

Sun Sword

In-Game Description

*A well-forged long sword.
Of unknown origin, and exhibiting
no special power, but sturdily crafted.*

*Perhaps it does not live up to its name,
but nevertheless, merely wielding this sword
seems to cause warmth to well up within
one's bosom.*

Availability

Reach +2 rank in the Heirs of the Sun covenant.

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
	87/0/0/ 0/0 (Slash/T hrust)	0/0	110	20	15/13/0 /0 B/B/-/-/ /-	50/10/3 5/35/25	20/20/2 0/20	30	60	3.0

Move Set

+ show Move Set - hide Move Set

Like the Longsword, but the R2 attacks are backwards - one-handed thrusts and two-handed sweeps. Rolling attacks are also forward thrusts.

Notes

- The Sun Sword has the most powerful Quality-type scaling in the straight sword category. With 99 DEX, 99 STR and +10 upgrade level, the scaling adds +250 damage on top of the base 175.
- Identical in design to Solaire of Astora's Sunlight Straight Sword from Dark Souls. Given the covenant theme, it's probably not a coincidence.

Upgrades

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

Basic

Standard upgrade path.

Requires:

- Titanite

Name	Damage	Aux Effects	Stat Bonuses	Materials Cost	Souls
Sun Sword +0	87/0/0/0/0	0/0	B/B/-/-/-	-	-
Sun Sword +1	95/0/0/0/0	0/0	B/B/-/-/-	1x Titanite Shard	500
Sun Sword +2	104/0/0/0/0	0/0	B/B/-/-/-	2x Titanite Shard	630
Sun Sword +3	113/0/0/0/0	0/0	B/B/-/-/-	3x Titanite Shard	750
Sun Sword +4	122/0/0/0/0	0/0	B/B/-/-/-	1x Large Titanite Shard	1,000
Sun Sword +5	131/0/0/0/0	0/0	B/B/-/-/-	2x Large Titanite Shard	1,130
Sun Sword +6	139/0/0/0/0	0/0	B/B/-/-/-	3x Large Titanite Shard	1,250
Sun Sword +7	148/0/0/0/0	0/0	B/B/-/-/-	1x Titanite Chunk	1,500
Sun Sword +8	157/0/0/0/0	0/0	B/B/-/-/-	2x Titanite Chunk	1,630
Sun Sword +9	166/0/0/0/0	0/0	B/B/-/-/-	3x Titanite Chunk	1,750

Sun Sword +10	175/0/0/0/0	0/0	A/A/-/-/-	1x Titanite Slab	2,000
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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 Sun Sword +0	60/60/0/0/0	0/0	B/C/C/-/-/-	47.9/26.6/32.9/32.9/22.9	17.9/17.9/17.9/17.9
Magic Sun Sword +1	67/67/0/0/0	0/0	B/C/C/-/-/-		
Magic Sun Sword +2	73/73/0/0/0	0/0	B/C/C/-/-/-		
Magic Sun Sword +3	79/79/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +4	85/85/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +5	91/91/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +6	97/97/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +7	104/104/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +8	110/110/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +9	116/116/0/0/0	0/0	B/C/B/-/-/-		
Magic Sun Sword +10	122/122/0/0/0	0/0	B/C/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 Sun Sword +0	60/0/60/0/0	0/0	B/C/-/C/-/-	47.9/7.9/51.6/32.9/22.9	17.9/17.9/17.9/17.9
Fire Sun Sword +1	67/0/67/0/0	0/0	B/C/-/C/-/-		
Fire Sun Sword +2	73/0/73/0/0	0/0	B/C/-/C/-/-		
Fire Sun Sword +3	79/0/79/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +4	85/0/85/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +5	91/0/91/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +6	97/0/97/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +7	104/0/104/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +8	110/0/110/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +9	116/0/116/0/0	0/0	B/C/-/B/-/-		
Fire Sun Sword +10	122/0/122/0/0	0/0	B/C/-/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 Sun Sword +0	60/0/0/60/0	0/0	B/C/-/-/C/-	47.9/7.9/32.9/51.6/22.9	17.9/17.9/17.9/17.9
Lightning Sun Sword +1	67/0/0/67/0	0/0	B/C/-/-/C/-		
Lightning Sun Sword +2	73/0/0/73/0	0/0	B/C/-/-/C/-		
Lightning Sun Sword +3	79/0/0/79/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +4	85/0/0/85/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +5	91/0/0/91/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +6	97/0/0/97/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +7	104/0/0/104/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +8	110/0/0/110/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +9	116/0/0/116/0	0/0	B/C/-/-/B/-		
Lightning Sun Sword +10	122/0/0/122/0	0/0	B/C/-/-/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 Sun Sword +0	60/0/0/0/60	0/0	B/C/-/-/-/C	47.9/7.9/32.9/32.9/41.6	17.9/17.9/17.9/17.9
Dark Sun Sword +1	67/0/0/0/67	0/0	B/C/-/-/-/C		

Dark Sun Sword +2	73/0/0/0/73	0/0	B/C/-/-/-/C
Dark Sun Sword +3	79/0/0/0/79	0/0	B/C/-/-/-/B
Dark Sun Sword +4	85/0/0/0/85	0/0	B/C/-/-/-/B
Dark Sun Sword +5	91/0/0/0/91	0/0	B/C/-/-/-/B
Dark Sun Sword +6	97/0/0/0/97	0/0	B/C/-/-/-/B
Dark Sun Sword +7	104/0/0/0/104	0/0	B/C/-/-/-/B
Dark Sun Sword +8	110/0/0/0/110	0/0	B/C/-/-/-/B
Dark Sun Sword +9	116/0/0/0/116	0/0	B/C/-/-/-/B
Dark Sun Sword +10	122/0/0/0/122	0/0	B/C/-/-/-/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 Sun Sword +0	60/0/0/0/0	112/0	B/C/-/-/-/-	47.9/7.9/32.9/32.9/22.9	36.6/17.9/17.9/17.9
Poison Sun Sword +1	67/0/0/0/0	114/0	B/C/-/-/-/-		
Poison Sun Sword +2	73/0/0/0/0	117/0	B/C/-/-/-/-		
Poison Sun Sword +3	79/0/0/0/0	120/0	B/C/-/-/-/-		
Poison Sun Sword +4	85/0/0/0/0	123/0	B/C/-/-/-/-		

Poison Sun Sword +5	91/0/0/0/0	126/0	B/C/-/-/-/-
Poison Sun Sword +6	97/0/0/0/0	128/0	B/C/-/-/-/-
Poison Sun Sword +7	104/0/0/0/0	131/0	B/C/-/-/-/-
Poison Sun Sword +8	110/0/0/0/0	134/0	B/C/-/-/-/-
Poison Sun Sword +9	116/0/0/0/0	137/0	B/C/-/-/-/-
Poison Sun Sword +10	122/0/0/0/0	140/0	B/C/-/-/-/-

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 Sun Sword +0	60/0/0/0/0	0/112	B/C/-/-/-/-	47.9/7.9/32.9/32.9/22.9	17.9/36.6/17.9/17.9
Bleed Sun Sword +1	67/0/0/0/0	0/114	B/C/-/-/-/-		
Bleed Sun Sword +2	73/0/0/0/0	0/117	B/C/-/-/-/-		
Bleed Sun Sword +3	79/0/0/0/0	0/120	B/C/-/-/-/-		
Bleed Sun Sword +4	85/0/0/0/0	0/123	B/C/-/-/-/-		
Bleed Sun Sword +5	91/0/0/0/0	0/126	B/C/-/-/-/-		
Bleed Sun Sword +6	97/0/0/0/0	0/128	B/C/-/-/-/-		
Bleed Sun Sword +7	104/0/0/0/0	0/131	B/C/-/-/-/-		

Bleed Sun Sword +8	110/0/0/0/0	0/134	B/C/-/-/-/-
Bleed Sun Sword +9	116/0/0/0/0	0/137	B/C/-/-/-/-
Bleed Sun Sword +10	122/0/0/0/0	0/140	B/C/-/-/-/-

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 Sun Sword +0	100/0/0/0/0	0/0	E/E/-/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0
Raw Sun Sword +1	110/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +2	120/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +3	130/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +4	140/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +5	150/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +6	160/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +7	170/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +8	181/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +9	191/0/0/0/0	0/0	E/E/-/-/-/-		
Raw Sun Sword +10	201/0/0/0/0	0/0	D/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 Sun Sword +0	87/0/0/0/0	0/0	D/E/D/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0/20.0
Enchanted Sun Sword +1	95/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Sun Sword +2	104/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Sun Sword +3	104/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Sun Sword +4	122/0/0/0/0	0/0	D/E/D/-/-/-		
Enchanted Sun Sword +5	131/0/0/0/0	0/0	D/D/D/-/-/-		
Enchanted Sun Sword +6	139/0/0/0/0	0/0	D/D/D/-/-/-		
Enchanted Sun Sword +7	148/0/0/0/0	0/0	D/D/D/-/-/-		
Enchanted Sun Sword +8	157/0/0/0/0	0/0	D/D/D/-/-/-		
Enchanted Sun Sword +9	166/0/0/0/0	0/0	D/D/D/-/-/-		
Enchanted Sun Sword +10	175/0/0/0/0	0/0	D/D/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 Sun Sword +0	43/0/0/0/0	0/0	C/D/-/-/-	50.0/10.0/35.0/35.0/25.0	20.0/20.0/20.0/20.0
Mundane Sun Sword +1	47/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +2	52/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +3	56/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +4	61/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +5	65/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +6	69/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +7	74/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +8	78/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +9	83/0/0/0/0	0/0	C/D/-/-/-		
Mundane Sun Sword +10	87/0/0/0/0	0/0	C/D/-/-/-		

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:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Stats Needed:	<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>

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:	The durability of the weapon.
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:	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.
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