

Attunement

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In-Game Description

Attribute governing number of spells that can be attuned. Boosts spell-casting speed.

Use

- Increases the number of Attunement Slots available for Sorceries, Miracles, Pyromancies, and Hexes.
- Main stat for increasing Casting Speed. Its effect is double that of Intelligence or Faith.
- Increases Curse Resist alongside with Adaptability.
- Secondary stat for increasing Agility.
- Increases number of spell casts. The amount of the increase varies between spells.
- Slightly raises HP.

Attunement Slots

| Attunement Level | Spell Slots Available |
|------------------|-----------------------|
| 0-9 | 0 |
| 10-12 | 1 |
| 13-15 | 2 |
| 16-19 | 3 |
| 20-24 | 4 |
| 25-29 | 5 |
| 30-39 | 6 |
| 40-49 | 7 |
| 50-59 | 8 |
| 60-74 | 9 |

Equipment which increase Attunement Slots

| Item | Increase | Other Effects |
|----------------------|----------|---------------|
| Black Witch Hat | 1 | |
| Southern Ritual Band | 1/2/3 | |

Equipment which increase Spell Casts

| Item | Increase | Other Effects |
|----------------------|------------------------|---------------|
| Saint's Hood | 10% (rounded up) | FAI +1 |
| Hexer's Hood | 10% (rounded up) | INT +1 FAI +1 |
| Northern Ritual Band | 10/20/30% (rounded up) | HP -20/35/50% |

Equipment which restore Spell Casts

| Item | Restores | Other Effects |
|----------------------------|---|---------------|
| Crown of the Old Iron King | 20% (rounded up) every 2 minutes (with or without Vendrick's Blessing) | |

Note: Saint's Hood, Hexer's Hood and Northern Ritual Band all work in the same way. Spell uses are being multiplied by 1.1 (1.2/1.3 for the +1/+2 versions of the ring respectively) and then rounded up. For example, having a spell with only one use, the number will increase from 1 to 1.1, then be rounded up to 2, resulting in two spell uses.

If you combine one of the hoods with the Northern Ritual Band, the spell use percentage will stack additively (10% + 10% = 20%, or 30%/40% for the +1/+2 versions of the ring). This means that, upon using both the standard version of the ring and one of the hoods, a spell with one use will increase its number from 1 to 1.2, then be rounded up to 2, resulting in two spell uses. However, using both on a spell with six uses, it will increase from 6 to 7.2, then be rounded up to 8, resulting in eight spell uses.

Spell Casts

Depending on the spell, it may start with 1, 2, 3, 4, 6, 8, 10, 15, 20, or 30 casts at base Attunement.

The table below shows how many casts become available with increased Attunement ("- " is used to indicate no increase from previous cast amount).

| Spell Casts (Base ATT) | With 15 ATT | With 26 ATT | With 32 ATT | With 38 ATT | With 43 ATT | With 49 ATT | With 58 ATT | With 79 ATT | With 94 ATT |
|------------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| 1 | - | - | - | - | 2 | - | - | - | 3 |
| 1 (b) | - | - | - | - | - | - | - | - | - |
| 2 (a) | - | - | - | - | 3 | - | - | - | 4 |
| 2 (b) | - | - | 3 | 3 | - | 4 | - | - | 5 |
| 2 (c) | - | 3 | - | 4 | 5 | 6 | 7 | 8 | 10 |
| 2 (d) | - | - | - | 3 | - | 4 | - | 5 | 6 |
| 3 | - | - | 4 | - | - | 5 | - | - | 6 |
| 3 (b) | 3 | 4 | - | 5 | 7 | 9 | 11 | 13 | 15 |
| 4 | - | - | 5 | - | 6 | - | 7 | - | 8 |
| 4 (b) | - | 5 | 6 | - | 7 | 8 | - | 9 | 10 |
| 5 | ? | 6 | ? | 8 | - | 9 | 10 | 11 | 12 |
| 6 | - | - | - | - | 7 | - | - | - | 8 |
| 8 | - | 9 | 10 | 11 | - | 12 | 13 | 14 | 15 |
| 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 20 |
| 10 (b) | - | 11 | - | 12 | - | 13 | - | 14 | 15 |
| 15 | - | 16 | - | 17 | - | 18 | - | 19 | 20 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 30 |
| 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 40 |

Note - Spells that start with 2, 3, or 10 casts can increase by different amounts. While there are two spells (with 1 cast each) that does not increase in casts (you can use equipment to gain more casts of these though).

+ Distinguish Spells - Hide Spells

| 1 Cast Spells | 2 Cast Spells | 3 Cast Spells | 4 Cast Spells | 5 Cast Spells | 6 Cast Spells | 8 Cast Spells | 10 Cast Spells | 15 Cast Spells | 20 Cast Spells | 30 Cast Spells |
|----------------------|----------------|---------------|---------------|------------------|------------------|---------------|----------------|------------------|----------------|----------------|
| Crystal Magic Weapon | Acid Surge (b) | Climax | Blinding Bolt | Heavenly Thunder | Great Combustion | Affinity | Combustion (b) | Great Soul Arrow | Dark Orb | Soul Arrow |

| | | | | | | | | | | |
|---------------------|---------------------------|-------------------------|-----------------|--|--|-------------------------|----------------------------|-------|-------------------|--|
| Denial (b) | Bountiful Sunlight (b) | Darkstorm | Yearn | | | Dark Hail | Great Heavy Soul Arrow (b) | Repel | Heavy Soul Arrow | |
| Forbidden Sun | Chaos Storm (a) | Great Fireball | Cast Light | | | Fireball | Chameleon | | Resonant Soul | |
| Great Heal Excerpt | Crystal Soul Spear (a) | Great Heal | Dark Fog | | | Great Resonant Soul | Dead Again | | Twisted Barricade | |
| Great Magic Barrier | Fire Tempest (b) | Great Magic Weapon | Dark Weapon | | | Heavy Homing Soul Arrow | Fall Control | | | |
| Homeward (b) | Flame Swathe (b) | Heal | Emit Force (b) | | | Immolation | Force | | | |
| Profound Still | Great Chaos Fireball (b) | Homing Crystal Soulmass | Fire Orb | | | Magic Weapon | Guidance | | | |
| Soul Geyser | Great Lightning Spear (c) | Lifedrain Patch | Fire Whip | | | Unveil | Hidden Weapon | | | |
| Sunlight Blade | Iron Flesh (a) | Lightning Spear (b) | Firestorm | | | Perseverance | Homing Soul Arrow | | | |
| Unleash Magic | Magic Barrier (b) | Numbness | Flame Weapon | | | Caressing Prayer | Hush | | | |
| Wrath of the Gods | Med Heal (a) | Sacred Oath | Flash Sweat | | | | | | | |
| Outcry (b) | Poison Mist (b) | Shockwave | Homing Soulmass | | | | | | | |
| | Repair (a) | Soul Bolt | Lingering Flame | | | | | | | |
| | Replenishment | Soul Greatsword | Scraps of Life | | | | | | | |
| | Resonant Flesh (a) | Soul Spear Barrage | Soul Appease | | | | | | | |

| | | | | | | | | | | |
|--|---------------------------------|------------------|---------------------------|--|--|--|--|--|--|--|
| | Resonant Weapon (b) | Toxic Mist | Soul Shower | | | | | | | |
| | Resplendent Life (b) | Dance of Fire | Soul Vortex | | | | | | | |
| | Soothing Sunlight (a) | | Strong Magic Shield | | | | | | | |
| | Soul Spear (b) | | Warmth | | | | | | | |
| | Sunlight Spear (d) | | | | | | | | | |
| | Whisper of Despair (b) | | | | | | | | | |
| | Fire Snake (a) | | | | | | | | | |