

Light Crossbow

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

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


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Standard crossbow issued to soldiers.

While bows require both hands, a crossbow is held in one, but arming each bolt takes time.

Equip bolts to use.

May change type of bolt.

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Light Crossbow	50/0/0/0	50	150	3	10 ¹ /8/0/0 -/-/-	50

Upgrades

Basic

Standard upgrade path.
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Light Crossbow +0	50/0/0/0	-/-/-					200
Light Crossbow +1	85/0/0/0	-/-/-	1				200
Light Crossbow +2	100/0/0/0	-/-/-	1				200
Light Crossbow +3	115/0/0/0	-/-/-	2				200
Light Crossbow +4	130/0/0/0	-/-/-	2				200
Light Crossbow +5	145/0/0/0	-/-/-	3				200
Light Crossbow +6	165/0/0/0	-/-/-		1			200
Light Crossbow +7	180/0/0/0	-/-/-		1			200
Light Crossbow +8	195/0/0/0	-/-/-		2			200
Light Crossbow +9	209/0/0/0	-/-/-		2			200
Light Crossbow +10	225/0/0/0	-/-/-		3			200
Light Crossbow +11	245/0/0/0	-/-/-			1		200
Light Crossbow +12	260/0/0/0	-/-/-			1		200
Light Crossbow +13	275/0/0/0	-/-/-			2		200
Light Crossbow +14	290/0/0/0	-/-/-			3		200
Light Crossbow +15	310/0/0/0	-/-/-				1	200

Crystal

Light Crossbow durability reduced to **15**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Light Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Light Crossbow +0	260/0/0/0	-/-/-	1		200
Crystal Light Crossbow +1	275/0/0/0	-/-/-	1		200
Crystal Light Crossbow +2	290/0/0/0	-/-/-	1		200
Crystal Light Crossbow +3	305/0/0/0	-/-/-	2		200
Crystal Light Crossbow +4	320/0/0/0	-/-/-	3		200
Crystal Light Crossbow +5	340/0/0/0	-/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Light Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Light Crossbow +0	140/0/0/130	-/-/-	1		200
Lightning Light Crossbow +1	150/0/0/140	-/-/-	1		200
Lightning Light Crossbow +2	160/0/0/150	-/-/-	1		200
Lightning Light Crossbow +3	170/0/0/160	-/-/-	2		200
Lightning Light Crossbow +4	180/0/0/170	-/-/-	3		200
Lightning Light Crossbow +5	190/0/0/180	-/-/-		1	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Light Crossbow +5
- Green Titanite

- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Light Crossbow +0	95/94/0/0	-/-/-	1			200
Magic Light Crossbow +1	106/105/0/0	-/-/-	1			200
Magic Light Crossbow +2	117/117/0/0	-/-/-	1			200
Magic Light Crossbow +3	128/128/0/0	-/-/-	2			200
Magic Light Crossbow +4	139/140/0/0	-/-/-	2			200
Magic Light Crossbow +5	150/151/0/0	-/-/-	3			200
Magic Light Crossbow +6	161/163/0/0	-/-/-		1		200
Magic Light Crossbow +7	172/174/0/0	-/-/-		1		200
Magic Light Crossbow +8	183/186/0/0	-/-/-		2		200
Magic Light Crossbow +9	194/197/0/0	-/-/-		3		200
Magic Light Crossbow +10	205/210/0/0	-/-/-			1	200

Divine

Adds magic damage. Moderate damage bonus from faith.

Requires

- Light Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Light Crossbow +0	85/102/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +1	95/114/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +2	105/127/0/0	-/-/-	0/0/110/-	1			200
Divine Light Crossbow +3	115/139/0/0	-/-/-	0/0/110/-	2			200
Divine Light Crossbow +4	125/151/0/0	-/-/-	0/0/110/-	2			200
Divine Light Crossbow +5	136/164/0/0	-/-/-	0/0/110/-	3			200
Divine Light Crossbow +6	146/176/0/0	-/-/-	0/0/110/-		1		200
Divine Light Crossbow +7	156/188/0/0	-/-/-	0/0/110/-		1		200
Divine Light Crossbow +8	166/200/0/0	-/-/-	0/0/110/-		2		200
Divine Light Crossbow +9	176/213/0/0	-/-/-	0/0/110/-		3		200
Divine Light Crossbow +10	187/225/0/0	-/-/-	0/0/110/-			1	200

Fire

Fire damage added. All stat bonuses removed.
Requires

- Light Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Light Crossbow +0	90/0/90/0	-/-/-	1			200
Fire Light Crossbow +1	101/0/101/0	-/-/-	1			200
Fire Light Crossbow +2	113/0/113/0	-/-/-	1			200
Fire Light Crossbow +3	124/0/124/0	-/-/-	2			200
Fire Light Crossbow +4	136/0/136/0	-/-/-	2			200
Fire Light Crossbow +5	147/0/147/0	-/-/-	3			200
Fire Light Crossbow +6	160/0/160/0	-/-/-		1		200
Fire Light Crossbow +7	171/0/171/0	-/-/-		1		200
Fire Light Crossbow +8	183/0/183/0	-/-/-		2		200
Fire Light Crossbow +9	194/0/194/0	-/-/-		3		200
Fire Light Crossbow +10	207/0/207/0	-/-/-			1	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:	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.
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:	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).

Footnotes

1. When two handing this weapon, only 7 Strength is required