

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 ¹ /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

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:	<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>

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 10 Strength is required