

# Gough's Greatbow

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Gough's%20Greatbow.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Gough's%20Greatbow>

“ *Greatbow used by Hawkeye Gough, of Lord Gwyn's Four Knights, for dragon slaying.*

*This bow is larger than even those used by the famed Dragonslayers. Only their leader,*

*Gough, had the strength to handle it.*

## Availability

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Gift from Hawkeye Gough after killing Black Dragon Kalameet. Talk to him a few times to get the bow after killing the dragon.

Dropped by Hawkeye Gough (before or after the dragon is killed).

## General Information

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Can only be used with Dragonslayer Arrows and Gough's Great Arrows.

Outclasses the Dragonslayer Greatbow in both range and damage due to better stat bonuses.

Has a Bow Dist Rate of 10.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Gough's Greatbow	85/0/0/0	55	100	13	27 <sup>1</sup> /20/0/0 B/C/-/-	100

## Upgrades

Requires Twinkling Titanite

84% STR, 64% DEX scaling.

Name	Damage	Stat Bonuses	Req. Material
Gough's Greatbow	85/0/0/0	B/C/-/-	
Gough's Greatbow +1	93/0/0/0	B/C/-/-	1 x Twinkling Titanite
Gough's Greatbow +2	102/0/0/0	B/C/-/-	1 x Twinkling Titanite
Gough's Greatbow +3	110/0/0/0	B/C/-/-	2 x Twinkling Titanite
Gough's Greatbow +4	119/0/0/0	B/C/-/-	2 x Twinkling Titanite
Gough's Greatbow +5	127/0/0/0	B/C/-/-	4 x Twinkling Titanite

## Key

<b>Damage:</b>	<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"> <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>Damage is further modified by the types of arrows or bolts used.</p>
<b>Range:</b>	<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>
<b>Durability:</b>	<p>The durability 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 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>
<p><b>Requirements:</b></p>	<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"> <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 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 (<math>18 \times 1.5 = 27</math>).</p>
<p><b>Stat Bonuses:</b></p>	<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. 27 Strength is always required.

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