

# Faith

## Stat Goals

- Vigor: 60
- Strength: 27
- Dexterity: 24
- Faith: 80
- Arcane: 15
- Affinities:
  - Flame Art

## Recommended Weapons

Coded Sword

Inseparable Sword

Blasphemous Blade

Golden Order Greatsword

Sacred Relic Sword

Godslayer's Greatsword

Magma Blade

Magma Wyrn's Scalesword

Envoy's Horn

Marika's Hammer

Envoy's Long Horn

Inquisitor's Girandole

Siluria's Tree

Vyke's War Spear

Halo Scythe

Winged Scythe

Cipher Pata

Godslayer's Seal

## Recommended Ash of War

Black Flame Tornado

Prayerful Strike

Golden Land

Prelate's Charge

## Recommended Spells

Golden Vow

Erdtree Heal

Blessing of the Erdtree

Lightning Spear

Honed Bolt

Ancient Dragons' Lightning Strike

Fortissax's Lightning Spear

Catch Flame

Flame, Fall Upon Them  
Flame, Grant Me Strength  
Bestial Sling  
The Flame of Frenzy  
Unendurable Frenzy

Burn, O Flame!  
Black Flame Ritual  
Pest Threads  
Frenzied Burst  
Ekzykes's Decay

## Pros

- Strongest Buffs
- Access to Spells

## Cons

- Many Enemies Resist Holy Damage

## Description

Faith builds specialize in powerful buffs and healing for themselves and allies, but still have potent Incantations in their arsenal. The Flame Art Affinity is recommended over Sacred, because many enemies resist Holy damage, especially in the later parts of the game, making Sacred weapons highly situational.

For offensive spells, Lightning Spear boasts a favorable FP-to-damage ratio, while Honed Bolt deals high damage per second with strong tracking. The Flame of Frenzy is great for staggering enemies, but only Tarnished enemies are vulnerable to the Madness ailment, so keep that in mind. Against larger enemies and bosses, Pest Threads and Ancient Dragons' Lightning Strike deal incredible damage. Don't forget to use buffs, since Faith builds have access to some of the strongest options in the game, with the best two being Golden Vow and Flame, Grant Me Strength.

At close range, Catch Flame is a great choice due to its fast cast speed, low cost, and excellent damage. On the other hand, Frenzied Burst is one of the longest-ranged spells in the game - when fully charged, it can hit hard without even getting close.

When starting out, try the Winged Scythe found in the Tombsward Ruins - it deals high damage early on and has innate Blood Loss, which will help with bosses. Unfortunately, a lot of the best weapons and spells for Faith are found later in the game, so the early game can be difficult.

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