Sign of the Cross Build

**WEAPONS and their GRACES**

**Primary Weapon:**

Master Swordsman’s Set is going to be the focal point for the SotC build. Futatsu-mei Norimune & Hone-bami Toshiro is going to be the primary weapon. We can get the dual swords Smithing Text from Ashikaga Yoshiteru. You can farm him in the mission Marobashi.

[ MS\_DS\_Preforge.png ]

This requires an Umi-bozu’s Eyestone. You can see how to farm Umi-bozu here in this video [Link to theYT video later]. Our goal is to forge a Divine Master Swordsman Dual Swords with NO inheritable attribute and the starred skill damage Sign of the Cross. For the starred SotC percentage damage we want it to be 19.X % at zero familiarity, the maximum SotC skill damage is 19.9% at zero familiarity, 24.9% at max familiarity.

[ MS\_DS\_OkayForge.png ]

Our weapon has the starred SotC at 19.5% (half a percent isn’t something to worry about), we also have no inheritable. We can use a weapon with the inheritable Close Combat Damage (CCD) at 15% to get the inheritable on our Dual Swords. Farming Revenants in the mission Spirit Stone Huntress on Way of the Strong difficulty will drop weapons with 15% CCD. Max the familiarity of that weapon using Whetstones, and then Soul Match our Master Swordsman Dual Swords with the weapon that has the inheritable 15% CCD.

[ Soul\_Match\_CCD.png ]

Our Master Swordsman Dual Swords has Close Combat Damage at 15% and the starred skill damage Sign of the Cross at 19.X% damage. We can now go to the abyss, Defile it, and turn our Divine weapon into ethereal.

[ MS\_DS\_Graced.png ]

Once we have our ethereal weapon we can temper the other attributes. Peirce Guard, Change to Attack (Skill), and Familiarity Damage Bonus is what we are aiming for. In order to get Familiarity Damage Bonus to A+ the weapon must be ethereal and at max familiarity, we need to re-forge (not temper) 3 different attributes in an attempt to get Familiarity Damage Bonus A on the weapon, then max out familiarity to get A+.

[ MS\_DS\_ReForge\_FamDam.png ]

Temper on Peirce Guard, Change to Attack (Skill), and something else like Parry Disabled vs. Dual Swords.

[ MS\_DS\_Final.png ]

We now have 20% CCD, CTA (Skill) A+, Familiarity Damage Bonus A+, Pierce Guard and, Parry Disabled vs. Dual Swords, with the starred SotC attribute.

**Secondary Weapons:**