

Straight Sword Hilt

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

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

“ *The hilt of this lost sword was found discarded in the Undead Asylum.*

Only slightly better than one's bare hands, and not recommended for extensive

use.

Be certain to find a replacement quickly.

Availability

Starting weapon for all Classes

It's the only weapon in the game which can be obtained once, regardless of how many playthroughs are started (except drops from multiplayer sessions).

General Information

| Image | Name | Damage | Critical Bonus | Durability | Weight | Stats Needed Stat Bonuses | Damage Reduction % | Stability | Frampt Souls |
|-------------------------------------------------------------------------------------|---------------------|-------------------------------|----------------|------------|--------|----------------------------------|--------------------|-----------|--------------|
|  | Straight Sword Hilt | 20/0/0/0 (Regular/T hrust) | 100 | 200 | 1.0 | 6 ¹ /6/0/0 E/E/-/- | 20/5/15/15 | 10 | 50 |

Move Set

One-handed

| | |
|-------------------|--------------------------------------------|
| R1 - R1 | Right-to-left slash -> left-to-right slash |
| R2 - R2 | Right-to-left slash -> left-to-right slash |
| Backstep/Run - R1 | Running left-to-right swipe |
| Forward + R1 | Kick |
| Forward + R2 | Jump attack |
| Roll - R1 | Uppercut |
| L1 (left hand) | Guard |
| L2 (left hand) | Left-to-right slash |

Two-handed

| | |
|-------------------|--------------------------------------------|
| R1 - R1 | Right-to-left slash -> left-to-right slash |
| R2 - R2 | Right-to-left slash -> left-to-right slash |
| Backstep/Run - R1 | Overhead chop |
| Forward + R1 | Kick |
| Forward + R2 | Jump attack |
| Roll - R1 | Left-to-right slash |

Upgrades

Basic

Standard upgrade path.
Requires Titanite

8% STR, 7% DEX scaling.

| Name | Damage | Stat Bonuses | Shard | L. Shard | Chunk | Slab | Souls |
|-------------------------|----------|--------------|-------|----------|-------|------|-------|
| Straight Sword Hilt +0 | 20/0/0/0 | E/E/-/- | | | | | |
| Straight Sword Hilt +1 | 22/0/0/0 | E/E/-/- | 1 | | | | 100 |
| Straight Sword Hilt +2 | 24/0/0/0 | E/E/-/- | 1 | | | | 100 |
| Straight Sword Hilt +3 | 26/0/0/0 | E/E/-/- | 2 | | | | 100 |
| Straight Sword Hilt +4 | 28/0/0/0 | E/E/-/- | 2 | | | | 100 |
| Straight Sword Hilt +5 | 30/0/0/0 | E/E/-/- | 3 | | | | 100 |
| Straight Sword Hilt +6 | 32/0/0/0 | E/E/-/- | | 1 | | | 100 |
| Straight Sword Hilt +7 | 34/0/0/0 | E/E/-/- | | 1 | | | 100 |
| Straight Sword Hilt +8 | 36/0/0/0 | E/E/-/- | | 2 | | | 100 |
| Straight Sword Hilt +9 | 38/0/0/0 | E/E/-/- | | 2 | | | 100 |
| Straight Sword Hilt +10 | 40/0/0/0 | E/E/-/- | | 3 | | | 100 |
| Straight Sword Hilt +11 | 42/0/0/0 | E/E/-/- | | | 1 | | 100 |
| Straight Sword Hilt +12 | 44/0/0/0 | E/E/-/- | | | 1 | | 100 |
| Straight Sword Hilt +13 | 46/0/0/0 | E/E/-/- | | | 2 | | 100 |
| Straight Sword Hilt +14 | 48/0/0/0 | E/E/-/- | | | 3 | | 100 |
| Straight Sword Hilt +15 | 50/0/0/0 | E/E/-/- | | | | 1 | 100 |

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Straight Sword Hilt +5
- Titanite

6% STR, 6% DEX scaling.

| Name | Damage | Stat Bonuses | L. Shard | Souls |
|----------------------------|----------|--------------|----------|-------|
| Raw Straight Sword Hilt +0 | 34/0/0/0 | E/E/-/- | 1 | 100 |
| Raw Straight Sword Hilt +1 | 36/0/0/0 | E/E/-/- | 1 | 100 |
| Raw Straight Sword Hilt +2 | 39/0/0/0 | E/E/-/- | 1 | 100 |
| Raw Straight Sword Hilt +3 | 41/0/0/0 | E/E/-/- | 2 | 100 |
| Raw Straight Sword Hilt +4 | 43/0/0/0 | E/E/-/- | 2 | 100 |
| Raw Straight Sword Hilt +5 | 46/0/0/0 | E/E/-/- | 3 | 100 |

Crystal

Weapon durability reduced to **20**. Base damage increased
Requires

- Straight Sword Hilt +10
- Titanite

8% STR, 7% DEX scaling.

| Name | Damage | Stat Bonuses | Titanite Chunk | Titanite Slab | Souls |
|--------------------------------|----------|--------------|----------------|---------------|-------|
| Crystal Straight Sword Hilt +0 | 44/0/0/0 | E/E/-/- | 1 | | 100 |
| Crystal Straight Sword Hilt +1 | 46/0/0/0 | E/E/-/- | 1 | | 100 |
| Crystal Straight Sword Hilt +2 | 48/0/0/0 | E/E/-/- | 2 | | 100 |
| Crystal Straight Sword Hilt +3 | 50/0/0/0 | E/E/-/- | 2 | | 100 |
| Crystal Straight Sword Hilt +4 | 52/0/0/0 | E/E/-/- | 3 | | 100 |
| Crystal Straight Sword Hilt +5 | 54/0/0/0 | E/E/-/- | | 1 | 100 |

Lightning

Adds lightning damage. All stat bonuses removed.
Requires

- Straight Sword Hilt +10
- Titanite

| Name | Damage | Stat Bonuses | Damage Reduction | Titanite Chunk | Titanite Slab | Souls |
|----------------------------------|-----------|--------------|------------------|----------------|---------------|-------|
| Lightning Straight Sword Hilt +0 | 36/0/0/36 | -/-/- | 20/5/15/15 | 1 | | 100 |
| Lightning Straight Sword Hilt +1 | 38/0/0/38 | -/-/- | 20/5/15/16.2 | 1 | | 100 |
| Lightning Straight Sword Hilt +2 | 41/0/0/41 | -/-/- | 20/5/15/17.4 | 2 | | 100 |
| Lightning Straight Sword Hilt +3 | 44/0/0/44 | -/-/- | 20/5/15/18.6 | 2 | | 100 |
| Lightning Straight Sword Hilt +4 | 47/0/0/47 | -/-/- | 20/5/15/19.8 | 3 | | 100 |
| Lightning Straight Sword Hilt +5 | 50/0/0/50 | -/-/- | 20/5/15/21 | | 1 | 100 |

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

- Straight Sword Hilt +5
- Green Titanite
- Blue Titanite

3% STR, 2% DEX, 11% INT scaling.

| Name | Damage | Stat Bonuses | Green Titanite Shard | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|-------------------------------|-----------|--------------|----------------------|---------------------|--------------------|-------|
| Magic Straight Sword Hilt +0 | 22/24/0/0 | E/E/E/- | 1 | | | 100 |
| Magic Straight Sword Hilt +1 | 24/25/0/0 | E/E/E/- | 1 | | | 100 |
| Magic Straight Sword Hilt +2 | 25/27/0/0 | E/E/E/- | 1 | | | 100 |
| Magic Straight Sword Hilt +3 | 27/28/0/0 | E/E/E/- | 2 | | | 100 |
| Magic Straight Sword Hilt +4 | 28/30/0/0 | E/E/E/- | 2 | | | 100 |
| Magic Straight Sword Hilt +5 | 30/32/0/0 | E/E/E/- | 3 | | | 100 |
| Magic Straight Sword Hilt +6 | 31/33/0/0 | E/E/E/- | | 1 | | 100 |
| Magic Straight Sword Hilt +7 | 33/35/0/0 | E/E/E/- | | 1 | | 100 |
| Magic Straight Sword Hilt +8 | 34/36/0/0 | E/E/E/- | | 2 | | 100 |
| Magic Straight Sword Hilt +9 | 36/38/0/0 | E/E/E/- | | 3 | | 100 |
| Magic Straight Sword Hilt +10 | 37/40/0/0 | E/E/E/- | | | 1 | 100 |

Enchanted

Base damage reduced from magic upgrade path. Increased damage bonus from intelligence.
Requires

- Magic Straight Sword Hilt +5
- Blue Titanite

1% STR, 1% DEX, 11%, INT scaling. Unknown additional amount of INT scaling.

| Name | Damage | Stat Bonuses | Blue Titanite Chunk | Blue Titanite Slab | Souls |
|----------------------------------|-----------|--------------|---------------------|--------------------|-------|
| Enchanted Straight Sword Hilt +0 | 30/32/0/0 | E/E/E/- | 1 | | 100 |
| Enchanted Straight Sword Hilt +1 | 31/32/0/0 | E/E/E/- | 1 | | 100 |
| Enchanted Straight Sword Hilt +2 | 32/33/0/0 | E/E/E/- | 1 | | 100 |
| Enchanted Straight Sword Hilt +3 | 33/34/0/0 | E/E/E/- | 2 | | 100 |
| Enchanted Straight Sword Hilt +4 | 34/35/0/0 | E/E/E/- | 3 | | 100 |
| Enchanted Straight Sword Hilt +5 | 36/37/0/0 | E/E/E/- | | 1 | 100 |

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Straight Sword Hilt +10
- Green Titanite
- White Titanite

3% STR, 3% DEX, 11% FAI scaling. Additional damage multiplier against unholy enemies.

| Name | Damage | Stat Bonuses | Aux Effects | Green Titanite Shard | White Titanite Chunk | White Titanite Slab | Souls |
|--------------------------------|-----------|--------------|-------------|----------------------|----------------------|---------------------|-------|
| Divine Straight Sword Hilt +0 | 21/25/0/0 | E/E/-/E | 0/0/110/- | 1 | | | 100 |
| Divine Straight Sword Hilt +1 | 22/27/0/0 | E/E/-/E | 0/0/110/- | 1 | | | 100 |
| Divine Straight Sword Hilt +2 | 23/28/0/0 | E/E/-/E | 0/0/110/- | 1 | | | 100 |
| Divine Straight Sword Hilt +3 | 25/30/0/0 | E/E/-/E | 0/0/110/- | 2 | | | 100 |
| Divine Straight Sword Hilt +4 | 26/32/0/0 | E/E/-/E | 0/0/110/- | 2 | | | 100 |
| Divine Straight Sword Hilt +5 | 28/34/0/0 | E/E/-/E | 0/0/110/- | 3 | | | 100 |
| Divine Straight Sword Hilt +6 | 29/35/0/0 | E/E/-/E | 0/0/110/- | | 1 | | 100 |
| Divine Straight Sword Hilt +7 | 30/37/0/0 | E/E/-/E | 0/0/110/- | | 1 | | 100 |
| Divine Straight Sword Hilt +8 | 32/39/0/0 | E/E/-/E | 0/0/110/- | | 2 | | 100 |
| Divine Straight Sword Hilt +9 | 33/40/0/0 | E/E/-/E | 0/0/110/- | | 3 | | 100 |
| Divine Straight Sword Hilt +10 | 35/42/0/0 | E/E/-/E | 0/0/110/- | | | 1 | 100 |

Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith.
Requires

- Divine Straight Sword Hilt +5
- White Titanite

3% STR, 3% DEX, 13% FAI scaling. Additional damage multiplier against holy enemies.

| Name | Damage | Stat Bonuses | Aux Effects | White Titanite Chunk | White Titanite Slab | Souls |
|-------------------------------|-----------|--------------|-------------|----------------------|---------------------|-------|
| Occult Straight Sword Hilt +0 | 28/30/0/0 | E/E/-/E | 0/0/-/110 | 1 | | 100 |
| Occult Straight Sword Hilt +1 | 29/31/0/0 | E/E/-/E | 0/0/-/110 | 1 | | 100 |
| Occult Straight Sword Hilt +2 | 31/33/0/0 | E/E/-/E | 0/0/-/110 | 1 | | 100 |
| Occult Straight Sword Hilt +3 | 33/34/0/0 | E/E/-/E | 0/0/-/110 | 2 | | 100 |
| Occult Straight Sword Hilt +4 | 34/36/0/0 | E/E/-/E | 0/0/-/110 | 3 | | 100 |
| Occult Straight Sword Hilt +5 | 36/37/0/0 | E/E/-/E | 0/0/-/110 | | 1 | 100 |

Fire

Fire damage added. All stat bonuses removed
Requires

- Straight Sword Hilt +5
- Green Titanite
- Red Titanite

| Name | Damage | Stat Bonuses | Damage Reduction | Green Titanite Shard | Red Titanite Chunk | Red Titanite Slab | Souls |
|------------------------------|-----------|--------------|------------------|----------------------|--------------------|-------------------|-------|
| Fire Straight Sword Hilt +0 | 26/0/26/0 | -/-/- | 20/5/15/15 | 1 | | | 100 |
| Fire Straight Sword Hilt +1 | 28/0/28/0 | -/-/- | 20/5/15.2/15 | 1 | | | 100 |
| Fire Straight Sword Hilt +2 | 30/0/30/0 | -/-/- | 20/5/15.3/15 | 1 | | | 100 |
| Fire Straight Sword Hilt +3 | 32/0/32/0 | -/-/- | 20/5/15.5/15 | 2 | | | 100 |
| Fire Straight Sword Hilt +4 | 34/0/34/0 | -/-/- | 20/5/15.6/15 | 2 | | | 100 |
| Fire Straight Sword Hilt +5 | 36/0/36/0 | -/-/- | 20/5/15.8/15 | 3 | | | 100 |
| Fire Straight Sword Hilt +6 | 38/0/38/0 | -/-/- | 20/5/15.9/15 | | 1 | | 100 |
| Fire Straight Sword Hilt +7 | 40/0/40/0 | -/-/- | 20/5/16.1/15 | | 1 | | 100 |
| Fire Straight Sword Hilt +8 | 43/0/43/0 | -/-/- | 20/5/16.2/15 | | 2 | | 100 |
| Fire Straight Sword Hilt +9 | 45/0/45/0 | -/-/- | 20/5/16.4/15 | | 3 | | 100 |
| Fire Straight Sword Hilt +10 | 48/0/48/0 | -/-/- | 20/5/16.5/15 | | | 1 | 100 |

Chaos

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

- Fire Straight Sword Hilt +5
- Red Titanite

| Name | Damage | Stat Bonuses | Damage Reduction | Red Titanite Chunk | Red Titanite Slab | Souls |
|------------------------------|-----------|--------------|------------------|--------------------|-------------------|-------|
| Chaos Straight Sword Hilt +0 | 32/0/36/0 | -/-/- | 20/5/15/15 | 1 | | 100 |
| Chaos Straight Sword Hilt +1 | 34/0/38/0 | -/-/- | 20/5/15.3/15 | 1 | | 100 |
| Chaos Straight Sword Hilt +2 | 36/0/40/0 | -/-/- | 20/5/15.6/15 | 2 | | 100 |
| Chaos Straight Sword Hilt +3 | 37/0/42/0 | -/-/- | 20/5/15.9/15 | 2 | | 100 |
| Chaos Straight Sword Hilt +4 | 39/0/44/0 | -/-/- | 20/5/16.2/15 | 3 | | 100 |
| Chaos Straight Sword Hilt +5 | 41/0/46/0 | -/-/- | 20/5/16.5/15 | | 1 | 100 |

Key

| | |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Damage: | <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"> • W is Physical Damage • X is Magical Damage • Y is Fire Damage • Z is Lightning Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> • Normal • Striking • Slashing • Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p> |
| 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: | <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">• 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 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.</p> <p>$(18 \times 1.5 = 27)$</p> |
| Damage Reduction %: | <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">• 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: | <p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p> |
| Frampt Souls: | <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 4 Strength is required