

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