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	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	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:	The Damage stat dictates how much damage the weapon does. The Damage stats for a weapon are A / B / C / D / E: - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage Each weapon has one or more physical damage types: - Striking - Slashing - Thrusting Certain enemies are weak or strong against different types of damage types.
Casting Speed:	The speed at which this catalyst will cast a spell.
Counter Strength:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the weapon to break the poise of an enemy.
Durability:	The durability of the weapon. If durability hits zero, the weapon has to be repaired at a blacksmith.

Weight:	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.
Stats Needed:	The Stats Needed determines how high various Stats must be in order to wield the weapon effectively. The stats required are A / B / C / D: • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required 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. 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 x 1.5 = 28.5)
Stat Bonuses:	The Stat Bonuses rating indicates the level of bonus damage you do with the weapon, based on the associated Stat. This rating can be S, A, B, C, D, or E (in order from most to least bonus for the associated skill).
Aux Effect:	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: • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	The Aux Effect Reduction % of the weapon. It dictates how much effect the weapon mitigates while blocking. The Aux Effect Reduction % stats for a weapon are A / B / C / D: • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect

Damage Reduction:	The Damage Reduction % of the weapon. It dictates how much damage the weapon mitigates while blocking. The Damage Reduction % stats for weapons are A / B / C / D / E : - A is Physical Damage - B is Magical Damage - C is Fire Damage - D is Lightning Damage - E is Dark Damage
Stability:	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.