

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

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: | <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: | 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: | <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.</p> <p>(18 x 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 |
| 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.