

# Jagged Ghost Blade

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Jagged%20Ghost%20Blade.glb>

<https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Jagged%20Ghost%20Blade>

“ *Jagged blade wielded by New Londo ghosts. Violent thrust attack.*  
*One of the cursed weapons. Inflicts damage to ghosts.* ”

## Availability

Drop from Ghost in the New Londo Ruins (1% drop rate)

## General Information

Damages Ghosts without being cursed.

When used with two hands, it can block Ghost attacks by holding L1.

Bleed build-up is 30 per strike.

Image	Name	Damage	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Jagged Ghost Blade	155/0/0/0  Bleed 300  (Slash/Thrust)	100	1.5	7 <sup>1</sup> /0/0/0 E/-/-	45/10/30/30	30	100

## Move Set

1 Handed		
<b>R1 — R1</b>	Alternating horizontal slashes.	
<b>R2 — R2</b>	Double overhead slash into horizontal slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 (left hand)</b>	Left-to-right horizontal slash.	
<b>L2 (left hand)</b>	Parry.	

2 Handed		
<b>R1 — R1</b>	Fast alternating horizontal slashes.	Very fast and often spammed.
<b>R2 — R2</b>	Double over head slash into rising vertical slash.	
<b>Roll — R1</b>	Fast left-to-right horizontal slash.	
<b>Backstep or Run — R1</b>	Upward vertical slash.	
<b>Forward + R1</b>	Horizontal slash followed by backwards cartwheel.	Useful as an evasive attack.
<b>Forward + R2</b>	Jumping left-to-right horizontal slash.	
<b>L1 or L2</b>	Guard.	

R2 attack is replaced by a double downward stab, followed by four more downward stabs on the second button press.

## Upgrades

Requires Twinkling Titanite

13% STR scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite
Jagged Ghost Blade +0	155/0/0/0	E/-/-/	
Jagged Ghost Blade +1	170/0/0/0	E/-/-/	1
Jagged Ghost Blade +2	186/0/0/0	E/-/-/	1
Jagged Ghost Blade +3	201/0/0/0	E/-/-/	2
Jagged Ghost Blade +4	217/0/0/0	E/-/-/	2
Jagged Ghost Blade +5	232/0/0/0	E/-/-/	4

# 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>	<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. (18 x 1.5 = 27)</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>
<p><b>Stability:</b></p>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<p><b>Frampt Souls:</b></p>	<p>This is the amount of souls players will receive if they feed the item to Kingseeker Frampt.</p>

## Footnotes

1. when two handing this weapon, only 5 Strength is required

Revision #2

Created 21 December 2024 07:07:43 by jade

Updated 21 December 2024 07:41:07 by jade