

Sunlight Straight Sword

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

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

“ This standard longsword, belonging to Solaire of Astora, is of high quality, is well-forged, and has been kept in good repair.

Easy-to-use and dependable, but unlikely to live up to its grandiose name.

Availability

Solaire of Astora drop

General Information

Basically a variation of Longsword. This weapon has better base damage, better damage scaling, and higher durability than Longsword. It is 1 point heavier and has a higher STR/DEX requirement, and slightly slower attack.

Image	Name	Damage	Critical Bonus	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Framp Souls
	Sunlight Straight Sword	82/0/0/0 (Normal)	100	240	4.0	12 ¹ /12/0/0 C/C/-/-	50/10/35 /35	32	50

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.	

Upgrades

Basic

Standard upgrade path.
 Requires Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Shard	L. Shard	Chunk	Slab	Souls
Sunlight Straight Sword +0	82/0/0/0	C/C/-/-					
Sunlight Straight Sword +1	90/0/0/0	C/C/-/-	1				200
Sunlight Straight Sword +2	98/0/0/0	C/C/-/-	1				200
Sunlight Straight Sword +3	106/0/0/0	C/C/-/-	2				200
Sunlight Straight Sword +4	114/0/0/0	C/C/-/-	2				200
Sunlight Straight Sword +5	123/0/0/0	C/C/-/-	3				200
Sunlight Straight Sword +6	131/0/0/0	C/C/-/-		1			200
Sunlight Straight Sword +7	139/0/0/0	C/C/-/-		1			200
Sunlight Straight Sword +8	147/0/0/0	C/C/-/-		2			200
Sunlight Straight Sword +9	155/0/0/0	C/C/-/-		2			200
Sunlight Straight Sword +10	164/0/0/0	C/C/-/-		3			200
Sunlight Straight Sword +11	172/0/0/0	C/C/-/-			1		200
Sunlight Straight Sword +12	180/0/0/0	C/C/-/-			1		200
Sunlight Straight Sword +13	188/0/0/0	C/C/-/-			2		200
Sunlight Straight Sword +14	196/0/0/0	C/C/-/-			3		200
Sunlight Straight Sword +15	205/0/0/0	C/C/-/-				1	200

Crystal

Weapon durability reduced. Base damage increased

Requires

- Sunlight Straight Sword +10
- Titanite

51% STR, 51% DEX scaling.

Name	Damage	Stat Bonuses	Chunk	Slab	Souls
Crystal Sunlight Straight Sword +0	180/0/0/0	C/C/-/-	1		200
Crystal Sunlight Straight Sword +1	188/0/0/0	C/C/-/-	1		200
Crystal Sunlight Straight Sword +2	196/0/0/0	C/C/-/-	1		200
Crystal Sunlight Straight Sword +3	205/0/0/0	C/C/-/-	2		200
Crystal Sunlight Straight Sword +4	213/0/0/0	C/C/-/-	3		200
Crystal Sunlight Straight Sword +5	221/0/0/0	C/C/-/-		1	200

Lightning

Adds lightning damage. All stat bonuses removed.

Requires

- Sunlight Straight Sword +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Titanite Chunk	Titanite Slab	Souls
Lightning Sunlight Straight Sword +0	147/0/0/147	-/-/-	50/10/35/35	1		200
Lightning Sunlight Straight Sword +1	159/0/0/159	-/-/-	50/10/35/37.8	1		200
Lightning Sunlight Straight Sword +2	170/0/0/170	-/-/-	50/10/35/40.6	1		200
Lightning Sunlight Straight Sword +3	182/0/0/182	-/-/-	50/10/35/43.4	2		200
Lightning Sunlight Straight Sword +4	193/0/0/193	-/-/-	50/10/35/46.2	3		200
Lightning Sunlight Straight Sword +5	205/0/0/205	-/-/-	50/10/35/49		1	200

Raw

Base damage increased. Stat bonuses reduced.
Requires

- Sunlight Straight Sword +5
- Titanite

38% STR, 38% DEX scaling.

Name	Damage	Stat Bonuses	L. Shard	Souls
Raw Sunlight Straight Sword +0	141/0/0/0	D/D/-/-	1	200
Raw Sunlight Straight Sword +1	150/0/0/0	D/D/-/-	1	200
Raw Sunlight Straight Sword +2	159/0/0/0	D/D/-/-	1	200
Raw Sunlight Straight Sword +3	169/0/0/0	D/D/-/-	2	200
Raw Sunlight Straight Sword +4	178/0/0/0	D/D/-/-	2	200
Raw Sunlight Straight Sword +5	188/0/0/0	D/D/-/-	3	200

Magic

Adds magic damage. Moderate damage bonus from intelligence.
Requires

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

14% STR, 14% DEX, 73% INT scaling.

Name	Damage	Stat Bonuses	Green Titanite Shard	Blue Titanite Chunk	Blue Titanite Slab	Souls
Magic Sunlight Straight Sword +0	93/100/0/0	E/E/C/-	1			200
Magic Sunlight Straight Sword +1	99/107/0/0	E/E/C/-	1			200
Magic Sunlight Straight Sword +2	105/113/0/0	E/E/C/-	1			200
Magic Sunlight Straight Sword +3	111/120/0/0	E/E/C/-	2			200
Magic Sunlight Straight Sword +4	117/127/0/0	E/E/C/-	2			200
Magic Sunlight Straight Sword +5	124/134/0/0	E/E/C/-	3			200
Magic Sunlight Straight Sword +6	130/140/0/0	E/E/B/-		1		200
Magic Sunlight Straight Sword +7	136/147/0/0	E/E/B/-		1		200
Magic Sunlight Straight Sword +8	142/154/0/0	E/E/B/-		2		200
Magic Sunlight Straight Sword +9	148/160/0/0	E/E/B/-		3		200
Magic Sunlight Straight Sword +10	155/167/0/0	E/E/B/-			1	200

Enchanted

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

- Magic Sunlight Straight Sword +5
- Blue Titanite

10% STR, 10% DEX, 72% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Blue Titanite Chunk	Blue Titanite Slab	Souls
Enchanted Sunlight Straight Sword +0	124/132/0/0	E/E/B/-	1		200
Enchanted Sunlight Straight Sword +1	128/135/0/0	E/E/B/-	1		200
Enchanted Sunlight Straight Sword +2	133/139/0/0	E/E/A/-	1		200
Enchanted Sunlight Straight Sword +3	138/143/0/0	E/E/A/-	2		200
Enchanted Sunlight Straight Sword +4	143/147/0/0	E/E/A/-	3		200
Enchanted Sunlight Straight Sword +5	148/153/0/0	E/E/A/-		1	200

Divine

Adds magic damage. Moderate damage bonus from faith.
Requires

- Sunlight Straight Sword +5
- Green Titanite
- White Titanite

20% STR, 20% DEX, 73% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	Green Titanite Shard	White Titanite Chunk	White Titanite Slab	Souls
Divine Sunlight Straight Sword +0	82/102/0/0	D/D/-/C	0/0/110/-	1			200
Divine Sunlight Straight Sword +1	88/108/0/0	D/D/-/C	0/0/110/-	1			200
Divine Sunlight Straight Sword +2	93/115/0/0	D/D/-/C	0/0/110/-	1			200
Divine Sunlight Straight Sword +3	99/122/0/0	D/D/-/C	0/0/110/-	2			200
Divine Sunlight Straight Sword +4	104/129/0/0	D/D/-/C	0/0/110/-	2			200
Divine Sunlight Straight Sword +5	110/136/0/0	D/D/-/C	0/0/110/-	3			200
Divine Sunlight Straight Sword +6	115/142/0/0	D/D/-/B	0/0/110/-		1		200
Divine Sunlight Straight Sword +7	121/149/0/0	D/D/-/B	0/0/110/-		1		200
Divine Sunlight Straight Sword +8	126/156/0/0	D/D/-/B	0/0/110/-		2		200
Divine Sunlight Straight Sword +9	132/163/0/0	D/D/-/B	0/0/110/-		3		200
Divine Sunlight Straight Sword +10	137/170/0/0	D/D/-/B	0/0/110/-			1	200

Occult

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

- Divine Sunlight Straight Sword +5
- White Titanite

18% STR, 18% DEX, 86% FAI scaling.

Name	Damage	Stat Bonuses	Aux Effects	White Titanite Chunk	White Titanite Slab	Souls
Occult Sunlight Straight Sword +0	112/124/0/0	E/E/-/B	0/0/-/110	1		200
Occult Sunlight Straight Sword +1	118/130/0/0	E/E/-/B	0/0/-/110	1		200
Occult Sunlight Straight Sword +2	125/136/0/0	E/E/-/B	0/0/-/110	1		200
Occult Sunlight Straight Sword +3	132/142/0/0	E/E/-/B	0/0/-/110	2		200
Occult Sunlight Straight Sword +4	138/148/0/0	D/D/-/A	0/0/-/110	3		200
Occult Sunlight Straight Sword +5	145/155/0/0	D/D/-/A	0/0/-/110		1	200

Fire

Fire damage added. All stat bonuses removed
Requires

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

Name	Damage	Stat Bonuses	Damage Reduction	Green Titanite Shard	Red Titanite Chunk	Red Titanite Slab	Souls
Fire Sunlight Straight Sword +0	106/0/106/0	-/-/-	50/10/35/35	1			200
Fire Sunlight Straight Sword +1	114/0/114/0	-/-/-	50/10/35.4/35	1			200
Fire Sunlight Straight Sword +2	123/0/123/0	-/-/-	50/10/35.7/35	1			200
Fire Sunlight Straight Sword +3	131/0/131/0	-/-/-	50/10/36/35	2			200
Fire Sunlight Straight Sword +4	139/0/139/0	-/-/-	50/10/36.4/35	2			200
Fire Sunlight Straight Sword +5	147/0/147/0	-/-/-	50/10/36.7/35	3			200
Fire Sunlight Straight Sword +6	157/0/157/0	-/-/-	50/10/37.1/35		1		200
Fire Sunlight Straight Sword +7	167/0/167/0	-/-/-	50/10/37.5/35		1		200
Fire Sunlight Straight Sword +8	177/0/177/0	-/-/-	50/10/37.8/35		2		200
Fire Sunlight Straight Sword +9	186/0/186/0	-/-/-	50/10/38.2/35		3		200
Fire Sunlight Straight Sword +10	196/0/196/0	-/-/-	50/10/38.5/35			1	200

Chaos

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

- Fire Sunlight Straight Sword +5
- Red Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Red Titanite Chunk	Red Titanite Slab	Souls
Chaos Sunlight Straight Sword +0	129/0/147/0	-/-/-	50/10/35/35	1		200
Chaos Sunlight Straight Sword +1	136/0/155/0	-/-/-	50/10/3.75/35	1		200
Chaos Sunlight Straight Sword +2	144/0/164/0	-/-/-	50/10/36.4/35	1		200
Chaos Sunlight Straight Sword +3	151/0/172/0	-/-/-	50/10/37.1/35	2		200
Chaos Sunlight Straight Sword +4	158/0/180/0	-/-/-	50/10/37.8/35	3		200
Chaos Sunlight Straight Sword +5	165/0/188/0	-/-/-	50/10/38.5/35		1	200

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:	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
Durability:	<p>The health of the weapon. The effectiveness of the weapon will severely deteriorate when the durability falls below 30%.</p>

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:	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 7 Strength is required