Gold Tracer

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Gold%20Tracer.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Gold%20Tracer

> **"** *Curved sword used by the Lord's Blade Ciaran, one of Lord Gwyn's Four Knights.*
>
> *Ciaran brandishes her sword in a mesmerizing dance, etching the darkness with dire streaks of gold.*

Availability

Given by Lord's Blade Ciaran in return for the Soul of Artorias

Drops from Lord's Blade Ciaran if not given her the Soul of Artorias

General Information

Bleed buildup is 40 per strike

When equipped in the left hand, instead of a parry (L2) and single attack (L1), the right handed strong attacks are used instead (L1 is the first attack, and L2 is the follow up attack). Uniquely for left-handed attacks, it still retains the event state of a parry although it has no parry frames, allowing for it to be cancelled for a Parry Backstab.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Frampt Souls
	Gold Tracer	130/0/0/0 (Slash)	100	240	2.0	9^1/25/0/0 E/A/-/-	45/10/30/30	30	300/0/0/-	100

Move Set

1 Handed		
R1 — R1 —	Alternating horizontal slashes.	
R2 — R2	Twin horizontal slashes into triple slash attack.	5 hits total.
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 (left hand)	Twin horizontal slashes.	
L2 (left hand)	Triple slash attack.	

2 Handed		
R1 — R1 —	Fast alternating horizontal slashes.	Very fast and often spammed.
R2 — R2	Triple vertical slashes into slash-thrust-slash combo.	6 hits total.
Roll — R1	Fast left-to-right horizontal slash.	
Backstep or Run — R1	Upward vertical slash.	
Forward + R1	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
Forward + R2	Jumping left-to-right horizontal slash.	
L1 or **L2**	Guard	

Upgrades

- Requires Twinkling Titanite

10% STR, 106% DEX scaling

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Gold Tracer +0	130/0/0/0	E/A/-/-		
Gold Tracer +1	143/0/0/0	E/A/-/-	1	2,000
Gold Tracer +2	156/0/0/0	E/A/-/-	1	2,000
Gold Tracer +3	169/0/0/0	E/A/-/-	2	2,000
Gold Tracer +4	182/0/0/0	E/A/-/-	2	2,000
Gold Tracer +5	195/0/0/0	E/A/-/-	4	2,000

Key

Damage:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are W / X / Y / Z: • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage Each weapon has one or more physical damage types: • Normal • Striking • Slashing • Thrusting Certain enemies are weak or strong against different types of damage types.
Critical:	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
Durability:	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
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:	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: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required 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. 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. For example, a character with 18 Strength can wield a Large Club (Requires 26 Strength) properly if the weapon is held with both hands. (18 x 1.5 = 27)
Damage Reduction %:	The Damage Reduction stat dictates the percentage of damage reduced while blocking. The Damage Reduction stats for a weapon are W / X / Y / Z: • 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 6 Strength is required