

# Broken Straight Sword

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

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


“  
Half of the blade of this straight sword is broken off.  
Only the completely Hollowed would even consider using this as a weapon.

## Availability

Drop from Infested Ghouls (sword) (2% drop rate)

Drop from Hollows (sword) (2% drop rate)

## General Information

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Broken Straight Sword	40/0/0/0 (Regular/Thrust)	100	200	2.0	8 <sup>1</sup> /8/0/0 D/D/-/-	20/5/15/15	16	0/0/-/-	50

## Move Set

1 Handed

<b>R1 — R1</b>	Right-to-left swipe into left-to-right swipe.	
<b>R2 — R2</b>	Heavy piercing thrust into upwards slash.	
<b>Roll — R1</b>	Uppercut.	
<b>Backstep or Run — R1</b>	Fast running horizontal slash.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1</b> (left hand)	Guard.	
<b>L2</b> (left hand)	Heavy horizontal swipe.	

<b>2 Handed</b>		
<b>R1 — R1</b>	Alternating vertical swipes.	
<b>R2 — R2</b>	Heavy horizontal slash into horizontal slash.	
<b>Roll — R1</b>	Thrust.	
<b>Backstep or Run — R1</b>	Heavy running overhead vertical chop.	
<b>Forward + R1</b>	Kick.	Useful for breaking guard.
<b>Forward + R2</b>	Jumping stab attack.	
<b>L1 or L2</b>	Guard.	

# 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
Broken Straight Sword +0	40/0/0/0	D/D/-/-					
Broken Straight Sword +1	44/0/0/0	D/D/-/-	1				100
Broken Straight Sword +2	48/0/0/0	D/D/-/-	1				100
Broken Straight Sword +3	52/0/0/0	D/D/-/-	2				100
Broken Straight Sword +4	56/0/0/0	D/D/-/-	2				100
Broken Straight Sword +5	60/0/0/0	D/D/-/-	3				100
Broken Straight Sword +6	64/0/0/0	D/D/-/-		1			100
Broken Straight Sword +7	68/0/0/0	D/D/-/-		1			100
Broken Straight Sword +8	72/0/0/0	D/D/-/-		2			100
Broken Straight Sword +9	76/0/0/0	D/D/-/-		2			100
Broken Straight Sword +10	80/0/0/0	D/D/-/-		3			100
Broken Straight Sword +11	84/0/0/0	D/D/-/-			1		100
Broken Straight Sword +12	88/0/0/0	D/D/-/-			1		100
Broken Straight Sword +13	92/0/0/0	D/D/-/-			2		100
Broken Straight Sword +14	96/0/0/0	D/D/-/-			3		100
Broken Straight Sword +15	100/0/0/0	D/D/-/-				1	100

Raw

Base damage increased. Stat bonuses reduced.

Requires

- Broken 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 Broken Straight Sword +0	69/0/0/0	D/D/-/-	1	100
Raw Broken Straight Sword +1	73/0/0/0	D/D/-/-	1	100
Raw Broken Straight Sword +2	78/0/0/0	D/D/-/-	1	100
Raw Broken Straight Sword +3	82/0/0/0	D/D/-/-	2	100
Raw Broken Straight Sword +4	87/0/0/0	D/D/-/-	2	100
Raw Broken Straight Sword +5	92/0/0/0	D/D/-/-	3	100

## Crystal

Weapon durability reduced. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Broken 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 Broken Straight Sword +0	88/0/0/0	D/C/-/-	1		100
Crystal Broken Straight Sword +1	92/0/0/0	D/C/-/-	1		100
Crystal Broken Straight Sword +2	96/0/0/0	D/C/-/-	1		100
Crystal Broken Straight Sword +3	100/0/0/0	D/C/-/-	2		100
Crystal Broken Straight Sword +4	104/0/0/0	D/C/-/-	3		100
Crystal Broken Straight Sword +5	108/0/0/0	D/C/-/-		1	100

# Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Broken Straight Sword+10
- Titanite

Ascended by the Giant Blacksmith.

Name	Damage	Stat Bonuses	Damage Reduction	Chunk	Slab	Souls
Lightning Broken Straight Sword +0	72/0/0/72	-/-/-/-	20/5/15/15	1		100
Lightning Broken Straight Sword +1	77/0/0/77	-/-/-/-	20/5/15/16.2	1		100
Lightning Broken Straight Sword +2	83/0/0/83	-/-/-/-	20/5/15/17.4	1		100
Lightning Broken Straight Sword +3	88/0/0/88	-/-/-/-	20/5/15/18.6	2		100
Lightning Broken Straight Sword +4	94/0/0/94	-/-/-/-	20/5/15/19.8	3		100
Lightning Broken Straight Sword +5	100/0/0/100	-/-/-/-	20/5/15/21		1	100

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Broken 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 Broken Straight Sword +0	45/49/0/0	E/E/C/-	1			100
Magic Broken Straight Sword +1	48/52/0/0	E/E/C/-	1			100
Magic Broken Straight Sword +2	51/56/0/0	E/E/C/-	1			100
Magic Broken Straight Sword +3	54/59/0/0	E/E/C/-	2			100
Magic Broken Straight Sword +4	57/62/0/0	E/E/C/-	2			100
Magic Broken Straight Sword +5	60/66/0/0	E/E/C/-	3			100
Magic Broken Straight Sword +6	62/69/0/0	E/E/C/-		1		100
Magic Broken Straight Sword +7	66/72/0/0	E/E/C/-		1		100
Magic Broken Straight Sword +8	69/75/0/0	E/E/C/-		2		100
Magic Broken Straight Sword +9	72/79/0/0	E/E/C/-		3		100
Magic Broken Straight Sword +10	75/82/0/0	E/E/C/-			1	100

## Enchanted

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

- Magic Broken 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 Broken Straight Sword +0	60/64/0/0	E/E/C/-	1		100
Enchanted Broken Straight Sword +1	62/65/0/0	E/E/C/-	1		100
Enchanted Broken Straight Sword +2	64/67/0/0	E/E/B/-	1		100
Enchanted Broken Straight Sword +3	67/69/0/0	E/E/B/-	2		100
Enchanted Broken Straight Sword +4	69/71/0/0	E/E/A/-	3		100
Enchanted Broken Straight Sword +5	72/74/0/0	E/E/A/-		1	100

## Divine

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

Requires

- Broken 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 Broken Straight Sword +0	40/49/0/0	E/E/-/C	0/0/110/-	1			100
Divine Broken Straight Sword +1	43/52/0/0	E/E/-/C	0/0/110/-	1			100
Divine Broken Straight Sword +2	45/56/0/0	E/E/-/C	0/0/110/-	1			100
Divine Broken Straight Sword +3	48/59/0/0	E/E/-/C	0/0/110/-	2			100
Divine Broken Straight Sword +4	51/62/0/0	E/E/-/C	0/0/110/-	2			100
Divine Broken Straight Sword +5	54/66/0/0	E/E/-/C	0/0/110/-	3			100
Divine Broken Straight Sword +6	56/69/0/0	E/D/-/C	0/0/110/-		1		100
Divine Broken Straight Sword +7	59/72/0/0	E/D/-/C	0/0/110/-		1		100
Divine Broken Straight Sword +8	62/75/0/0	E/D/-/C	0/0/110/-		2		100
Divine Broken Straight Sword +9	64/79/0/0	E/D/-/C	0/0/110/-		3		100
Divine Broken Straight Sword +10	67/82/0/0	E/D/-/C	0/0/110/-			1	100

# Occult

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

Requires

- Divine Broken 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 Broken Straight Sword +0	54/60/0/0	E/E/-/B	0/0/-/110	1		100
Occult Broken Straight Sword +1	57/62/0/0	E/E/-/B	0/0/-/110	1		100
Occult Broken Straight Sword +2	60/66/0/0	E/E/-/B	0/0/-/110	1		100
Occult Broken Straight Sword +3	63/69/0/0	E/E/-/B	0/0/-/110	2		100
Occult Broken Straight Sword +4	66/72/0/0	E/D/-/B	0/0/-/110	3		100
Occult Broken Straight Sword +5	70/75/0/0	E/D/-/B	0/0/-/110		1	100

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Broken 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 Broken Straight Sword +0	52/0/52/0	-/-/-	20/5/15/15	1			100
Fire Broken Straight Sword +1	56/0/56/0	-/-/-	20/5/15.2/15	1			100
Fire Broken Straight Sword +2	60/0/60/0	-/-/-	20/5/15.3/15	1			100
Fire Broken Straight Sword +3	64/0/64/0	-/-/-	20/5/15.5/15	2			100
Fire Broken Straight Sword +4	68/0/68/0	-/-/-	20/5/15.6/15	2			100
Fire Broken Straight Sword +5	72/0/72/0	-/-/-	20/5/15.8/15	3			100
Fire Broken Straight Sword +6	76/0/76/0	-/-/-	20/5/15.9/15		1		100
Fire Broken Straight Sword +7	81/0/81/0	-/-/-	20/5/16.1/15		1		100
Fire Broken Straight Sword +8	86/0/86/0	-/-/-	20/5/16.2/15		2		100
Fire Broken Straight Sword +9	91/0/91/0	-/-/-	20/5/16.4/15		3		100
Fire Broken Straight Sword +10	96/0/96/0	-/-/-	20/5/16.5/15			1	100

# Chaos

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

Requires

- Fire Broken 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 Broken Straight Sword +0	63/0/73/0	-/-/-	20/5/15/15	1		100
Chaos Broken Straight Sword +1	66/0/77/0	-/-/-	20/5/15.3/15	1		100
Chaos Broken Straight Sword +2	70/0/82/0	-/-/-	20/5/15.6/15	1		100
Chaos Broken Straight Sword +3	73/0/86/0	-/-/-	20/5/15.9/15	2		100
Chaos Broken Straight Sword +4	77/0/90/0	-/-/-	20/5/16.2/15	3		100
Chaos Broken Straight Sword +5	80/0/94/0	-/-/-	20/5/16.5/15		1	100

# 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 6 Strength is required.