

Force

In-Game Description

*Common miracle among cleric knights.
Create shockwave.*

This quickly-acting miracle inflicts no damage, but propels foes back and defends against arrows. Cleric knights use this miracle when charging into enemy mobs.

Availability

- Sold by Petrus of Thorolund in Firelink Shrine.
- Sold by Rhea of Thorolund in Undead Parish.

General Information

MagAdj Modifier	Uses	Duration	Dex Reduction	Stats Needed	Slot Cost	NPC Trainer	Training Cost
0/0/0/0	21	-	0 frames	12 Faith	1 Attunement Slot	Petrus of Thorolund Rhea of Thorolund	4,000 Petrus 1,000 Rhea

- Creates a non-damaging shockwave that can stun or knock down enemies.
- Range is increased by Miracle Synergy level.
- The shockwave also deflects projectiles such as arrows, Crystal Soul Spears, and firebombs.
- Will not push back larger enemies such as the Capra Demon.

Key

MagAdj Modifier:	<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">• W is Physical Damage• X is Magical Damage• Y is Fire Damage• Z is Lightning Damage <p>Certain enemies are weak or strong against different damage types.</p>
Uses:	<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>
Duration:	<p>The duration casted buffs, lingering or the player following attacks last. Can be extended with the Lingering Dragoncrest Ring.</p>
Slot Cost:	<p>The number of attunement slots necessary to attune one instance of a spell.</p>
Stats Needed:	<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>
Dex Reduction:	<p>The number of frames by which the startup of a spell is shortened at 45 dexterity, see Casting Speed.</p>
NPC Trainer, Training Cost:	<p>The NPC who can teach the player the spell for the Training Cost.</p>