

# Emit Force

## In-Game Description

*Outland miracle, foreign to the Way of White.*  
*Emit shockwave.*

*Considered an alternate branching of Force.*  
*Emits an expanding shockwave orb.*

## Availability

- Given by Siegmeyer of Catarina when meeting him in Firelink Shrine after talking with him in Sen's Fortress and Anor Londo and answering yes to the question of whether the player has opened the gates to Sen's Fortress.

## General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/2.4/0/0	1	60 seconds	0 frames	30 Faith	1 Attunement Slot	Siegmeyer of Catarina	-

- Has a 2.4 MagAdjust modifier for magic damage, incremented by 0.1 for every Miracle Synergy level.
- Range for the spell is minimal, but it is slightly longer than any weapon can reach.
- Fires an orb of force that creates a shockwave on impact that causes damage, and can knock down or stun enemies.
- The shockwave deflects projectiles such as arrows, Crystal Soul Spears, and firebombs.

# Key

<b>MagAdj Modifier:</b>	<p>The Magic Adjustment Modifier stat dictates how much damage the spell does. The Damage stats for a weapon are W / X / Y / Z:</p> <ul style="list-style-type: none"><li>• W is Physical Damage</li><li>• X is Magical Damage</li><li>• Y is Fire Damage</li><li>• Z is Lightning Damage</li></ul> <p>Certain enemies are weak or strong against different damage types.</p>
<b>Uses:</b>	<p>The number of times a spell can be used before having to refill it by sitting at a bonfire. Having found and attuned multiple of the same spell will multiply the number of times it can be used. Some spells will reduce the counter by more than 1 with each cast.</p>
<b>Duration:</b>	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
<b>Slot Cost:</b>	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
<b>Stats Needed:</b>	<p>The Stats Needed determines how high various Stats must be in order to cast a spell. One also needs to be able to wield the catalyst used. Pyromancies do not require any stats, Sorceries require a minimum Intelligence, Miracles require a minimum Faith.</p>
<b>Dex Reduction:</b>	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
<b>NPC Trainer, Training Cost:</b>	<p>The NPC who can teach the player the spell for the Training Cost.</p>