

# Bastard Sword

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

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

“ This standard greatsword is normally wielded with two hands due to its great weight.

Usually swung in large arcs and effective against multiple foes. Far from ideal when fighting in tight quarters.

## Availability

Sold by Andre of Astora

## General Information

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Bastard Sword	105/0/0/0 (Regular)	100	200	6.0	16 <sup>1</sup> /10/0/0 C/C/-/-	60/10/40/40	38	50

## Move Set

### Large Sword

1 Handed

<b>R1 — R1</b>	Right-to-left slash. Follow up with left-to-right.	
<b>R2</b>	Overhead chop.	
<b>R2 -&gt; R1</b>	Left-to-right slash.	
<b>Backstep or Run — R1</b>	Spinning left-to-right slash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jump attack (overhead smash).	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Heavy horizontal Swipe.	

2 Handed		
<b>R1 — R1</b>	Overhead smash into upward slash.	
<b>R2 — R2</b>	Right-to-left slash into left-to-right slash.	
<b>Roll + R1</b>	Overhead chop.	
<b>Backstep or Run+ R1- Charge</b>	Spinning left-to-right slash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jump attack (overhead smash).	
<b>L1 or L2</b>	Guard.	

# Upgrades

## Basic

Standard upgrade path.  
Requires:

- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Bastard Sword +0	105/0/0/0	60/10/40/40	C/C/-/-	-	400
Bastard Sword +1	115/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Shard	400

Bastard Sword +2	126/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Shard	400
Bastard Sword +3	136/0/0/0	60/10/40/40	C/C/-/-	2 x Titanite Shard	400
Bastard Sword +4	147/0/0/0	60/10/40/40	C/C/-/-	2 x Titanite Shard	400
Bastard Sword +5	157/0/0/0	60/10/40/40	C/C/-/-	3 x Titanite Shard	400
Bastard Sword +6	168/0/0/0	60/10/40/40	C/C/-/-	1 x Large Titanite Shard	400
Bastard Sword +7	178/0/0/0	60/10/40/40	C/C/-/-	1 x Large Titanite Shard	400
Bastard Sword +8	189/0/0/0	60/10/40/40	C/C/-/-	2 x Large Titanite Shard	400
Bastard Sword +9	199/0/0/0	60/10/40/40	C/C/-/-	2 x Large Titanite Shard	400
Bastard Sword +10	210/0/0/0	60/10/40/40	C/C/-/-	3 x Large Titanite Shard	400
Bastard Sword +11	220/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Chunk	400
Bastard Sword +12	231/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Chunk	400
Bastard Sword +13	241/0/0/0	60/10/40/40	C/C/-/-	2 x Titanite Chunk	400
Bastard Sword +14	252/0/0/0	60/10/40/40	C/C/-/-	3 x Titanite Chunk	400
Bastard Sword +15	262/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Slab	400

## Crystal

Weapon durability reduced to **20**. Base damage increased.

Requires:

- Bastard Sword +10
- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Crystal Bastard Sword +0	231/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Chunk	400

Crystal Bastard Sword +1	241/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Chunk	400
Crystal Bastard Sword +2	252/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Chunk	400
Crystal Bastard Sword +3	262/0/0/0	60/10/40/40	C/C/-/-	2 x Titanite Chunk	400
Crystal Bastard Sword +4	273/0/0/0	60/10/40/40	C/C/-/-	2 x Titanite Chunk	400
Crystal Bastard Sword +5	283/0/0/0	60/10/40/40	C/C/-/-	1 x Titanite Slab	400

## Lightning

Adds lightning damage. All stat bonuses removed.

Requires:

- Bastard Sword +10
- Titanite

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Lightning Bastard Sword +0	189/0/0/189	60/10/40/40	-/-/-/-	1 x Titanite Chunk	400
Lightning Bastard Sword +1	203/0/0/203	60/10/40/43.2	-/-/-/-	1 x Titanite Chunk	400
Lightning Bastard Sword +2	218/0/0/218	60/10/40/46.4	-/-/-/-	1 x Titanite Chunk	400
Lightning Bastard Sword +3	233/0/0/233	60/10/40/49.6	-/-/-/-	2 x Titanite Chunk	400
Lightning Bastard Sword +4	247/0/0/247	60/10/40/52.8	-/-/-/-	3 x Titanite Chunk	400
Lightning Bastard Sword +5	262/0/0/262	60/10/40/56	-/-/-/-	1 x Titanite Slab	400

## Raw

Base damage increased. Stat bonuses reduced.

Requires:

- Bastard Sword +5
- Titanite

38% STR, 38% DEX scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Raw Bastard Sword +0	181/0/0/0	60/10/40/40	D/D/-/-	1 x Large Titanite Shard	400
Raw Bastard Sword +1	193/0/0/0	60/10/40/40	D/D/-/-	1 x Large Titanite Shard	400
Raw Bastard Sword +2	205/0/0/0	60/10/40/40	D/D/-/-	1 x Large Titanite Shard	400
Raw Bastard Sword +3	217/0/0/0	60/10/40/40	D/D/-/-	2 x Large Titanite Shard	400
Raw Bastard Sword +4	229/0/0/0	60/10/40/40	D/D/-/-	2 x Large Titanite Shard	400
Raw Bastard Sword +5	242/0/0/0	60/10/40/40	D/D/-/-	3 x Large Titanite Shard	400

## Magic

Adds magic damage. Moderate damage bonus from intelligence. Can no longer be enchanted by Magic Weapon.

Requires:

- Bastard Sword +5
- Green Titanite
- Blue Titanite

14% STR, 14% DEX, 73% INT scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Magic Bastard Sword +0	118/127/0/0	60/10/40/40	E/E/B/-	1 x Green Titanite Shard	400
Magic Bastard Sword +1	126/136/0/0	60/10/40/40	E/E/B/-	1 x Green Titanite Shard	400
Magic Bastard Sword +2	134/144/0/0	60/10/40/40	E/E/B/-	1 x Green Titanite Shard	400
Magic Bastard Sword +3	142/153/0/0	60/10/40/40	E/E/B/-	2 x Green Titanite Shard	400
Magic Bastard Sword +4	150/161/0/0	60/10/40/40	E/E/B/-	2 x Green Titanite Shard	400
Magic Bastard Sword +5	158/170/0/0	60/10/40/40	E/E/B/-	3 x Green Titanite Shard	400
Magic Bastard Sword +6	165/178/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Chunk	400

Magic Bastard Sword +7	173/187/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Chunk	400
Magic Bastard Sword +8	181/195/0/0	60/10/40/40	E/E/B/-	2 x Blue Titanite Chunk	400
Magic Bastard Sword +9	189/204/0/0	60/10/40/40	E/E/B/-	2 x Blue Titanite Chunk	400
Magic Bastard Sword +10	197/212/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Slab	400

## Enchanted

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

- Magic Bastard Sword +5
- Blue Titanite

10% STR, 10% DEX, 72% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Enchanted Bastard Sword +0	158/168/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Chunk	400
Enchanted Bastard Sword +1	164/173/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Chunk	400
Enchanted Bastard Sword +2	170/178/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Chunk	400
Enchanted Bastard Sword +3	176/183/0/0	60/10/40/40	E/E/B/-	2 x Blue Titanite Chunk	400
Enchanted Bastard Sword +4	183/188/0/0	60/10/40/40	E/E/B/-	3 x Blue Titanite Chunk	400
Enchanted Bastard Sword +5	189/194/0/0	60/10/40/40	E/E/B/-	1 x Blue Titanite Slab	400

## Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires:

- Bastard Sword +10
- Green Titanite
- White Titanite

20% STR, 20% DEX, 73% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Divine Bastard Sword +0	106/130/0/0	60/10/40/40	D/D/-/B	1 x Green Titanite Shard	400
Divine Bastard Sword +1	113/139/0/0	60/10/40/40	D/D/-/B	1 x Green Titanite Shard	400
Divine Bastard Sword +2	120/147/0/0	60/10/40/40	D/D/-/B	1 x Green Titanite Shard	400
Divine Bastard Sword +3	127/156/0/0	60/10/40/40	D/D/-/B	2 x Green Titanite Shard	400
Divine Bastard Sword +4	134/165/0/0	60/10/40/40	D/D/-/B	2 x Green Titanite Shard	400
Divine Bastard Sword +5	142/174/0/0	60/10/40/40	D/D/-/B	3 x Green Titanite Shard	400
Divine Bastard Sword +6	149/182/0/0	60/10/40/40	D/D/-/B	1 x White Titanite Chunk	400
Divine Bastard Sword +7	156/191/0/0	60/10/40/40	D/D/-/B	1 x White Titanite Chunk	400
Divine Bastard Sword +8	163/200/0/0	60/10/40/40	D/D/-/B	2 x White Titanite Chunk	400
Divine Bastard Sword +9	170/208/0/0	60/10/40/40	D/D/-/B	3 x White Titanite Chunk	400
Divine Bastard Sword +10	177/217/0/0	60/10/40/40	D/D/-/B	1 x White Titanite Slab	400

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.  
Requires:

- Divine Bastard Sword +5
- White Titanite

18% STR, 18% DEX, 86% FAI scaling. Additional damage multiplier against holy enem

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
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Occult Bastard Sword +0	144/158/0/40	60/10/40/40	E/E/-/B	1 x White Titanite Chunk	400
Occult Bastard Sword +1	152/165/0/40	60/10/40/40	E/E/-/B	1 x White Titanite Chunk	400
Occult Bastard Sword +2	161/173/0/40	60/10/40/40	E/E/-/B	1 x White Titanite Chunk	400
Occult Bastard Sword +3	169/181/0/40	60/10/40/40	E/E/-/B	2 x White Titanite Chunk	400
Occult Bastard Sword +4	178/189/0/40	60/10/40/40	E/E/-/A	3 x White Titanite Chunk	400
Occult Bastard Sword +5	187/197/0/40	60/10/40/40	E/E/-/A	1 x White Titanite Slab	400

## Fire

Fire damage added. All stat bonuses removed.  
Requires:

- Bastard Sword +5
- Green Titanite
- Red Titanite

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Fire Bastard Sword +0	136/0/136/0	60/10/40/40	-/-/-/-	1 x Green Titanite Shard	400
Fire Bastard Sword +1	147/0/147/0	60/10/40.4/40	-/-/-/-	1 x Green Titanite Shard	400
Fire Bastard Sword +2	157/0/157/0	60/10/40.8/40	-/-/-/-	1 x Green Titanite Shard	400
Fire Bastard Sword +3	168/0/168/0	60/10/41.2/40	-/-/-/-	2 x Green Titanite Shard	400
Fire Bastard Sword +4	178/0/178/0	60/10/41.6/40	-/-/-/-	2 x Green Titanite Shard	400
Fire Bastard Sword +5	189/0/189/0	60/10/42/40	-/-/-/-	3 x Green Titanite Shard	400
Fire Bastard Sword +6	201/0/201/0	60/10/42.4/40	-/-/-/-	1 x Red Titanite Chunk	400
Fire Bastard Sword +7	214/0/214/0	60/10/42.8/40	-/-/-/-	1 x Red Titanite Chunk	400
Fire Bastard Sword +8	226/0/226/0	60/10/43.2/40	-/-/-/-	2 x Red Titanite Chunk	400



Fire Bastard Sword +9	239/0/239/0	60/10/43.6/40	-/-/-	3 x Red Titanite Chunk	400
Fire Bastard Sword +10	252/0/252/0	60/10/44/40	-/-/-	1 x Red Titanite Slab	400

# Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.  
Requires:

- Fire Bastard Sword +5
- Red Titanite

Name	Damage	Defense	Stat Bonuses	Materials Cost	Souls
Chaos Bastard Sword +0	163/0/189/0	60/10/40/40	-/-/-	1 x Red Titanite Chunk	400
Chaos Bastard Sword +1	172/0/199/0	60/10/40.8/40	-/-/-	1 x Red Titanite Chunk	400
Chaos Bastard Sword +2	182/0/210/0	60/10/41.6/40	-/-/-	1 x Red Titanite Chunk	400
Chaos Bastard Sword +3	191/0/220/0	60/10/42.4/40	-/-/-	2 x Red Titanite Chunk	400
Chaos Bastard Sword +4	200/0/231/0	60/10/43.2/40	-/-/-	3 x Red Titanite Chunk	400
Chaos Bastard Sword +5	209/0/241/0	60/10/44/40	-/-/-	1 x Red Titanite Slab	400

# 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>	<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>
<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.  <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 11 Strength is required

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Revision #1  
Created 21 December 2024 07:09:08 by jade  
Updated 21 December 2024 07:09:08 by jade