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

> **"** *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.*

In Game Description

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

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

General Information

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	10^1/10/0/0 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

Basic

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

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z:
	- W is Physical Damage - X is Magical Damage - Y is Fire Damage - Z is Lightning Damage Each weapon has one or more physical damage types: - Normal - Striking - Slashing - Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health 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 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.
Stats Needed:	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: - W is the Strength required - X is the Dexterity required - Y is the Intelligence required - Z is the Faith required 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 a 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 Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: - W is the Physical Damage Reduction - X is the Magical Damage Reduction - Y is the Fire Damage Reduction - Z is the Lightning Damage Reduction
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.

Footnotes

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

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