

# Sniper Crossbow

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

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

“ Large crossbow with long distance used by Carim snipers. Often used with sniper bolts.

But while crossbows are normally easy to use, the Sniper Crossbow requires dexterity.

## Availability


Treasure from a corpse in Sen's fortress, along with a set of Sniper Bolts.

The corpse is below the broken bridge leading to the Crestfallen Merchant. Running and jumping onto the platform with the boulder-dropping Giant allows access to the corpse with less fall damage.

## General Information

Binoculars can help with aiming. With the Binoculars, line the target up in the exact center of the screen. Change to the Sniper Crossbow without moving the camera, then fire.

Has a Bow Dist Rate of 0.

Image	Name	Damage	Critical	Range	Durability	Weight	Stats Needed Stat Bonuses	Frampt Souls
	Sniper Crossbow	52/0/0/0	100	70	150	8.0	20/16/0/0 -/-/-	50

# Upgrades

## Basic

Standard upgrade path.  
Requires

- Titanite

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Sniper Crossbow +0	52/0/0/0	-/-/-					200
Sniper Crossbow +1	88/0/0/0	-/-/-	1				200
Sniper Crossbow +2	104/0/0/0	-/-/-	1				200
Sniper Crossbow +3	119/0/0/0	-/-/-	2				200
Sniper Crossbow +4	135/0/0/0	-/-/-	2				200
Sniper Crossbow +5	150/0/0/0	-/-/-	3				200
Sniper Crossbow +6	171/0/0/0	-/-/-		1			200
Sniper Crossbow +7	187/0/0/0	-/-/-		1			200
Sniper Crossbow +8	202/0/0/0	-/-/-		2			200
Sniper Crossbow +9	218/0/0/0	-/-/-		2			200
Sniper Crossbow +10	234/0/0/0	-/-/-		3			200
Sniper Crossbow +11	254/0/0/0	-/-/-			1		200
Sniper Crossbow +12	270/0/0/0	-/-/-			1		200
Sniper Crossbow +13	286/0/0/0	-/-/-			2		200
Sniper Crossbow +14	301/0/0/0	-/-/-			3		200
Sniper Crossbow +15	322/0/0/0	-/-/-				1	200

## Crystal

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

- Sniper Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Crystal Sniper Crossbow +0	270/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +1	286/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +2	301/0/0/0	-/-/-	1		200
Crystal Sniper Crossbow +3	317/0/0/0	-/-/-	2		200
Crystal Sniper Crossbow +4	332/0/0/0	-/-/-	3		200
Crystal Sniper Crossbow +5	353/0/0/0	-/-/-		1	200

## Lightning

Adds lightning damage. All stat bonuses removed.  
Requires

- Sniper Crossbow +10
- Titanite

Name	Damage	Stat Bonuses	Titanite Chunk	Titanite Slab	Souls
Lightning Sniper Crossbow +0	145/0/0/135	-/-/-	1		200
Lightning Sniper Crossbow +1	156/0/0/145	-/-/-	1		200
Lightning Sniper Crossbow +2	166/0/0/156	-/-/-	1		200
Lightning Sniper Crossbow +3	176/0/0/166	-/-/-	2		200
Lightning Sniper Crossbow +4	187/0/0/176	-/-/-	3		200
Lightning Sniper Crossbow +5	197/0/0/187	-/-/-		1	200

# Magic

Adds magic damage. Moderate damage bonus from intelligence.  
Requires

- Sniper Crossbow +5
- Green Titanite
- Blue Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Sniper Crossbow +0	97/96/0/0	-/-/-	1			200
Magic Sniper Crossbow +1	108/108/0/0	-/-/-	1			200
Magic Sniper Crossbow +2	120/120/0/0	-/-/-	1			200
Magic Sniper Crossbow +3	131/131/0/0	-/-/-	2			200
Magic Sniper Crossbow +4	142/143/0/0	-/-/-	2			200
Magic Sniper Crossbow +5	154/155/0/0	-/-/-	3			200
Magic Sniper Crossbow +6	165/167/0/0	-/-/-		1		200
Magic Sniper Crossbow +7	176/178/0/0	-/-/-		1		200
Magic Sniper Crossbow +8	187/190/0/0	-/-/-		2		200
Magic Sniper Crossbow +9	199/202/0/0	-/-/-		3		200
Magic Sniper Crossbow +10	210/215/0/0	-/-/-			1	200

# Divine

Adds magic damage. Moderate damage bonus from faith.  
Requires

- Sniper Crossbow +5
- Green Titanite
- White Titanite

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Sniper Crossbow +0	87/107/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +1	98/120/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +2	108/133/0/0	-/-/-	0/0/110/-	1			200
Divine Sniper Crossbow +3	119/146/0/0	-/-/-	0/0/110/-	2			200
Divine Sniper Crossbow +4	129/159/0/0	-/-/-	0/0/110/-	2			200
Divine Sniper Crossbow +5	140/172/0/0	-/-/-	0/0/110/-	3			200
Divine Sniper Crossbow +6	150/184/0/0	-/-/-	0/0/110/-		1		200
Divine Sniper Crossbow +7	161/197/0/0	-/-/-	0/0/110/-		1		200
Divine Sniper Crossbow +8	171/210/0/0	-/-/-	0/0/110/-		2		200
Divine Sniper Crossbow +9	182/223/0/0	-/-/-	0/0/110/-		3		200
Divine Sniper Crossbow +10	192/236/0/0	-/-/-	0/0/110/-			1	200

# Fire

Fire damage added. All stat bonuses removed.  
Requires

- Sniper Crossbow +5
- Green Titanite
- Red Titanite

Name	Damage	Stat Bonuses	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Sniper Crossbow +0	93/0/93/0	-/-/-	1			200
Fire Sniper Crossbow +1	105/0/105/0	-/-/-	1			200
Fire Sniper Crossbow +2	117/0/117/0	-/-/-	1			200
Fire Sniper Crossbow +3	129/0/129/0	-/-/-	2			200
Fire Sniper Crossbow +4	141/0/141/0	-/-/-	2			200
Fire Sniper Crossbow +5	153/0/153/0	-/-/-	3			200
Fire Sniper Crossbow +6	166/0/166/0	-/-/-		1		200
Fire Sniper Crossbow +7	178/0/178/0	-/-/-		1		200
Fire Sniper Crossbow +8	190/0/190/0	-/-/-		2		200
Fire Sniper Crossbow +9	202/0/202/0	-/-/-		3		200
Fire Sniper Crossbow +10	215/0/215/0	-/-/-			1	200

# 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>

<b>Weight:</b>	<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>
<b>Requirements:</b>	<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>
<b>Stat Bonuses:</b>	<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>

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