

# Straightswords

Icon	Name	Damage	Counter Strength	Durability	Poise Damage	Weight	Stats Needed Stat Bonuses	Availability	Reinforcement Material	Special Note
	Ashen Warrior Sword	138/0/0/0/0  Bleed 67  (Slash/Thrust)	110	30	25	3.0	10*/18/0/0  C/C/-/-/-/-	Ashen Warrior (Sword) drop.	Titanite	DLC item.
	Black Dragon Sword	120/0/0/0/0  (Slash/Thrust)	110	70	20	4.0	20*/15/0/0  -/-/-/-/-/-	Dragon Knight (Sword) drop.	Petrified Dragon Bone	-
	Blue Flame	73/107/0/0/0  (Slash/Thrust)	110	60	20	3.0	13*/15/12/0  E/D/C/-/-/-	Leydia Pyromancer drop.	Twinkling Titanite	Strong Attack casts sorceries.
	Broadsword	120/0/0/0/0  (Slash/Thrust)	110	60	20	3.0	11*/6/0/0  C/D/-/-/-/-	Starting weapon of the Knight class.  Sold by Blacksmith Lenigrast.  Dark Stalker drop.  Earthen Peak treasure (poison infused)  Brume Tower treasure (+7 upgraded).	Titanite	-
	Broken Straight Sword	80/0/0/0/0  (Slash/Thrust)	100	40	15	2.0	2*/3/0/0  D/-/-/-/-/-	Starting weapon of the Warrior class.  Sold by Merchant Hag Melentia.  Captive Undead drop.  Forest of Fallen Giants treasure.	Titanite	-

	Drakekeeper's Sword	122/0/0/0/0 (Slash)	100	70	25	6.0	16*/8/0/0 C/C/-/-/-/-	Drakekeeper (Sword) drop.	Titanite	-
	Foot Soldier Sword	115/0/0/0/0 (Slash/Thrust)	110	20	25	2.0	7*/6/0/0 D/E/-/-/-/-	Hollow Infantry (Sword & Shield) drop.	Titanite	-
	Fume Sword	107/0/0/0/47 (Slash/Thrust)	120	40	25	3.0	15*/22/0/0 -/B/-/-/-/C	Traded by Weaponsmith Ornifex for Soul of the Fume Knight.	Petrified Dragon Bone	DLC item.
	Heide Knight Sword	75/0/0/50/0 (Slash/Thrust)	110	70	20	4.0	11*/10/0/0 C/C/-/-/C/-	Heide Knight drop (Forest of Fallen Giants).	Titanite	-
	Ivory Straight Sword	212/0/0/0/0 (Strike)	120	250	10	0.5	6*/40/0/0 -/-/-/-/-/-	Traded by Weaponsmith Ornifex.	Petrified Dragon bone	Every attack consumes 10 durability.  DLC item.
	Longsword	112/0/0/0/0 (Normal)	110	60	20	3.0	10*/9/0/0 C/C/-/-/-/-	Dark Stalker drop.  Forest of Fallen Giants treasure (Fire infused).  Sold by Blacksmith Lenigrast.	Titanite	-
	Possessed Armor Sword	130/0/67/0/0 (Slash)	110	50	25	5.0	20*/13/0/0 E/E/-/C/-/-	Possessed Armor drop.	Titanite	Parry buffs weapon with fire.  DLC item.
	Puzzling Stone Sword	120/0/0/0/0 (Normal)	120	60	25	2.0	7*/6/0/0 E/S/-/-/-/-	Dragon's Sanctum treasure.	Twinkling Titanite	Strong Attacks extend weapon like a whip.  DLC item.
	Red Rust Sword	136/0/0/0/0 (Slash)	100	80	30	8.0	23*/13/0/0 A/E/-/-/-/-	Sold by Head of Vengarl.	Twinkling Titanite	-
	Shortsword	100/0/0/0/0 (Normal)	120	60	20	2.0	7*/10/0/0 C/C/-/-/-/-	Starting weapon of the Swordsmen	Titanite	-

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

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# 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>

<p><b>Stats Needed:</b></p>	<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"> <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,</p> <p>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. (<math>14 \times 2 = 28</math>)</p>
<p><b>Stat Bonuses:</b></p>	<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>
<p><b>Damage Reduction:</b></p>	<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. 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>	<p>The durability of the weapon.</p>
<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>

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