

# Soul Fighter

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## Entities/Items/Weapons/Melee/Tier 2

### Short Sword [↗](#)

**Template** Tier2\_Melee\_Sharp  
**Technical name** Ntt\_A6554239  
**Project path** Entities/Items/Weapons/Melee/Tier 2



### Description

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### Tier2\_Melee\_Sharp

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#### Weapon - General

<b>Storable</b> No	<b>Slot Use</b> No	<b>Minimal Tier Required</b> -
<b>Use</b> PLAYER ACTION	<b>Hit</b> No	<b>Slice</b> No
<b>Stab</b> No	<b>Throw</b> No	<b>Block</b> No
<b>Blade Length</b> 0 cm		

#### 02 -Tier 2 Slice Progression

<b>Damage Type</b> Regular Damage	<b>Tier 2 Slice Damage Modifier</b> 0 %	<b>Tier 3 Slice Damage Modifier</b> 0 %
<b>Tier 4 Slice Damage Modifier</b> 0 %	<b>Tier 5 Slice Damage Modifier</b> 0 %	

#### 03 -Tier 2 Stab Progression

<b>Damage Type</b> Lingering Damage	<b>Tier 2 Stab Damage Modifier</b> 0 %	<b>Tier 3 Stab Damage Modifier</b> 0 %
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Tier 4 Stab Damage Modifier  
0 %

Tier 5 Stab Damage Modifier  
0 %

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**05 - Tier 2 Sharp Throw Progression**

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Damage Type  
Lingering Damage

Tier 2 Sharp Throw Damage  
Modifier  
0 %

Tier 3 Sharp Throw Damage  
Modifier  
0 %

Tier 4 Sharp Throw Damage  
Modifier  
0 %

Tier 5 Sharp Throw Damage  
Modifier  
0 %

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**06 - Tier 2 Block Progression**

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**References**

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