Protective Chime

In-Game Description

*Sacred chime commonly used
by clerics of Lindelt.
A catalyst for miracles and hexes.*

*A sacred chime serves to conduct the
power of miracles, but in the past, something
entirely different served the same purpose.*

Availability

Iron Keep treasure. Go through Belfry Sol and take the ladder down at the end, pass the corner and open the illusory wall on your right.

General Information

Image	Damage	Aux Effects	Counter Strength	Poise Damage	Casting Speed	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
	0/0/0/110/110 (Spell/Strike)	0/0	100	5	140	-/-/-/25 -/-/-/-/C/C	25/20/20/30/20	5/5/5/5	5	30	1.0

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Material Cost	Souls Cost
Protective Chime +0	0/0/0/110/110	-/-/-/-/C/C	N/A	N/A
Protective Chime +1	0/0/0/121/121	-/-/-/-/C/C	1x Titanite Shard	500
Protective Chime +2	0/0/0/132/132	-/-/-/-/C/C	2x Titanite Shard	630
Protective Chime +3	0/0/0/143/143	-/-/-/-/C/C	3x Titanite Shard	750
Protective Chime +4	0/0/0/154/154	-/-/-/-/C/C	1x Large Titanite Shard	1000
Protective Chime +5	0/0/0/165/165	-/-/-/-/C/C	2x Large Titanite Shard	1130
Protective Chime +6	0/0/0/176/176	-/-/-/-/C/C	3x Large Titanite Shard	1250
Protective Chime +7	0/0/0/187/187	-/-/-/-/C/C	1x Titanite Chunk	1500
Protective Chime +8	0/0/0/198/198	-/-/-/-/C/C	2x Titanite Chunk	1630
Protective Chime +9	0/0/0/209/209	-/-/-/-/C/C	3x Titanite Chunk	1750
Protective Chime +10	0/0/0/220/220	-/-/-/-/B/C	1x Titanite Slab	2000

Lightning

Lightning infusion.
Requires

- Boltstone
- 2,000 souls

Name	Damage	Stat Bonuses
Lightning Protective Chime +0	0/0/0/126/93/0/0	-/-/-/-/C/C
Lightning Protective Chime +1	0/0/0/139/102/0/0	-/-/-/-/C/C
Lightning Protective Chime +2	0/0/0/151/112/0/0	-/-/-/-/C/C
Lightning Protective Chime +3	0/0/0/164/121/0/0	-/-/-/-/C/C
Lightning Protective Chime +4	0/0/0/177/130/0/0	-/-/-/-/C/C
Lightning Protective Chime +5	0/0/0/189/140/0/0	-/-/-/-/C/C
Lightning Protective Chime +6	0/0/0/202/149/0/0	-/-/-/-/C/C
Lightning Protective Chime +7	0/0/0/215/158/0/0	-/-/-/-/C/C

Lightning Protective Chime +8	0/0/0/227/168/0/0	-/-/-/-/C/C
Lightning Protective Chime +9	0/0/0/240/177/0/0	-/-/-/-/C/C
Lightning Protective Chime +10	0/0/0/253/186/0/0	-/-/-/-/B/C

Dark

Dark infusion.
Requires

- Darknight Stone
- 2,000 souls

Name	Damage	Stat Bonuses
Dark Protective Chime +0	0/0/0/93/126/0/0	-/-/-/-/C/C
Dark Protective Chime +1	0/0/0/102/139/0/0	-/-/-/-/C/C
Dark Protective Chime +2	0/0/0/112/151/0/0	-/-/-/-/C/C
Dark Protective Chime +3	0/0/0/121/164/0/0	-/-/-/-/C/C
Dark Protective Chime +4	0/0/0/130/177/0/0	-/-/-/-/C/C
Dark Protective Chime +5	0/0/0/140/189/0/0	-/-/-/-/C/C
Dark Protective Chime +6	0/0/0/149/202/0/0	-/-/-/-/C/C
Dark Protective Chime +7	0/0/0/158/215/0/0	-/-/-/-/C/C
Dark Protective Chime +8	0/0/0/168/227/0/0	-/-/-/-/C/C
Dark Protective Chime +9	0/0/0/177/240/0/0	-/-/-/-/C/C
Dark Protective Chime +10	0/0/0/186/253/0/0	-/-/-/-/B/C

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.