

# 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 <sup>1</sup> /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

<b>Damage:</b>	<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"> <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>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> <li>• Normal</li> <li>• Striking</li> <li>• Slashing</li> <li>• Thrusting</li> </ul> <p>Certain enemies are weak or strong against different types of damage types.</p>
<b>Critical:</b>	One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.
<b>Durability:</b>	The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.
<b>Weight:</b>	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.

<b>Stats Needed:</b>	<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"><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 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><math>(18 \times 1.5 = 27)</math></p>
<b>Damage Reduction %:</b>	<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"><li>• W is the Physical Damage Reduction</li><li>• X is the Magical Damage Reduction</li><li>• Y is the Fire Damage Reduction</li><li>• Z is the Lightning Damage Reduction</li></ul>
<b>Stability:</b>	<p>The stability of the weapon. The higher this value, the less stamina is consumed when blocking attacks.</p>
<b>Frampt Souls:</b>	<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