

Crossbows

Crossbows provide ranged damage without the need for manual aiming. They fire more quickly than Greatbows and don't scale with stats, focusing instead on base damage and elemental upgrades. Though lacking the precision of Bows, Crossbows deliver solid thrust damage and can deal critical headshots if the bolt lands just right. They are effective as support or secondary weapons, allowing players to chip away at enemy health from a distance before switching to melee combat. While less versatile than Bows, Crossbows can still shine when combined with the right bolts and tactical positioning.

- [Avelyn](#)
- [Heavy Crossbow](#)
- [Light Crossbow](#)
- [Sniper Crossbow](#)

Avelyn

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Avelyn.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Avelyn>

“ Repeating crossbow cherished by the weapon craftsman Eidas. Its elaborate design makes it closer to a work of art than a weapon.

Intricate mechanism makes heavy damage possible through triple-shot firing of bolts,

but in fact each bolt inflicts less damage.

Availability

The Duke's Archives treasure

The chest is at the top of a bookshelf, accessible by dropping from a moving staircase.

+ Show methods to get the Avelyn - Hide methods to get the Avelyn

By Dropping from Staircase (Video)

Be wary that when missing the bookshelf, most players usually die have to start over from the bonfire.

1. Clear as many enemies from the surrounding area as possible or wear Ring of Fog.
2. Get on the middle part of the moving stairs and position it so that the bottom portion of the stairs is furthest away from the chest.
3. Start the stair rotating towards the chest and run down the stair. Pause for a second and then drop onto the bookshelf.

Using an Auto-save Exploit (Video)

This method is the easiest and most reliable way to acquire the Avelyn.

1. Clear as many enemies from the surrounding area as possible or wear Ring of Fog.
2. Turn the staircase so that the lower portion of the staircase is on the side where the Avelyn chest is located.

- 3. Step off the bottom of the lower portion of the staircase onto the landing (on the side above the Avelyn chest), and stay there next to the staircase for at least 5 seconds (enough time for the game to save your position).
- 4. Get back on the staircase again and turn the stairs one time so that the upper portion of the staircase is now on the side where the Avelyn chest is located.
- 5. While still standing on the staircase, quit the game.
- 6. Reload your game.

After performing these steps the player will be standing on the landing directly above the bookcase where the Avelyn chest is located (the location where they previously stood for at least 5 seconds), with the staircase turned so that it's not blocking their way. The reason they end up in this location is that the game doesn't recognize the moving stairs as "solid ground", so when the game is reloaded, it puts them back on the last piece of "solid ground" they occupied (the ledge just above the bookcase containing the Avelyn chest). And because the stairs have been turned, they now have a free fall directly down on top of the bookshelf with the Avelyn chest (note that if edging off carefully may cause the character to fall just short of the bookcase and die, so just step out confidently).

General Information

Shoots three bolts per shot.

The fact that it shoots three bolts at once means that it takes three times as much ammunition as any other crossbow in the game, so make those shots count. If only a single bolt hits an enemy most of the time, it's better to use the Heavy Crossbow instead, as it is lighter and has higher damage-per-bolt ratio.

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Sniper Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Avelyn	37/0/0/0 (Normal)	50	150	6.0	16 ¹ /14/0/0 -/-/-	50

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab
Avelyn +0	37/0/0/0	-/-/-/-				
Avelyn +1	62/0/0/0	-/-/-/-	1			
Avelyn +2	74/0/0/0	-/-/-/-	1			
Avelyn +3	85/0/0/0	-/-/-/-	2			
Avelyn +4	96/0/0/0	-/-/-/-	2			
Avelyn +5	107/0/0/0	-/-/-/-	3			
Avelyn +6	122/0/0/0	-/-/-/-		1		
Avelyn +7	133/0/0/0	-/-/-/-		1		
Avelyn +8	144/0/0/0	-/-/-/-		2		
Avelyn +9	155/0/0/0	-/-/-/-		2		
Avelyn +10	166/0/0/0	-/-/-/-		3		
Avelyn +11	181/0/0/0	-/-/-/-			1	
Avelyn +12	192/0/0/0	-/-/-/-			1	
Avelyn +13	203/0/0/0	-/-/-/-			2	
Avelyn +14	214/0/0/0	-/-/-/-			3	
Avelyn +15	229/0/0/0	-/-/-/-				1

Crystal

Durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).
Requires

- Avelyn +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab
Crystal Avelyn	192/0/0/0	-/-/-	1	
Crystal Avelyn +1	203/0/0/0	-/-/-	1	
Crystal Avelyn +2	214/0/0/0	-/-/-	1	
Crystal Avelyn +3	225/0/0/0	-/-/-	2	
Crystal Avelyn +4	236/0/0/0	-/-/-	3	
Crystal Avelyn +5	251/0/0/0	-/-/-		1

Lightning

Lightning damage added. All stat bonuses removed
Requires

- Avelyn +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab
Lightning Avelyn	103/0/0/96	-/-/-	1	
Lightning Avelyn +1	111/0/0/103	-/-/-	1	
Lightning Avelyn +2	118/0/0/111	-/-/-	1	
Lightning Avelyn +3	125/0/0/118	-/-/-	2	
Lightning Avelyn +4	133/0/0/125	-/-/-	3	
Lightning Avelyn +5	140/0/0/133	-/-/-		1

Magic

Magic damage added. All stat bonuses removed
Requires

- Avelyn +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab
Magic Avelyn +0	70/69/0/0	-/-/-	1		
Magic Avelyn +1	78/77/0/0	-/-/-	1		
Magic Avelyn +2	86/85/0/0	-/-/-	1		
Magic Avelyn +3	94/94/0/0	-/-/-	2		
Magic Avelyn +4	102/102/0/0	-/-/-	2		
Magic Avelyn +5	110/111/0/0	-/-/-	3		
Magic Avelyn +6	118/119/0/0	-/-/-		1	
Magic Avelyn +7	126/127/0/0	-/-/-		1	
Magic Avelyn +8	134/136/0/0	-/-/-		2	
Magic Avelyn +9	143/144/0/0	-/-/-		3	
Magic Avelyn +10	151/154/0/0	-/-/-			1

Divine

Divine damage added. All stat bonuses removed

Requires

- Avelyn +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	White Titanite Chunk	White Titanite Slab
Divine Avelyn +0	62/77/0/0	-/-/-	1		
Divine Avelyn +1	70/86/0/0	-/-/-	1		
Divine Avelyn +2	77/96/0/0	-/-/-	1		
Divine Avelyn +3	85/105/0/0	-/-/-	2		
Divine Avelyn +4	92/114/0/0	-/-/-	2		
Divine Avelyn +5	100/124/0/0	-/-/-	3		
Divine Avelyn +6	107/133/0/0	-/-/-		1	
Divine Avelyn +7	115/142/0/0	-/-/-		1	
Divine Avelyn +8	122/151/0/0	-/-/-		2	
Divine Avelyn +9	130/161/0/0	-/-/-		3	
Divine Avelyn +10	137/170/0/0	-/-/-			1

Fire

Fire damage added. All stat bonuses removed
Requires

- Avelyn +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab
Fire Avelyn +0	66/0/66/0	-/-/-	1		
Fire Avelyn +1	75/0/75/0	-/-/-	1		
Fire Avelyn +2	83/0/83/0	-/-/-	1		
Fire Avelyn +3	92/0/92/0	-/-/-	2		
Fire Avelyn +4	100/0/100/0	-/-/-	2		
Fire Avelyn +5	109/0/109/0	-/-/-	3		
Fire Avelyn +6	118/0/118/0	-/-/-		1	
Fire Avelyn +7	126/0/126/0	-/-/-		1	
Fire Avelyn +8	135/0/135/0	-/-/-		2	
Fire Avelyn +9	143/0/143/0	-/-/-		3	
Fire Avelyn +10	153/0/153/0	-/-/-			1

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
Range:	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>

Durability:	The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
Weight:	The weight of the weapon. Note that carrying over 50% of user's Equip Weight 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.
Requirements:	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands ($18 \times 1.5 = 27$).</p>
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).

Footnotes

1. when two handing this weapon, only 11 Strength is required

Heavy Crossbow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Heavy%20Crossbow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Heavy%20Crossbow>

“ *Powerful large crossbow.*

While bows require both hands, a crossbow is held in one, but arming each bolt takes time.

Equip bolts to use.

May change type of bolt.

Availability


Depths treasure

Two floors above the Gaping Dragon's boss fog, on a corpse hanging by the parapet overlooking the boss arena

General Information

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Heavy Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Heavy Crossbow	55/0/0/0	50	150	5	14 ¹ /8/0/0 -/-/-	50

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Heavy Crossbow +0	55/0/0/0	-/-/-					200
Heavy Crossbow +1	93/0/0/0	-/-/-	1				200
Heavy Crossbow +2	110/0/0/0	-/-/-	1				200
Heavy Crossbow +3	126/0/0/0	-/-/-	2				200
Heavy Crossbow +4	143/0/0/0	-/-/-	2				200
Heavy Crossbow +5	159/0/0/0	-/-/-	3				200
Heavy Crossbow +6	181/0/0/0	-/-/-		1			200
Heavy Crossbow +7	198/0/0/0	-/-/-		1			200
Heavy Crossbow +8	214/0/0/0	-/-/-		2			200
Heavy Crossbow +9	230/0/0/0	-/-/-		2			200
Heavy Crossbow +10	247/0/0/0	-/-/-		3			200
Heavy Crossbow +11	269/0/0/0	-/-/-			1		200
Heavy Crossbow +12	286/0/0/0	-/-/-			1		200
Heavy Crossbow +13	302/0/0/0	-/-/-			2		200
Heavy Crossbow +14	319/0/0/0	-/-/-			3		200
Heavy Crossbow +15	341/0/0/0	-/-/-				1	200

Crystal

Heavy Crossbow durability reduced to ++15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Heavy Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Heavy Crossbow +0	286/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +1	302/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +2	319/0/0/0	-/-/-	1		200
Crystal Heavy Crossbow +3	335/0/0/0	-/-/-	2		200
Crystal Heavy Crossbow +4	352/0/0/0	-/-/-	3		200
Crystal Heavy Crossbow +5	374/0/0/0	-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Heavy Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Heavy Crossbow +0	154/0/0/143	-/-/-	1		200
Lightning Heavy Crossbow +1	165/0/0/154	-/-/-	1		200
Lightning Heavy Crossbow +2	176/0/0/165	-/-/-	1		200
Lightning Heavy Crossbow +3	187/0/0/176	-/-/-	2		200
Lightning Heavy Crossbow +4	198/0/0/187	-/-/-	3		200
Lightning Heavy Crossbow +5	209/0/0/198	-/-/-		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Heavy Crossbow +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Heavy Crossbow +0	102/103/0/0	-/-/-	1			200
Magic Heavy Crossbow +1	114/116/0/0	-/-/-	1			200
Magic Heavy Crossbow +2	126/128/0/0	-/-/-	1			200
Magic Heavy Crossbow +3	138/141/0/0	-/-/-	2			200
Magic Heavy Crossbow +4	150/153/0/0	-/-/-	2			200
Magic Heavy Crossbow +5	161/166/0/0	-/-/-	3			200
Magic Heavy Crossbow +6	173/179/0/0	-/-/-		1		200
Magic Heavy Crossbow +7	185/191/0/0	-/-/-		1		200
Magic Heavy Crossbow +8	197/204/0/0	-/-/-		2		200
Magic Heavy Crossbow +9	209/216/0/0	-/-/-		3		200
Magic Heavy Crossbow +10	221/231/0/0	-/-/-			1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Heavy Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Heavy Crossbow +0	92/112/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +1	103/126/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +2	114/139/0/0	-/-/-	0/0/110/-	1			200
Divine Heavy Crossbow +3	125/153/0/0	-/-/-	0/0/110/-	2			200
Divine Heavy Crossbow +4	136/166/0/0	-/-/-	0/0/110/-	2			200
Divine Heavy Crossbow +5	148/180/0/0	-/-/-	0/0/110/-	3			200
Divine Heavy Crossbow +6	159/193/0/0	-/-/-	0/0/110/-		1		200
Divine Heavy Crossbow +7	170/207/0/0	-/-/-	0/0/110/-		1		200
Divine Heavy Crossbow +8	181/220/0/0	-/-/-	0/0/110/-		2		200
Divine Heavy Crossbow +9	192/233/0/0	-/-/-	0/0/110/-		3		200
Divine Heavy Crossbow +10	203/247/0/0	-/-/-	0/0/110/-			1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Heavy Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Heavy Crossbow +0	99/0/99/0	-/-/-	1			200
Fire Heavy Crossbow +1	111/0/111/0	-/-/-	1			200
Fire Heavy Crossbow +2	124/0/124/0	-/-/-	1			200
Fire Heavy Crossbow +3	136/0/136/0	-/-/-	2			200
Fire Heavy Crossbow +4	149/0/149/0	-/-/-	2			200
Fire Heavy Crossbow +5	162/0/162/0	-/-/-	3			200
Fire Heavy Crossbow +6	176/0/176/0	-/-/-		1		200
Fire Heavy Crossbow +7	188/0/188/0	-/-/-		1		200
Fire Heavy Crossbow +8	201/0/201/0	-/-/-		2		200
Fire Heavy Crossbow +9	213/0/213/0	-/-/-		3		200
Fire Heavy Crossbow +10	228/0/228/0	-/-/-			1	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
Range:	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
Durability:	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

Weight:	The weight of the weapon. Note that carrying over 50% of user's Equip Weight 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.
Requirements:	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands ($18 \times 1.5 = 27$).</p>
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).

Footnotes

1. When using two handed, only 10 strength is required

Light Crossbow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Light%20Crossbow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Light%20Crossbow>


“

Standard crossbow issued to soldiers.

While bows require both hands, a crossbow is held in one, but arming each bolt takes time.

Equip bolts to use.

May change type of bolt.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Light Crossbow	50/0/0/0	50	150	3	10 ¹ /8/0/0 -/-/-	50

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Light Crossbow +0	50/0/0/0	-/-/-					200
Light Crossbow +1	85/0/0/0	-/-/-	1				200
Light Crossbow +2	100/0/0/0	-/-/-	1				200
Light Crossbow +3	115/0/0/0	-/-/-	2				200
Light Crossbow +4	130/0/0/0	-/-/-	2				200
Light Crossbow +5	145/0/0/0	-/-/-	3				200
Light Crossbow +6	165/0/0/0	-/-/-		1			200
Light Crossbow +7	180/0/0/0	-/-/-		1			200
Light Crossbow +8	195/0/0/0	-/-/-		2			200
Light Crossbow +9	209/0/0/0	-/-/-		2			200
Light Crossbow +10	225/0/0/0	-/-/-		3			200
Light Crossbow +11	245/0/0/0	-/-/-			1		200
Light Crossbow +12	260/0/0/0	-/-/-			1		200
Light Crossbow +13	275/0/0/0	-/-/-			2		200
Light Crossbow +14	290/0/0/0	-/-/-			3		200
Light Crossbow +15	310/0/0/0	-/-/-				1	200

Crystal

Light Crossbow durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Light Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Light Crossbow +0	260/0/0/0	-/-/-	1		200
Crystal Light Crossbow +1	275/0/0/0	-/-/-	1		200
Crystal Light Crossbow +2	290/0/0/0	-/-/-	1		200
Crystal Light Crossbow +3	305/0/0/0	-/-/-	2		200
Crystal Light Crossbow +4	320/0/0/0	-/-/-	3		200
Crystal Light Crossbow +5	340/0/0/0	-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Light Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Light Crossbow +0	140/0/0/130	-/-/-	1		200
Lightning Light Crossbow +1	150/0/0/140	-/-/-	1		200
Lightning Light Crossbow +2	160/0/0/150	-/-/-	1		200
Lightning Light Crossbow +3	170/0/0/160	-/-/-	2		200
Lightning Light Crossbow +4	180/0/0/170	-/-/-	3		200
Lightning Light Crossbow +5	190/0/0/180	-/-/-		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Light Crossbow +5
- Green Titanite

- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Light Crossbow +0	95/94/0/0	-/-/-	1			200
Magic Light Crossbow +1	106/105/0/0	-/-/-	1			200
Magic Light Crossbow +2	117/117/0/0	-/-/-	1			200
Magic Light Crossbow +3	128/128/0/0	-/-/-	2			200
Magic Light Crossbow +4	139/140/0/0	-/-/-	2			200
Magic Light Crossbow +5	150/151/0/0	-/-/-	3			200
Magic Light Crossbow +6	161/163/0/0	-/-/-		1		200
Magic Light Crossbow +7	172/174/0/0	-/-/-		1		200
Magic Light Crossbow +8	183/186/0/0	-/-/-		2		200
Magic Light Crossbow +9	194/197/0/0	-/-/-		3		200
Magic Light Crossbow +10	205/210/0/0	-/-/-			1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Light Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Light Crossbow +0	85/102/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +1	95/114/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +2	105/127/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +3	115/139/0/0	-/-/-	0/0/110/-	2			200
Divine Light Crossbow +4	125/151/0/0	-/-/-	0/0/110/-	2			200
Divine Light Crossbow +5	136/164/0/0	-/-/-	0/0/110/-	3			200
Divine Light Crossbow +6	146/176/0/0	-/-/-	0/0/110/-		1		200
Divine Light Crossbow +7	156/188/0/0	-/-/-	0/0/110/-		1		200
Divine Light Crossbow +8	166/200/0/0	-/-/-	0/0/110/-		2		200
Divine Light Crossbow +9	176/213/0/0	-/-/-	0/0/110/-		3		200
Divine Light Crossbow +10	187/225/0/0	-/-/-	0/0/110/-			1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Light Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Light Crossbow +0	90/0/90/0	-/-/-	1			200
Fire Light Crossbow +1	101/0/101/0	-/-/-	1			200
Fire Light Crossbow +2	113/0/113/0	-/-/-	1			200
Fire Light Crossbow +3	124/0/124/0	-/-/-	2			200
Fire Light Crossbow +4	136/0/136/0	-/-/-	2			200
Fire Light Crossbow +5	147/0/147/0	-/-/-	3			200
Fire Light Crossbow +6	160/0/160/0	-/-/-		1		200
Fire Light Crossbow +7	171/0/171/0	-/-/-		1		200
Fire Light Crossbow +8	183/0/183/0	-/-/-		2		200
Fire Light Crossbow +9	194/0/194/0	-/-/-		3		200
Fire Light Crossbow +10	207/0/207/0	-/-/-			1	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
Range:	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
Durability:	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

Weight:	The weight of the weapon. Note that carrying over 50% of user's Equip Weight 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.
Requirements:	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an 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 the player character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 18 Strength can wield a Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands ($18 \times 1.5 = 27$).</p>
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).

Footnotes

1. When two handing this weapon, only 7 Strength is required

Sniper Crossbow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Sniper%20Crossbow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Sniper%20Crossbow>

“ Large crossbow with long distance used by Carim snipers. Often used with sniper bolts.

But while crossbows are normally easy to use, the Sniper Crossbow requires dexterity.

Availability


Treasure from a corpse in Sen's fortress, along with a set of Sniper Bolts.

The corpse is below the broken bridge leading to the Crestfallen Merchant. Running and jumping onto the platform with the boulder-dropping Giant allows access to the corpse with less fall damage.

General Information

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Sniper Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Critical	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Sniper Crossbow	52/0/0/0	100	70	150	8.0	20/16/0/0 -/-/-	50

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Sniper Crossbow +0	52/0/0/0	-/-/-					200
Sniper Crossbow +1	88/0/0/0	-/-/-	1				200
Sniper Crossbow +2	104/0/0/0	-/-/-	1				200
Sniper Crossbow +3	119/0/0/0	-/-/-	2				200
Sniper Crossbow +4	135/0/0/0	-/-/-	2				200
Sniper Crossbow +5	150/0/0/0	-/-/-	3				200
Sniper Crossbow +6	171/0/0/0	-/-/-		1			200
Sniper Crossbow +7	187/0/0/0	-/-/-		1			200
Sniper Crossbow +8	202/0/0/0	-/-/-		2			200
Sniper Crossbow +9	218/0/0/0	-/-/-		2			200
Sniper Crossbow +10	234/0/0/0	-/-/-		3			200
Sniper Crossbow +11	254/0/0/0	-/-/-			1		200
Sniper Crossbow +12	270/0/0/0	-/-/-			1		200
Sniper Crossbow +13	286/0/0/0	-/-/-			2		200
Sniper Crossbow +14	301/0/0/0	-/-/-			3		200
Sniper Crossbow +15	322/0/0/0	-/-/-				1	200

Crystal

Sniper Crossbow durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Sniper Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Sniper Crossbow +0	270/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +1	286/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +2	301/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +3	317/0/0/0	-/-/-	2		200
Crystal Sniper Crossbow +4	332/0/0/0	-/-/-	3		200
Crystal Sniper Crossbow +5	353/0/0/0	-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Sniper Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Sniper Crossbow +0	145/0/0/135	-/-/-	1		200
Lightning Sniper Crossbow +1	156/0/0/145	-/-/-	1		200
Lightning Sniper Crossbow +2	166/0/0/156	-/-/-	1		200
Lightning Sniper Crossbow +3	176/0/0/166	-/-/-	2		200
Lightning Sniper Crossbow +4	187/0/0/176	-/-/-	3		200
Lightning Sniper Crossbow +5	197/0/0/187	-/-/-		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Sniper Crossbow +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Sniper Crossbow +0	97/96/0/0	-/-/-	1			200
Magic Sniper Crossbow +1	108/108/0/0	-/-/-	1			200
Magic Sniper Crossbow +2	120/120/0/0	-/-/-	1			200
Magic Sniper Crossbow +3	131/131/0/0	-/-/-	2			200
Magic Sniper Crossbow +4	142/143/0/0	-/-/-	2			200
Magic Sniper Crossbow +5	154/155/0/0	-/-/-	3			200
Magic Sniper Crossbow +6	165/167/0/0	-/-/-		1		200
Magic Sniper Crossbow +7	176/178/0/0	-/-/-		1		200
Magic Sniper Crossbow +8	187/190/0/0	-/-/-		2		200
Magic Sniper Crossbow +9	199/202/0/0	-/-/-		3		200
Magic Sniper Crossbow +10	210/215/0/0	-/-/-			1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Sniper Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Sniper Crossbow +0	87/107/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +1	98/120/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +2	108/133/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +3	119/146/0/0	-/-/-	0/0/110/-	2			200
Divine Sniper Crossbow +4	129/159/0/0	-/-/-	0/0/110/-	2			200
Divine Sniper Crossbow +5	140/172/0/0	-/-/-	0/0/110/-	3			200
Divine Sniper Crossbow +6	150/184/0/0	-/-/-	0/0/110/-		1		200
Divine Sniper Crossbow +7	161/197/0/0	-/-/-	0/0/110/-		1		200
Divine Sniper Crossbow +8	171/210/0/0	-/-/-	0/0/110/-		2		200
Divine Sniper Crossbow +9	182/223/0/0	-/-/-	0/0/110/-		3		200
Divine Sniper Crossbow +10	192/236/0/0	-/-/-	0/0/110/-			1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Sniper Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Sniper Crossbow +0	93/0/93/0	-/-/-	1			200
Fire Sniper Crossbow +1	105/0/105/0	-/-/-	1			200
Fire Sniper Crossbow +2	117/0/117/0	-/-/-	1			200
Fire Sniper Crossbow +3	129/0/129/0	-/-/-	2			200
Fire Sniper Crossbow +4	141/0/141/0	-/-/-	2			200
Fire Sniper Crossbow +5	153/0/153/0	-/-/-	3			200
Fire Sniper Crossbow +6	166/0/166/0	-/-/-		1		200
Fire Sniper Crossbow +7	178/0/178/0	-/-/-		1		200
Fire Sniper Crossbow +8	190/0/190/0	-/-/-		2		200
Fire Sniper Crossbow +9	202/0/202/0	-/-/-		3		200
Fire Sniper Crossbow +10	215/0/215/0	-/-/-			1	200

Key

<p>Damage:</p>	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
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