

Short Bow

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

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

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Small bow. Standard projectile weapon.

Equip arrows to use.

Hold bow to aim.

Aim for heads of humanoid foes.

May change type of arrows.


Availability

Sold by Undead Merchant (male) in Undead Burg for 1000 Souls

Dropped by bow-wielding Hollows in the Painted World of Ariamis and Undead Asylum (2% drop rate).

Dropped by bow-wielding Skeletons (2% drop rate).

General Information

Image	Name	Damage	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Short Bow	31/0/0/0	50	100	0.5	10 ¹ /12/0/0 D/A/-/-	50

Upgrades

Basic

Standard upgrade path.

Requires

- Titanite Shard/Large Shard/Chunk/Slab

Ascended by Andre of Astora with Large Ember (+6) & Very Large Ember (+11).

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Short Bow +0	31/0/0/0	D/A/-/-	x1 Titanite Shard	200
Short Bow +1	34/0/0/0	D/S/-/-	x1 Titanite Shard	200
Short Bow +2	37/0/0/0	D/S/-/-	x1 Titanite Shard	200
Short Bow +3	40/0/0/0	D/S/-/-	x2 Titanite Shard	200
Short Bow +4	43/0/0/0	D/S/-/-	x2 Titanite Shard	200
Short Bow +5	46/0/0/0	D/S/-/-	x3 Titanite Shard	200
Short Bow +6	49/0/0/0	D/S/-/-	x1 Large Titanite Shard	200
Short Bow +7	52/0/0/0	D/S/-/-	x1 Large Titanite Shard	200
Short Bow +8	55/0/0/0	D/S/-/-	x2 Large Titanite Shard	200
Short Bow +9	58/0/0/0	D/S/-/-	x2 Large Titanite Shard	200
Short Bow +10	62/0/0/0	D/S/-/-	x3 Large Titanite Shard	200
Short Bow +11	65/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Short Bow +12	68/0/0/0	D/S/-/-	x1 Titanite Chunk	200
Short Bow +13	71/0/0/0	D/S/-/-	x2 Titanite Chunks	200
Short Bow +14	74/0/0/0	D/S/-/-	x3 Titanite Chunks	200
Short Bow +15	77/0/0/0	D/S/-/-	x1 Titanite Slab	200

Crystal

Short Bow durability reduced to **10**. Base damage increased. Cannot repair weapon (except through reinforcement).

Requires

- Short Bow +10
- Titanite

38% STR, 140% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Crystal Short Bow +0	68/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +1	71/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +2	74/0/0/0	D/S/-/-	1x Titanite Chunk	200
Crystal Short Bow +3	77/0/0/0	D/S/-/-	2x Titanite Chunk	200
Crystal Short Bow +4	80/0/0/0	D/S/-/-	3x Titanite Chunk	200
Crystal Short Bow +5	83/0/0/0	D/S/-/-	1x Titanite Slab	200

Lightning

Lighting Damage Added.
Requires

- Short Bow +10
- Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Lightning Short Bow +0	114/0/0/127	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +1	120/0/0/132	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +2	125/0/0/138	-/-/-/-	1x Titanite Chunk	200
Lightning Short Bow +3	131/0/0/143	-/-/-/-	2x Titanite Chunk	200
Lightning Short Bow +4	137/0/0/149	-/-/-/-	3x Titanite Chunk	200
Lightning Short Bow +5	142/0/0/155	-/-/-/-	1x Titanite Slab	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Short Bow +5
- Titanite

29% STR, 105% DEX scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Raw Short Bow +0	54/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +1	57/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +2	61/0/0/0	D/A/-/-	1x Large Titanite Shard	200
Raw Short Bow +3	64/0/0/0	D/A/-/-	2x Large Titanite Shard	200
Raw Short Bow +4	68/0/0/0	D/A/-/-	2x Large Titanite Shard	200
Raw Short Bow +5	72/0/0/0	D/A/-/-	3x Large Titanite Shard	200

Magic

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Short Bow+5
- Green Titanite

11% STR, 39% DEX, 128% INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Magic Short Bow +0	34/37/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +1	36/40/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +2	39/42/0/0	E/D/A/-	1x Green Titanite Shard	200
Magic Short Bow +3	41/45/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Short Bow +4	43/47/0/0	E/D/A/-	2x Green Titanite Shard	200
Magic Short Bow +5	46/50/0/0	E/D/A/-	3x Green Titanite Shard	200
Magic Short Bow +6	48/52/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Short Bow +7	50/55/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Magic Short Bow +8	52/57/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Magic Short Bow +9	55/60/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Magic Short Bow +10	57/62/0/0	E/D/S/-	1x Blue Titanite Slab	200

Enchanted

Adds magic damage. Increased damage bonus from intelligence.

Requires

- Magic Short Bow+5

- Blue Titanite Chunk

8% STR, 28% DEX, 125% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Enchanted Short Bow +0	46/50/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +1	47/51/0/0	E/D/A/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +2	49/52/0/0	E/D/S/-	1x Blue Titanite Chunk	200
Enchanted Short Bow +3	51/54/0/0	E/D/S/-	2x Blue Titanite Chunk	200
Enchanted Short Bow +4	53/56/0/0	E/D/S/-	3x Blue Titanite Chunk	200
Enchanted Short Bow +5	55/58/0/0	E/D/S/-	1x Blue Titanite Slab	200

Divine

Adds magic damage. Increased damage bonus from faith.

Requires

- Short Bow +5
- Green Titanite
- White Titanite

15% STR, 54% DEX, 127% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Divine Short Bow +0	31/39/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +1	33/41/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +2	35/44/0/0	E/C/-/A	0/0/110/-	1x Green Titanite Shard	200
Divine Short Bow +3	37/46/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Short Bow +4	39/49/0/0	E/C/-/A	0/0/110/-	2x Green Titanite Shard	200
Divine Short Bow +5	42/52/0/0	E/C/-/A	0/0/110/-	3x Green Titanite Shard	200
Divine Short Bow +6	44/54/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Short Bow +7	46/57/0/0	E/C/-/S	0/0/110/-	1x White Titanite Chunk	200
Divine Short Bow +8	48/59/0/0	E/C/-/S	0/0/110/-	2x White Titanite Chunk	200
Divine Short Bow +9	50/62/0/0	E/C/-/S	0/0/110/-	3x White Titanite Chunk	200
Divine Short Bow +10	52/65/0/0	E/C/-/S	0/0/110/-	1x White Titanite Slab	200

Occult

Adds magic damage. Increased damage bonus from faith.
Requires

- Divine Short Bow +5
- White Titanite

14% STR, 50% DEX, 150% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements	Souls
Occult Short Bow +0	42/46/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +1	44/48/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +2	47/50/0/0	E/C/-/S	0/0/-/110	1x White Titanite Chunk	200
Occult Short Bow +3	49/52/0/0	E/C/-/S	0/0/-/110	2x White Titanite Chunk	200
Occult Short Bow +4	52/55/0/0	E/C/-/S	0/0/-/110	3x White Titanite Chunk	200
Occult Short Bow +5	54/57/0/0	E/C/-/S	0/0/-/110	1x White Titanite Slab	200

Fire

Adds Fire damage [Note: does not seem to be working properly - arrows do not get the fire damage effect]. Stat bonuses reduced.
Requires

- Short Bow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Fire Short Bow +0	55/0/55/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +1	64/0/64/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +2	72/0/72/0	-/-/-/-	1x Green Titanite Shard	200
Fire Short Bow +3	80/0/80/0	-/-/-/-	2x Green Titanite Shard	200
Fire Short Bow +4	89/0/89/0	-/-/-/-	2x Green Titanite Shard	200
Fire Short Bow +5	97/0/97/0	-/-/-/-	3x Green Titanite Shard	200
Fire Short Bow +6	106/0/106/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Short Bow +7	114/0/114/0	-/-/-/-	1x Red Titanite Chunk	200
Fire Short Bow +8	122/0/122/0	-/-/-/-	2x Red Titanite Chunk	200
Fire Short Bow +9	131/0/131/0	-/-/-/-	3x Red Titanite Chunk	200
Fire Short Bow +10	139/0/139/0	-/-/-/-	1x Red Titanite Slab	200

Chaos

Base damage reduced from fire upgrade path. Damage bonus from humanity.
Requires

- Fire Short Bow +5
- Red Titanite

Name	Damage	Stat Bonuses	Upgrade Requirements	Souls
Chaos Short Bow +0	67/0/83/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +1	75/0/94/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +2	83/0/104/0	-/-/-	1x Red Titanite Chunk	200
Chaos Short Bow +3	91/0/115/0	-/-/-	2x Red Titanite Chunk	200
Chaos Short Bow +4	99/0/125/0	-/-/-	3x Red Titanite Chunk	200
Chaos Short Bow +5	108/0/136/0	-/-/-	1x Red Titanite Slab	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:	<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>

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:	<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. Because bows are always two handed, only 7 strength is required