

# Barbed Straight Sword

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

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

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*This frightful sword deals only thrust attacks, and causes heavy bleeding.*

## In Game Description

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*The choice weapon of the infamous Darkwraith Kirk, also known as the Knight of Thorns for the gnarly spikes on his favorite weapon.*

*This frightful sword deals only thrust attacks, and causes heavy bleeding.*

## Availability

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Dropped by Kirk Knight of Thorns in Depths, Demon Ruins or Lost Izalith

## General Information

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Bleed build-up is 33 per strike and once inflicted, reduces 30% of the enemy's total HP.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Barbed Straight Sword	80/0/0/0 (Normal)	100	160	3.0	10 <sup>1</sup> /10/0/0  D/D/-/-	50/10/35/ 35	32	300/0/-/-	50

# Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Lunging right-to-left swing into left-to-right swing.	
Roll — R1	Uppercut.	
Backstep or Run — R1	Fast running horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Heavy horizontal swipe.	

2 Handed		
R1 — R1	Alternating vertical swipes.	
R2 — R2	Lunging right-to-left swing into left-to-right swing.	
Roll — R1	Swipe.	
Backstep or Run — R1	Heavy running overhead vertical chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 or L2	Guard.	

- Strong attacks (1-handed & 2-handed) are replaced by a lunging right-to-left swing followed by a left-to-right swing.
- Rolling attack (2-handed) is replaced by a left-to-right swipe.

# Upgrades

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## Basic

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Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Barbed Straight Sword +0	80/0/0/0	D/D/-/-					
Barbed Straight Sword +1	88/0/0/0	D/C/-/-	1				200
Barbed Straight Sword +2	96/0/0/0	D/C/-/-	1				200
Barbed Straight Sword +3	104/0/0/0	D/C/-/-	2				200
Barbed Straight Sword +4	112/0/0/0	D/C/-/-	2				200
Barbed Straight Sword +5	120/0/0/0	D/C/-/-	3				200
Barbed Straight Sword +6	128/0/0/0	D/C/-/-		1			200
Barbed Straight Sword +7	136/0/0/0	D/C/-/-		1			200
Barbed Straight Sword +8	144/0/0/0	D/C/-/-		2			200
Barbed Straight Sword +9	152/0/0/0	D/C/-/-		2			200
Barbed Straight Sword +10	160/0/0/0	D/C/-/-		3			200
Barbed Straight Sword +11	168/0/0/0	D/C/-/-			1		200
Barbed Straight Sword +12	176/0/0/0	D/C/-/-			1		200
Barbed Straight Sword +13	184/0/0/0	D/C/-/-			2		200
Barbed Straight Sword +14	192/0/0/0	D/C/-/-			3		200
Barbed Straight Sword +15	200/0/0/0	D/C/-/-				1	200

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Barbed Straight Sword +5
- Titanite

Ascended by Andre of Astora with Large Ember.

29% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Barbed Straight Sword +0	138/0/0/0	D/D/-/-	1	200
Raw Barbed Straight Sword +1	147/0/0/0	D/D/-/-	1	200
Raw Barbed Straight Sword +2	156/0/0/0	D/D/-/-	1	200
Raw Barbed Straight Sword +3	165/0/0/0	D/D/-/-	2	200
Raw Barbed Straight Sword +4	174/0/0/0	D/D/-/-	2	200
Raw Barbed Straight Sword +5	184/0/0/0	D/D/-/-	3	200

## Crystal

Barbed Straight Sword durability reduced to **16**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Barbed Straight Sword +10
- Titanite

Ascended by the Giant Blacksmith with Crystal Ember.

38% STR, 50% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Barbed Straight Sword +0	176/0/0/0	D/C/-/-	1		200
Crystal Barbed Straight Sword +1	184/0/0/0	D/C/-/-	1		200
Crystal Barbed Straight Sword +2	192/0/0/0	D/C/-/-	1		200
Crystal Barbed Straight Sword +3	200/0/0/0	D/C/-/-	2		200
Crystal Barbed Straight Sword +4	208/0/0/0	D/C/-/-	3		200
Crystal Barbed Straight Sword +5	216/0/0/0	D/C/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Barbed Straight Sword +10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Barbed Straight Sword +0	144/0/0/144	-/-/-/-	50/10/35/35	1		200
Lightning Barbed Straight Sword +1	155/0/0/155	-/-/-/-	50/10/35/37.8	1		200
Lightning Barbed Straight Sword +2	166/0/0/166	-/-/-/-	50/10/35/40.6	1		200
Lightning Barbed Straight Sword +3	177/0/0/177	-/-/-/-	50/10/35/43.4	2		200
Lightning Barbed Straight Sword +4	188/0/0/188	-/-/-/-	50/10/35/46.2	3		200
Lightning Barbed Straight Sword +5	200/0/0/200	-/-/-/-	50/10/35/49		1	200

## Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Barbed Straight Sword +5
- Green Titanite
- Blue Titanite

Ascended by Rickert of Vinheim & with Large Magic Ember (+6).

11% STR, 14% DEX, 63% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Barbed Straight Sword +0	90/97/0/0	E/E/C/-	1			200
Magic Barbed Straight Sword +1	96/104/0/0	E/E/C/-	1			200
Magic Barbed Straight Sword +2	102/110/0/0	E/E/C/-	1			200
Magic Barbed Straight Sword +3	108/117/0/0	E/E/C/-	2			200
Magic Barbed Straight Sword +4	114/123/0/0	E/E/C/-	2			200
Magic Barbed Straight Sword +5	120/130/0/0	E/E/C/-	3			200
Magic Barbed Straight Sword +6	125/136/0/0	E/E/C/-		1		200
Magic Barbed Straight Sword +7	132/143/0/0	E/E/C/-		1		200
Magic Barbed Straight Sword +8	138/149/0/0	E/E/C/-		2		200
Magic Barbed Straight Sword +9	144/156/0/0	E/E/C/-		3		200
Magic Barbed Straight Sword +10	150/162/0/0	E/E/C/-			1	200

## Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.  
Requires

- Magic Barbed Straight Sword +5
- Blue Titanite

Ascended by Rickert of Vinheim with Enchanted Ember.

8% STR, 10% DEX, 62% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Barbed Straight Sword +0	120/128/0/0	E/E/C/-	1		200
Enchanted Barbed Straight Sword +1	124/131/0/0	E/E/C/-	1		200
Enchanted Barbed Straight Sword +2	129/135/0/0	E/E/B/-	1		200
Enchanted Barbed Straight Sword +3	134/139/0/0	E/E/B/-	2		200
Enchanted Barbed Straight Sword +4	139/143/0/0	E/E/A/-	3		200
Enchanted Barbed Straight Sword +5	144/148/0/0	E/E/A/-		1	200

## Divine

Adds magic damage. Moderate damage bonus from faith. Additional damage multiplier against unholy enemies.

Requires

- Barbed Straight Sword +5
- Green Titanite
- White Titanite

Ascended by Andre of Astora with Divine Ember & Large Divine Ember (+6).

15% STR, 19% DEX, 63% FAI scaling. Additional damage multiplier against unholy enemies.



Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Barbed Straight Sword +0	81/99/0/0	E/E/-/C	300/0/110/-	1			200
Divine Barbed Straight Sword +1	86/105/0/0	E/E/-/C	300/0/110/-	1			200
Divine Barbed Straight Sword +2	91/112/0/0	E/E/-/C	300/0/110/-	1			200
Divine Barbed Straight Sword +3	97/118/0/0	E/E/-/C	300/0/110/-	2			200
Divine Barbed Straight Sword +4	102/125/0/0	E/E/-/C	300/0/110/-	2			200
Divine Barbed Straight Sword +5	108/132/0/0	E/E/-/C	300/0/110/-	3			200
Divine Barbed Straight Sword +6	113/138/0/0	E/D/-/C	300/0/110/-		1		200
Divine Barbed Straight Sword +7	118/145/0/0	E/D/-/C	300/0/110/-		1		200
Divine Barbed Straight Sword +8	124/151/0/0	E/D/-/C	300/0/110/-		2		200
Divine Barbed Straight Sword +9	129/158/0/0	E/D/-/C	300/0/110/-		3		200
Divine Barbed Straight Sword +10	135/165/0/0	E/D/-/C	300/0/110/-			1	200

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Additional damage multiplier against holy enemies.

Requires

- Divine Barbed Straight Sword +5
- White Titanite

Ascended by Andre of Astora with Dark Ember.

14% STR, 18% DEX, 74% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Barbed Straight Sword +0	110/120/0/0	E/E/-/B	300/0/-/110	1		200
Occult Barbed Straight Sword +1	116/125/0/0	E/E/-/B	300/0/-/110	1		200
Occult Barbed Straight Sword +2	123/132/0/0	E/E/-/B	300/0/-/110	1		200
Occult Barbed Straight Sword +3	129/138/0/0	E/E/-/B	300/0/-/110	2		200
Occult Barbed Straight Sword +4	136/144/0/0	E/D/-/B	300/0/-/110	3		200
Occult Barbed Straight Sword +5	143/150/0/0	E/D/-/B	300/0/-/110		1	200

# Fire

Fire damage added. All stat bonuses removed

Requires

- Barbed Straight Sword +5
- Green Titanite
- Red Titanite

Ascended by Vamos & with Large Flame Ember (+6).

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Barbed Straight Sword +0	104/0/104/0	-/-/-	50/10/35/35	1			200
Fire Barbed Straight Sword +1	112/0/112/0	-/-/-	50/10/35.4/35	1			200
Fire Barbed Straight Sword +2	120/0/120/0	-/-/-	50/10/35.7/35	1			200
Fire Barbed Straight Sword +3	128/0/128/0	-/-/-	50/10/36/35	2			200
Fire Barbed Straight Sword +4	136/0/136/0	-/-/-	50/10/36.4/35	2			200
Fire Barbed Straight Sword +5	144/0/144/0	-/-/-	50/10/36.7/35	3			200
Fire Barbed Straight Sword +6	153/0/153/0	-/-/-	50/10/37.1/35		1		200
Fire Barbed Straight Sword +7	163/0/163/0	-/-/-	50/10/37.5/35		1		200
Fire Barbed Straight Sword +8	172/0/172/0	-/-/-	50/10/37.8/35		2		200
Fire Barbed Straight Sword +9	182/0/182/0	-/-/-	50/10/38.2/35		3		200
Fire Barbed Straight Sword +10	192/0/192/0	-/-/-	50/10/38.5/35			1	200

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity, up to 10 soft Humanity.

Requires

- Fire Barbed Straight Sword +5
- Red Titanite

Ascended by Vamos with Chaos Flame Ember.

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Barbed Straight Sword +0	126/0/144/0	-/-/-	50/10/35/35	1		200
Chaos Barbed Straight Sword +1	133/0/152/0	-/-/-	50/10/35.7/35	1		200
Chaos Barbed Straight Sword +2	140/0/160/0	-/-/-	50/10/36.4/35	1		200
Chaos Barbed Straight Sword +3	147/0/168/0	-/-/-	50/10/37.1/35	2		200
Chaos Barbed Straight Sword +4	154/0/176/0	-/-/-	50/10/37.8/35	3		200
Chaos Barbed Straight Sword +5	161/0/184/0	-/-/-	50/10/38.5/35		1	200

# Key

<b>Damage:</b>	<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"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"><li>• Normal</li><li>• Striking</li><li>• Slashing</li><li>• Thrusting</li></ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

<b>Weight:</b>	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.
<b>Stats Needed:</b>	<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"><li>• W is the Strength required</li><li>• X is the Dexterity required</li><li>• Y is the Intelligence required</li><li>• Z 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, 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.</p> <p><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.
<b>Frampt Souls:</b>	This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.

## Footnotes

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