

Standard Arrow

In Game Description

Standard Arrow.
Arrow must be equipped to be fired.

Availability

- Can be purchased from Undead Merchant Male in Undead Burg for 10 souls
- Can be purchased from Andre of Astora for 10 souls
- Can be purchased from Crestfallen Merchant in Sen's Fortress for 10 souls
- Can be purchased from Undead Merchant Female in Undead Burg for 10 souls
- Can be purchased from Domhnall of Zena for 10 souls
- Can be purchased from Giant Blacksmith in Anor Londo for 10 souls
- Can be purchased from Vamos in The Catacombs for 10 souls
- Can be purchased from Marvellous Chester in Royal Wood for 20 souls
- Hunter class starts the game with 30

General Information

| Image | Name | Damage | Critical Bonus | Aux Effect | Note |
|-------|----------------|----------------------|----------------|------------|------|
| | Standard Arrow | 45/0/0/0 (Thrust) | 100 | 0/0/-/- | - |

Upgrades

None - only the bow can be upgraded

Key

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| Damage: | <p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p> |
| Critical: | <p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p> |
| Durability: | <p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p> |
| Weight: | <p>The weight of the weapon. Note that carrying over 50% of a character's Equip Burden will reduce the speed of their rolls, while going over 100% will reduce their regular speed to walking and attempts to roll or backstep will leave them momentarily stunned.</p> |
| Stats Needed: | <p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z 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 a character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required.</p> <p>For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. $(18 \times 1.5 = 27)$</p> |
| Damage Reduction %: | <p>The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Physical Damage Reduction • X is the Magical Damage Reduction • Y is the Fire Damage Reduction • Z is the Lightning Damage Reduction |

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| Stability: | The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks. |
| Frampt Souls: | This is the amount of souls players will receive if they feed the item to Kingseeker Frampt. |

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