

Cleric's Sacred Chime

In-Game Description

Most clerics receive this as their first sacred chime. A catalyst for miracles and hexes.

*To use miracles, equip a sacred chime and attune a miracle at a bonfire.
The strength of most miracles is affected by the caster's faith.*

Availability

- Starting weapon of the Cleric class.
- On a cliff ledge on the path from Things Betwixt to Majula.
- Sold by Licia of Lindeldt for 1,400 souls.

General Information

Image	Dama ge	Aux Effect s	Count er Stren gth	Poise Dama ge	Castin g Speed	Stats Neede d Stat Bonus es	Dama ge Reduc tion	Aux Effect s Reduc tion	Stabili ty	Durab ility	Weigh t
	0/0/0/90/90 (Spell/ Strike)	0/0	100	5	140	-/-/-/10 -/-/-/ /B/C	25/20/ 20/30/ 20	5/5/5/5	5	30	0.5

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Materials Cost	Souls
Cleric's Sacred Chime +0	0/0/0/90/90	-/-/-/B/C	N/A	N/A
Cleric's Sacred Chime +1	0/0/0/99/97	-/-/-/B/C	1x Titanite Shard	430
Cleric's Sacred Chime +2	0/0/0/108/104	-/-/-/B/C	2x Titanite Shard	540
Cleric's Sacred Chime +3	0/0/0/117/111	-/-/-/B/C	3x Titanite Shard	640
Cleric's Sacred Chime +4	0/0/0/126/118	-/-/-/B/C	1x Large Titanite Shard	850
Cleric's Sacred Chime +5	0/0/0/135/125	-/-/-/B/C	2x Large Titanite Shard	960
Cleric's Sacred Chime +6	0/0/0/144/132	-/-/-/B/C	3x Large Titanite Shard	1070
Cleric's Sacred Chime +7	0/0/0/153/139	-/-/-/B/C	1x Titanite Chunk	1280
Cleric's Sacred Chime +8	0/0/0/162/146	-/-/-/B/C	2x Titanite Chunk	1390
Cleric's Sacred Chime +9	0/0/0/171/153	-/-/-/B/C	3x Titanite Chunk	1490
Cleric's Sacred Chime +10	0/0/0/180/160	-/-/-/B/B	1x Titanite Slab	1700

Infusion

Lightning

Requires

- Boltstone
- 2.000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Cleric's Sacred Chime +0	0/0/0/107/71	-/-/-/B/C	24.1/19.1/19.1/36.6/19.1	4.1/4.1/4.1/4.1
Lightning Cleric's Sacred Chime +1	0/0/0/118/77	-/-/-/B/C		
Lightning Cleric's Sacred Chime +2	0/0/0/129/83	-/-/-/B/C		
Lightning Cleric's Sacred Chime +3	0/0/0/140/88	-/-/-/B/C		
Lightning Cleric's Sacred Chime +4	0/0/0/151/94	-/-/-/B/C		
Lightning Cleric's Sacred Chime +5	0/0/0/161/99	-/-/-/B/C		
Lightning Cleric's Sacred Chime +6	0/0/0/172/105	-/-/-/B/C		
Lightning Cleric's Sacred Chime +7	0/0/0/183/111	-/-/-/B/C		
Lightning Cleric's Sacred Chime +8	0/0/0/194/116	-/-/-/B/C		
Lightning Cleric's Sacred Chime +9	0/0/0/205/122	-/-/-/B/C		
Lightning Cleric's Sacred Chime +10	0/0/0/215/127	-/-/-/B/B		

Dark

Requires

- Darknight Stone
- 2.000 souls

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Cleric's Sacred Chime +0	0/0/0/71/107	-/-/-/B/C	24.1/19.1/19.1/29.1/26.6	4.1/4.1/4.1/4.1
Dark Cleric's Sacred Chime +1	0/0/0/79/116	-/-/-/B/C		
Dark Cleric's Sacred Chime +2	0/0/0/86/124	-/-/-/B/C		

Dark Cleric's Sacred Chime +3	0/0/0/93/133	-/-/-/B/C
Dark Cleric's Sacred Chime +4	0/0/0/100/141	-/-/-/B/C
Dark Cleric's Sacred Chime +5	0/0/0/107/149	-/-/-/B/C
Dark Cleric's Sacred Chime +6	0/0/0/115/158	-/-/-/B/C
Dark Cleric's Sacred Chime +7	0/0/0/122/166	-/-/-/B/C
Dark Cleric's Sacred Chime +8	0/0/0/129/175	-/-/-/B/C
Dark Cleric's Sacred Chime +9	0/0/0/136/183	-/-/-/B/C
Dark Cleric's Sacred Chime +10	0/0/0/143/191	-/-/-/B/B

Key

Damage:	<p>The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E:</p> <ul style="list-style-type: none"> A is Physical Damage B is Magical Damage C is Fire Damage D is Lightning Damage E is Dark Damage <p>Each weapon has one or more physical damage types:</p> <ul style="list-style-type: none"> Striking Slashing Thrusting <p>Certain enemies are weak or strong against different types of damage types.</p>
Casting Speed:	<p>The speed at which this catalyst will cast a spell.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the weapon to break the poise of an enemy.</p>
Durability:	<p>The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.</p>

Weight:	<p>The weight of the weapon. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>
Stats Needed:	<p>The Stats Needed determines how high various Stats must be in order to wield the weapon effectively.</p> <p>The stats required are A / B / C / D:</p> <ul style="list-style-type: none"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D 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 your character gains a 50% bonus to Strength by wielding a weapon with both hands, thus reducing the actual Strength required. For example, a character with 19 Strength can wield a Great Club (Requires 28 Strength) properly if the weapon is held with both hands. ($19 \times 1.5 = 28.5$)</p>
Stat Bonuses:	<p>The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat.</p> <p>This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).</p>
Aux Effect:	<p>The Aux Effect stat dictates how effective the weapon will be at causing the effect. The Aux Effect stats for a weapon are A / B:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<p>The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a weapon are A / B / C / D:</p> <ul style="list-style-type: none"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect

Damage Reduction:	<p>The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking.</p> <p>The Damage Reduction % stats for weapons are A / B / C / D / E :</p> <ul style="list-style-type: none">• A is Physical Damage• B is Magical Damage• C is Fire Damage• D is Lightning Damage• E is Dark Damage
Stability:	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

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