

# Uchigatana

<https://jadepilled.github.io/souls-model-viewer/ds1/weapons.html?model=Uchigatana.glb>

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

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*Katana forged in an Eastern land.*

*Known for its brisk slashing motions.*

*The Uchigatana cuts beautifully and causes bleeding, but its blade is easily nicked.*

## Availability

Dropped by the Undead Merchant (Male) in the Undead Burg

Sold by Shiva of the East in Blighttown for 5,000 Souls after joining the Forest Hunter Covenant

## General Information

Bleed buildup is 33 per strike.

Image	Name	Damage	Critical	Durability	Weight	Stats Needed Stat Bonuses	Damage Reduction %	Stability	Aux Effects	Framp Souls
	Uchigatana	90/0/0/0 (Slash/Thrust)	100	80	5.0	14 <sup>1</sup> /14/0/0 -/B/-/-	45/10/30/30	30	300/0/-/-	50

## Move Set

One-handed

R1	Downward-diagonal chop, followed by an upward slash (R1 + R1)
R2	Piercing thrust
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

Two-handed

R1	Downward-diagonal chop, followed by an upward slash (R1 + R1)
R2	Delayed overhead chop
Forward + R1	Kick
Forward + R2	Jump attack
Running R1	Running thrust
Roll + R1	Horizontal slash

# Upgrades

Standard upgrade cost for all paths: 200 Souls.

## Basic

Standard upgrade path.  
Requires

- Titanite
- Large Ember (+6 and up)
- Very Large Ember (+11 and up)

85% DEX scaling.

Name	Damage	Stat Bonuses	Aux Effects	Upgrade Requirements
Uchigatana +1	99/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard
Uchigatana +2	108/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Shard
Uchigatana +3	117/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shard
Uchigatana +4	126/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Shard
Uchigatana +5	135/0/0/0	-/B/-/-	300/0/-/-	x3 Titanite Shard
Uchigatana +6	144/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard
Uchigatana +7	153/0/0/0	-/B/-/-	300/0/-/-	x1 Large Titanite Shard
Uchigatana +8	162/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shard
Uchigatana +9	171/0/0/0	-/B/-/-	300/0/-/-	x2 Large Titanite Shard
Uchigatana +10	180/0/0/0	-/B/-/-	300/0/-/-	x3 Large Titanite Shard
Uchigatana +11	188/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Uchigatana +12	198/0/0/0	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Uchigatana +13	207/0/0/0	-/B/-/-	300/0/-/-	x2 Titanite Chunk
Uchigatana +14	216/0/0/0	-/A/-/-	300/0/-/-	x3 Titanite Chunk
Uchigatana +15	225/0/0/0	-/A/-/-	300/0/-/-	x1 Titanite Slab

# Crystal

Base damage increased. Durability decreased. Cannot repair.  
Requires

- Uchigatana +10
- Titanite

85% DEX scaling.

Name	Damage	Durability	Stat Bonuses	Aux Effects	Upgrade Requirements
Crystal Uchigatana +0	198/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +1	207/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +2	216/0/0/0	8	-/B/-/-	300/0/-/-	x1 Titanite Chunk
Crystal Uchigatana +3	225/0/0/0	8	-/B/-/-	300/0/-/-	x2 Titanite Chunk
Crystal Uchigatana +4	233/0/0/0	8	-/A/-/-	300/0/-/-	x3 Titanite Chunk
Crystal Uchigatana +5	243/0/0/0	8	-/A/-/-	300/0/-/-	x1 Titanite Slab

## Lightning

Lightning damage added. All stat bonuses removed.  
Requires

- Uchigatana +10
- Titanite

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Lightning Uchigatana +0	162/0/0/162	-/-/-/-	45/10/0/30/30	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +1	174/0/0/174	-/-/-/-	45/10/0/30/32.4	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +2	187/0/0/187	-/-/-/-	45/10/0/30/34.8	300/0/-/-	x1 Titanite Chunk
Lightning Uchigatana +3	199/0/0/199	-/-/-/-	45/10/0/30/37.2	300/0/-/-	x2 Titanite Chunks
Lightning Uchigatana +4	212/0/0/212	-/-/-/-	45/10/0/30/39.6	300/0/-/-	x3 Titanite Chunks
Lightning Uchigatana +5	225/0/0/225	-/-/-/-	45/10/0/30/42.0	300/0/-/-	x1 Titanite Slab

## Raw

Base damage increased. Dexterity bonus reduced to low.  
Requires

- Uchigatana +5
- Titanite

64% DEX scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Raw Uchigatana +0	156/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +1	166/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +2	176/0/0/0	-/C/-/-	300/0/-/-	x1 Large Titanite Shard
Raw Uchigatana +3	187/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards
Raw Uchigatana +4	197/0/0/0	-/C/-/-	300/0/-/-	x2 Large Titanite Shards
Raw Uchigatana +5	208/0/0/0	-/C/-/-	300/0/-/-	x3 Large Titanite Shards

## Magic

Base damage reduced. Dexterity bonus reduced to minimal. Magic damage added with moderate intelligence bonus.

Requires

- Uchigatana +5
- Green Titanite
- Blue Titanite (for +6 to +10)

23% DEX, 61% INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Magic Uchigatana +0	102/109/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +1	108/116/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +2	115/124/0/0	-/D/C/-	300/0/-/-	x1 Green Titanite Shard
Magic Uchigatana +3	122/131/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards
Magic Uchigatana +4	129/138/0/0	-/D/C/-	300/0/-/-	x2 Green Titanite Shards
Magic Uchigatana +5	136/146/0/0	-/D/C/-	300/0/-/-	x3 Green Titanite Shards
Magic Uchigatana +6	142/153/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk
Magic Uchigatana +7	149/160/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Chunk
Magic Uchigatana +8	156/167/0/0	-/D/C/-	300/0/-/-	x2 Blue Titanite Chunks
Magic Uchigatana +9	163/175/0/0	-/D/C/-	300/0/-/-	x3 Blue Titanite Chunks
Magic Uchigatana +10	170/182/0/0	-/D/C/-	300/0/-/-	x1 Blue Titanite Slab

# Enchanted

Base damage reduced from magic upgrade path. Further reduced bonus damage from dexterity. Increased damage bonus from intelligence.

Requires

- Magic Uchigatana +5
- Blue Titanite

16% DEX, 60% INT scaling. Unknown additional amount of INT scaling.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Enchanted Uchigatana +0	136/144/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +1	141/148/0/0	-/E/C/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +2	146/152/0/0	-/E/B/-	300/0/-/-	x1 Blue Titanite Chunk
Enchanted Uchigatana +3	152/156/0/0	-/E/B/-	300/0/-/-	x2 Blue Titanite Chunk
Enchanted Uchigatana +4	157/161/0/0	-/E/B/-	300/0/-/-	x3 Blue Titanite Chunk
Enchanted Uchigatana +5	163/167/0/0	-/E/A/-	300/0/-/-	x1 Blue Titanite Slab

# Divine

Base damage reduced. Dexterity bonus reduced to low. Magic damage added with moderate faith bonus. Holy damage added.

Requires

- Uchigatana +5
- Green Titanite
- White Titanite (for +6 to +10)

32% DEX, 61% FAI scaling. Additional damage multiplier against unholy enemies.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Divine Uchigatana +0	91/111/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +1	97/118/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +2	103/125/0/0	-/D/-/C	300/0/110/-	x1 Green Titanite Shard
Divine Uchigatana +3	109/133/0/0	-/D/-/C	300/0/110/-	x2 Green Titanite Shards
Divine Uchigatana +4	115/140/0/0	-/D/-/C	300/0/110/-	x2 Green Titanite Shards
Divine Uchigatana +5	122/148/0/0	-/D/-/C	300/0/110/-	x3 Green Titanite Shards
Divine Uchigatana +6	128/155/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Chunk
Divine Uchigatana +7	134/162/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Chunk
Divine Uchigatana +8	140/170/0/0	-/D/-/C	300/0/110/-	x2 White Titanite Chunks
Divine Uchigatana +9	146/177/0/0	-/D/-/C	300/0/110/-	x3 White Titanite Chunks
Divine Uchigatana +10	152/185/0/0	-/D/-/C	300/0/110/-	x1 White Titanite Slab

## Occult

Base damage reduced from divine upgrade path. Increased damage bonus from faith. Holy damage changed to Dark.

Requires

- Divine Uchigatana +5
- White Titanite

30% DEX, 71% FAI scaling. Additional damage multiplier against holy enemies.

Name	Damage	Stat Bonuses	Aux effects	Upgrade Requirements
Occult Uchigatana +0	124/136/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +1	131/142/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +2	138/149/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Chunk
Occult Uchigatana +3	146/156/0/0	-/D/-/B	300/0/-/110	x2 White Titanite Chunks
Occult Uchigatana +4	153/163/0/0	-/D/-/B	300/0/-/110	x3 White Titanite Chunks
Occult Uchigatana +5	161/170/0/0	-/D/-/B	300/0/-/110	x1 White Titanite Slab

## Fire

Fire damage added. All stat bonuses removed.

Requires

- Uchigatana +5
- Green Titanite
- Red Titanite (for +6 to +10)

Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Fire Uchigatana +0	116/0/116/0	-/-/-	45/10/30/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +1	126/0/126/0	-/-/-	45/10/30.3/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +2	135/0/135/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Green Titanite Shard
Fire Uchigatana +3	144/0/144/0	-/-/-	45/10/30.9/30	300/0/-/-	x2 Green Titanite Shards
Fire Uchigatana +4	153/0/153/0	-/-/-	45/10/31.2/30	300/0/-/-	x2 Green Titanite Shards
Fire Uchigatana +5	162/0/162/0	-/-/-	45/10/31.5/30	300/0/-/-	x3 Green Titanite Shards
Fire Uchigatana +6	172/0/172/0	-/-/-	45/10/31.8/30	300/0/-/-	x1 Red Titanite Chunk
Fire Uchigatana +7	183/0/183/0	-/-/-	45/10/32.1/30	300/0/-/-	x1 Red Titanite Chunk
Fire Uchigatana +8	194/0/194/0	-/-/-	45/10/32.4/30	300/0/-/-	x2 Red Titanite Chunk
Fire Uchigatana +9	205/0/205/0	-/-/-	45/10/32.7/30	300/0/-/-	x3 Red Titanite Chunk
Fire Uchigatana +10	216/0/216/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab

## Chaos

Base damage reduced from fire upgrade path. Bonus damage from humanity.  
Requires

- Fire Uchigatana +5
- Red Titanite



Name	Damage	Stat Bonuses	Damage Reduction	Aux effects	Upgrade Requirements
Chaos Uchigatana +0	140/0/162/0	-/-/-	45/10/30/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +1	148/0/171/0	-/-/-	45/10/30.6/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +2	156/0/180/0	-/-/-	45/10/31.2/30	300/0/-/-	x1 Red Titanite Chunk
Chaos Uchigatana +3	163/0/188/0	-/-/-	45/10/31.8/30	300/0/-/-	x2 Red Titanite Chunk
Chaos Uchigatana +4	171/0/198/0	-/-/-	45/10/32.4/30	300/0/-/-	x3 Red Titanite Chunk
Chaos Uchigatana +5	179/0/207/0	-/-/-	45/10/33/30	300/0/-/-	x1 Red Titanite Slab

# 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>	<p>One of the multipliers (in percent) for the bonus damage on criticals, such as backstabs and ripostes.</p>
<b>Durability:</b>	<p>The health 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 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.</p>

<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>(18 x 1.5 = 27)</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 10 Strength is required