword +10	230/0/0/0/0	0/0	E/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 Shortsword +0	100/0/0/0/0	0/0	E/E/D/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0/0.0
Enchanted Shortsword +1	110/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +2	120/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +3	130/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +4	140/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +5	150/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +6	160/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +7	170/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +8	180/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +9	190/0/0/0/0	0/0	E/E/D/-/-/-		
Enchanted Shortsword +10	200/0/0/0/0	0/0	E/E/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 Shortsword +0	50/0/0/0/0	0/0	D/E/-/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0/0.0
Mundane Shortsword +1	55/0/0/0/0	0/0	D/E/-/-/-/-		

Mundane Shortsword +2	60/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +3	65/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +4	70/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +5	75/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +6	80/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +7	85/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +8	90/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +9	95/0/0/0/0	0/0	D/E/-/-/-
Mundane Shortsword +10	100/0/0/0/0	0/0	D/E/-/-/-

Key

Damage:	<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">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none">• Striking• Slashing• Thrusting <p>Certain enemies are weak or strong against different damage types. See Weakness for physical reduction, Resistance for elemental reduction.</p>
Aux Effect:	<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

Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>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.</p> <p>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>
Stat Bonuses:	<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"> • 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).

Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrification Effect • D is Curse Effect
Stability:	<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>
Durability:	<p>The durability of the weapon.</p>
Weight:	<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>
Enchantable? Items/Spells:	<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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