

# Cleric

## Description



From the beginning of the game, Clerics can use

Miracles to heal thanks to their high starting Faith stat and equipped Talisman. The Cleric can be a good character for players who find themselves running out of Estus to heal up between battles, as the Heal miracle is stronger than Estus and another copy is available upon reaching Firelink Shrine.

Low starting Dexterity does limit weapon choice for Clerics, but they can use weapons such as Maces and Hammers to get around this or simply put a few levels into Dexterity. Their other stats are fairly average, so they can have plenty of freedom in weapon selection after a few levels. The Cleric starts as a member of the Way of White covenant.

- Member of Way of White: higher chance of co-op and lower chance of invasions

- Light armor enables the player to fast roll
- High faith

## Starting Equipment

- Mace
- East-West Shield
- Canvas Talisman
- Holy Robe
- Traveling Gloves
- Holy Trousers

## Starting Spells

- Heal

## Starting Stats

Level	<u>Vitality</u>	<u>Attunement</u>	<u>Endurance</u>	<u>Strength</u>	<u>Dexterity</u>	<u>Resistance</u>	<u>Intelligence</u>	<u>Faith</u>	<u>Humanity</u>
2	11	11	9	12	8	11	8	14	0

Cleric max level is 710.

## Tips

- Since casting the Heal miracle is fairly slow, aim to use it outside battle, while using Estus Flask during battle.
- There are only a few offensive miracles in the game. Early levels should be focused on either increasing melee capabilities, expand into Sorceries or Pyromancies, or join the Warrior of Sunlight Covenant for some powerful offensive miracles. Joining the covenant, even temporarily, is beneficial to get access to the earliest available offensive Miracles

Lightning Spear and Great Lightning Spear. Please note that joining this covenant requires 25 Faith, although it can be lowered by 5 for each area boss cleared while helping other players in Online co-op as a white phantom. For example, defeating 4 bosses as a white phantom lowers the requirement by  $4 \times 5$ , so only 5 Faith will be required to join.

- Once the Divine Ember is obtained after defeating the Moonlight Butterfly, almost any +5 weapons can be ascended by Andre into the divine upgrade path that scales with the Faith stat.

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