Silver Knight Straight Sword

https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Silver%20Knight%20Straight%20Sword.glb

https://jadepilled.github.io/souls-model-viewer/ds1/stat-viewer/wepgen.html?item=Silver%20Knight%20Straight%20Sword

> *The silver knights of Anor Londo guard the city using this beautifully slender weapon.*
>
> *Its chain attacks, in which the wielder takes great advancing steps and makes use of his bodyweight, are deadly even in single hits.*

Availability

Drop from Silver Knight (Sword) (2% drop rate)

General Information

Enchantable despite being upgraded with Twinkling Titanite.

Longest range of any Straight Sword.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Frampt Souls
	Silver Knight Straight Sword	175/0/0/0 (Normal)	100	300	6.0	16^1/22/0/0 E/C/-/-	50/10/35/35	32	100

Move Set

1 Handed		
R1 — R1	Right-to-left swipe into left-to-right swipe.	
R2 — R2	Heavy piercing thrust into upwards slash.	
Roll — R1	Uppercut.	
Backstep or Run — R1	Fast running horizontal slash.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 (left hand)	Guard.	
L2 (left hand)	Heavy horizontal swipe.	

2 Handed		
R1 — R1	Alternating vertical swipes.	
R2 — R2	Heavy horizontal slash into horizontal slash.	
Roll — R1	Thrust.	
Backstep or Run — R1	Heavy running overhead vertical chop.	
Forward + R1	Kick.	Useful for breaking guard.
Forward + R2	Jumping stab attack.	
L1 or **L2**	Guard.	

- One Handed R2 is a strong overhead slash followed by a near 360 horizontal slash
- Two Handed R2 is a strong lunging diagonal slash followed by a second one from the opposite side.
- Strong attacks drain more Poise than others, specifically 26 1-handed and 36 2-handed

Attacks slightly slower than most other Straight Swords

Upgrades

Requires Twinkling Titanite

8% STR, 52% DEX scaling.

Name	Damage	Stat Bonuses	Twinkling Titanite	Souls
Silver Knight Straight Sword +0	175/0/0/0	E/C/-/-		
Silver Knight Straight Sword +1	192/0/0/0	E/C/-/-	1	2,000
Silver Knight Straight Sword +2	210/0/0/0	E/C/-/-	1	2,000
Silver Knight Straight Sword +3	227/0/0/0	E/C/-/-	2	2,000
Silver Knight Straight Sword +4	245/0/0/0	E/C/-/-	2	2,000
Silver Knight Straight Sword +5	262/0/0/0	E/C/-/-	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 11 Strength is required

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