

Composite Bow

<https://jadepilld.github.io/souls-model-viewer/ds1/weapons.html?model=Composite%20Bow.glb>

<https://jadepilld.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Composite%20Bow>

“

Composite bow emphasizing power.

Requires more strength than standard bows.


However, its range is shorter, making it unfit for sniping.

Availability

Treasure from a corpse in New Londo Ruins. At the topmost level of the tower with the floodgate control.

General Information

Has shortened range compared to other bows with a Bow Dist Rate of -24.

Image	Name	Damage	Critical Bonus	Range	Durability	Weight	Stats Needed Stat Bonuses	Framp Souls
	Composite Bow	55/0/0/0	100	38	100	1.0	11/12/0/0 ¹ C/C/-/-	50

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).

60% STR, 60% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Composite Bow +0	55/0/0/0	C/C/-/-		
Composite Bow +1	60/0/0/0	C/C/-/-	x1 Titanite Shard	200
Composite Bow +2	66/0/0/0	C/C/-/-	x1 Titanite Shard	200
Composite Bow +3	71/0/0/0	C/C/-/-	x2 Titanite Shard	200
Composite Bow +4	77/0/0/0	C/C/-/-	x2 Titanite Shard	200
Composite Bow +5	82/0/0/0	C/C/-/-	x3 Titanite Shard	200
Composite Bow +6	88/0/0/0	C/C/-/-	x1 Lg. Titanite Shard	200
Composite Bow +7	93/0/0/0	C/C/-/-	x1 Lg. Titanite Shard	200
Composite Bow +8	99/0/0/0	C/C/-/-	x2 Lg. Titanite Shard	200
Composite Bow +9	104/0/0/0	C/C/-/-	x2 Lg. Titanite Shard	200
Composite Bow +10	110/0/0/0	C/C/-/-	x3 Lg. Titanite Shard	200
Composite Bow +11	115/0/0/0	C/C/-/-	x1 Titanite Chunk	200
Composite Bow +12	121/0/0/0	C/C/-/-	x1 Titanite Chunk	200
Composite Bow +13	126/0/0/0	C/C/-/-	x2 Titanite Chunk	200
Composite Bow +14	132/0/0/0	C/C/-/-	x3 Titanite Chunk	200
Composite Bow +15	137/0/0/0	C/C/-/-	x1 Titanite Slab	200

Crystal

Composite Bow durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Composite Bow +10
- Titanite

60% STR, 60% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Composite Bow +0	121/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +1	126/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +2	132/0/0/0	C/C/-/-	1x Titanite Chunk	200
Crystal Composite Bow +3	137/0/0/0	C/C/-/-	2x Titanite Chunk	200
Crystal Composite Bow +4	143/0/0/0	C/C/-/-	3x Titanite Chunk	200
Crystal Composite Bow +5	148/0/0/0	C/C/-/-	1x Titanite Slab	200

Lightning

Lighting Damage Added.
Requires

- Composite Bow +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Composite Bow +0	132/0/0/154	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +1	141/0/0/163	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +2	151/0/0/173	-/-/-/-	1x Titanite Chunk	200
Lightning Composite Bow +3	161/0/0/183	-/-/-/-	2x Titanite Chunk	200
Lightning Composite Bow +4	171/0/0/193	-/-/-/-	3x Titanite Chunk	200
Lightning Composite Bow +5	181/0/0/203	-/-/-/-	1x Titanite Slab	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Composite Bow +5
- Titanite

45% STR, 45% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Composite Bow +0	94/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +1	100/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +2	107/0/0/0	D/D/-/-	1x Lg. Titanite Shard	200
Raw Composite Bow +3	113/0/0/0	D/D/-/-	2x Lg. Titanite Shard	200
Raw Composite Bow +4	119/0/0/0	D/D/-/-	2x Lg. Titanite Shard	200
Raw Composite Bow +5	126/0/0/0	D/D/-/-	3x Lg. Titanite Shard	200

Magic

Adds magic damage. Increased damage bonus from intelligence.
Requires

- Composite Bow +5
- Green Titanite
- Blue Titanite

17% STR, 17% DEX, 86% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Composite Bow +0	61/67/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +1	65/72/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +2	69/76/0/0	E/E/B/-	x1 Green Titanite Shard	200
Magic Composite Bow +3	73/81/0/0	E/E/B/-	x2 Green Titanite Shard	200
Magic Composite Bow +4	77/85/0/0	E/E/B/-	x2 Green Titanite Shard	200
Magic Composite Bow +5	82/90/0/0	E/E/B/-	x3 Green Titanite Shard	200
Magic Composite Bow +6	86/94/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +7	90/99/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +8	94/103/0/0	E/E/B/-	x2 Blue Titanite Chunk	200
Magic Composite Bow +9	98/108/0/0	E/E/A/-	x1 Blue Titanite Chunk	200
Magic Composite Bow +10	102/112/0/0	E/E/A/-	x1 Blue Titanite Slab	200

Enchanted

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

- Magic Composite Bow +5
- Blue Titanite

12% STR, 12% DEX, 84% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Composite Bow +0	82/88/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +1	85/90/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +2	88/93/0/0	E/E/B/-	x1 Blue Titanite Chunk	200
Enchanted Composite Bow +3	91/95/0/0	E/E/A/-	x2 Blue Titanite Chunk	200
Enchanted Composite Bow +4	95/98/0/0	E/E/A/-	x3 Blue Titanite Chunk	200
Enchanted Composite Bow +5	98/102/0/0	E/E/A/-	x1 Blue Titanite Slab	200

Divine

Adds magic damage. Increased damage bonus from faith. Divine effect 110.
Requires

- Composite Bow +5
- Green Titanite
- White Titanite

23% STR, 23% DEX, 86% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Composite Bow +0	55/67/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +1	59/72/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +2	62/76/0/0	D/D/-/B	0/0/110/-	1x Green Titanite Shard	200
Divine Composite Bow +3	66/81/0/0	D/D/-/B	0/0/110/-	2x Green Titanite Shard	200
Divine Composite Bow +4	70/85/0/0	D/D/-/B	0/0/110/-	2x Green Titanite Shard	200
Divine Composite Bow +5	74/90/0/0	D/D/-/B	0/0/110/-	3x Green Titanite Shard	200
Divine Composite Bow +6	77/94/0/0	D/D/-/B	0/0/110/-	1x White Titanite Chunk	200
Divine Composite Bow +7	81/99/0/0	D/D/-/B	0/0/110/-	1x White Titanite Chunk	200
Divine Composite Bow +8	85/103/0/0	D/D/-/B	0/0/110/-	2x White Titanite Chunk	200
Divine Composite Bow +9	88/108/0/0	D/D/-/A	0/0/110/-	3x White Titanite Chunk	200
Divine Composite Bow +10	92/112/0/0	D/D/-/A	0/0/110/-	1x White Titanite Slab	200

Occult

Adds magic damage. Increased damage bonus from faith. Occult effect 110.
Requires

- Divine Composite Bow +5
- White Titanite

22% STR, 22% DEX, 101% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Composite Bow +0	76/82/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +1	80/86/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +2	85/90/0/0	D/D/-/A	0/0/-/110	1x White Titanite Chunk	200
Occult Composite Bow +3	89/94/0/0	D/D/-/A	0/0/-/110	2x White Titanite Chunk	200
Occult Composite Bow +4	94/98/0/0	D/D/-/A	0/0/-/110	3x White Titanite Chunk	200
Occult Composite Bow +5	98/102/0/0	D/D/-/A	0/0/-/110	1x White Titanite Slab	200

Fire

Adds Fire damage [Note: does not seem to be working properly - arrows do not get the fire damage effect]. Stat bonuses reduced.

Requires

- Composite Bow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Composite Bow +0	82/0/82/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +1	92/0/92/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +2	102/0/102/0	-/-/-/-	1x Green Titanite Shard	200
Fire Composite Bow +3	112/0/112/0	-/-/-/-	2x Green Titanite Shard	200
Fire Composite Bow +4	122/0/122/0	-/-/-/-	2x Green Titanite Shard	200
Fire Composite Bow +5	132/0/132/0	-/-/-/-	3x Green Titanite Shard	200
Fire Composite Bow +6	141/0/141/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Composite Bow +7	151/0/151/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Composite Bow +8	161/0/161/0	-/-/-/-	2x Red Titanite Chunk	200
Fire Composite Bow +9	171/0/171/0	-/-/-/-	3x Red Titanite Chunk	200
Fire Composite Bow +10	181/0/181/0	-/-/-/-	1x Red Titanite Slab	200

Chaos

Base damage increased. Stat bonuses reduced.
Requires

- Fire Composite Bow +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Composite Bow +0	91/0/117/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +1	98/0/128/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +2	105/0/138/0	-/-/-	1x Red Titanite Chunk	200
Chaos Composite Bow +3	112/0/149/0	-/-/-	2x Red Titanite Chunk	200
Chaos Composite Bow +4	120/0/160/0	-/-/-	3x Red Titanite Chunk	200
Chaos Composite Bow +5	127/0/170/0	-/-/-	1x Red Titanite Slab	200

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a bow or crossbow 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>Damage is further modified by the types of arrows or bolts used.</p>
Range:	<p>The Range determines the maximum distance an arrow or bolt can be fired. Damage will decrease proportionately with the Range stat the further the arrow/bolt travels.</p>
Durability:	<p>The durability of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
Weight:	<p>The weight of the weapon. Note that carrying over 50% of user's Equip Weight 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>

Requirements:	<p>The Requirements determines how high various Stats must be in order to wield the weapon effectively. The Requirement stats for an 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 the player 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 Great Axe (Requires 26 Strength) properly if she holds the weapon with both hands ($18 \times 1.5 = 27$).</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus players receive based on the associated Stat when they use a weapon. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>

Footnotes

1. Even though bows are always two handed, 11 strength is required to use effectively