

# Crystal Straight Sword

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

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

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*A fully crystallized straight sword.*

*How such a weapon was created is entirely unknown.*

*The crystallization boosts its attack, but makes the blade brittle. The sword cannot be used for long, as it cannot be repaired.*

## Availability

Drop from sword-wielding Undead Crystal Soldier (3% drop rate)

Sold by Domhnall of Zena for 4000 Souls

## General Information

This sword cannot be upgraded or repaired.

58% STR, 52% DEX scaling.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Crystal Straight Sword	150/0/0/0  (Regular/T hrust)	100	60	6.0	16 <sup>1</sup> /10/0/0  C/C/-/-	50/10/35/3 5	32	1 <sup>2</sup>

# Move Set

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<b>1 Handed</b>		
<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 (left hand)</b>	Guard.	
<b>L2 (left hand)</b>	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.	

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## Key

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<p><b>Damage:</b></p>	<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>
<p><b>Critical:</b></p>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<p><b>Durability:</b></p>	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>
<p><b>Weight:</b></p>	<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>
<p><b>Stats Needed:</b></p>	<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>
<p><b>Damage Reduction %:</b></p>	<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.
2. Before 1.05 Frampt souls was 50

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Revision #3

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