

# Benhart's Parma



## In-Game Description

*Small shield of Benhart of Jugo.*

*This parma, emblazoned with a family crest of some sort, has clearly been around for several generations, but has no special value.*

## Availability

- Gift from Benhart of Jugo. Complete his questline and he will reward you with it.
- Sold by Merchant Hag Melentia for 5,000 souls after killing Benhart of Jugo.

## General Information

Name	Damag e	Aux Effects	Counte r Streng th	Poise Damag e	Stats Neede d Stat Bonuse s	Damag e Reduct ion	Aux Effects Reduct ion	Stabilit y	Durabil ity	Weight
	52/0/0/ 0/0  (Parry/S trike)	0/0	100	10	7/0/0/0  D/C/-/-/- /-	80/50/4 0/50/50	50/50/5 0/50	40	60	2

## Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Aux Effects Reduction	Damage Reduction	Stability	Materials Cost	Souls Cost
Benhart's Parma +0	52/0/0/0/0	0/0	D/C/-/-/-	50/50/50/50	80/50/40/50/50	40	-	-
Benhart's Parma +1	57/0/0/0/0	0/0	D/C/-/-/-	51.2/51.2/51.2/51.2	80.5/51.2/41.5/51.2/51.2	40	1x Titanite Shard	300
Benhart's Parma +2	62/0/0/0/0	0/0	D/C/-/-/-	52.5/52.5/52.5/52.5	81/52.2/43/52.5/52.5	41	2x Titanite Shard	380
Benhart's Parma +3	67/0/0/0/0	0/0	D/C/-/-/-	53.7/53.7/53.7/53.7	81.5/53.7/43.5/53.7/53.7	42	3x Titanite Shard	450
Benhart's Parma +4	73/0/0/0/0	0/0	D/C/-/-/-	55/55/55/55	82/55/46/55/55	43	1x Large Titanite Shard	600
Benhart's Parma +5	78/0/0/0/0	0/0	D/C/-/-/-	56.2/56.2/56.2/56.2	82.5/56.2/47.5/56.2/56.2	44	2x Large Titanite Shard	670
Benhart's Parma +6	83/0/0/0/0	0/0	D/C/-/-/-	57.5/57.5/57.5/57.5	83/57.5/49/57.5/57.5	44	3x Large Titanite Shard	750
Benhart's Parma +7	89/0/0/0/0	0/0	D/C/-/-/-	58.7/58.7/58.7/58.7	83.5/58.7/50.5/58.7/58.7	45	1x Titanite Chunk	900
Benhart's Parma +8	94/0/0/0/0	0/0	D/C/-/-/-	60/60/60/60	84/60/52/60/60	46	2x Titanite Chunk	970
Benhart's Parma +9	99/0/0/0/0	0/0	D/C/-/-/-	61.2/61.2/61.2/61.2	84.5/61.2/53.5/61.2/61.2	47	3x Titanite Chunk	1,050
Benhart's Parma +10	105/0/0/0/0	0/0	D/C/-/-/-	62.5/62.5/62.5/62.5	86/62.5/55/62.5/62.5	48	1x Titanite Slab	1,190

# Infusions

## Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.

Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Benhart's Parma +0	32/40/0/0/0	0/0	E/D/C/-/-/-	77.7/68.3/37.7/47.7/47.7	47.7/47.7/47.7/47.7
Magic Benhart's Parma +1	36/44/0/0/0	0/0	E/D/C/-/-/-	78.2/69.1/39.2/49/49	49/49/49/49
Magic Benhart's Parma +2	39/48/0/0/0	0/0	E/D/C/-/-/-	78.8/69.9/40.8/50.3/50.3	50.3/50.3/50.3/50.3
Magic Benhart's Parma +3	42/52/0/0/0	0/0	E/D/B/-/-/-	79.3/70.7/42.3/51.6/51.6	51.6/51.6/51.6/51.6
Magic Benhart's Parma +4	46/56/0/0/0	0/0	E/D/B/-/-/-	79.9/71.5/43.9/52.9/52.9	52.9/52.9/52.9/52.9
Magic Benhart's Parma +5	49/60/0/0/0	0/0	E/D/B/-/-/-	80.4/72.2/45.4/54.2/54.2	54.2/54.2/54.2/54.2
Magic Benhart's Parma +6	52/64/0/0/0	0/0	E/D/B/-/-/-	81/73/47/55.5/55.5	55.5/55.5/55.5/55.5
Magic Benhart's Parma +7	56/68/0/0/0	0/0	E/D/B/-/-/-	81.6/73.8/48.6/56.8/56.8	56.8/56.8/56.8/56.8
Magic Benhart's Parma +8	59/72/0/0/0	0/0	E/D/B/-/-/-	82.1/74.6/50.1/58.1/58.1	58.1/58.1/58.1/58.1
Magic Benhart's Parma +9	62/76/0/0/0	0/0	E/D/B/-/-/-	82.7/75.4/51.7/59.4/59.4	59.4/59.4/59.4/59.4
Magic Benhart's Parma +10	66/80/0/0/0	0/0	E/D/B/-/-/-	83.2/76.2/53.2/60.7/60.7	60.7/60.7/60.7/60.7

## Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Benhart's Parma +0	32/0/40/0/0	0/0	E/D/-/C/-/-	77.7/47.7/58.3/47.7/47.7	47.7/47.7/47.7/47.7
Fire Benhart's Parma +1	36/0/44/0/0	0/0	E/D/-/C/-/-	78.2/49/59.3/49/49	49/49/49/49
Fire Benhart's Parma +2	39/0/48/0/0	0/0	E/D/-/C/-/-	78.8/50.3/60.4/50.3/50.3	50.3/50.3/50.3/50.3
Fire Benhart's Parma +3	42/0/52/0/0	0/0	E/D/-/B/-/-	79.3/51.6/61.4/51.6/51.6	51.6/51.6/51.6/51.6
Fire Benhart's Parma +4	46/0/56/0/0	0/0	E/D/-/B/-/-	79.9/52.9/62.5/52.9/52.9	52.9/52.9/52.9/52.9
Fire Benhart's Parma +5	49/0/60/0/0	0/0	E/D/-/B/-/-	80.4/54.2/63.5/54.2/54.2	54.2/54.2/54.2/54.2
Fire Benhart's Parma +6	52/0/64/0/0	0/0	E/D/-/B/-/-	81/55.5/64.5/55.5/55.5	55.5/55.5/55.5/55.5
Fire Benhart's Parma +7	56/0/68/0/0	0/0	E/D/-/B/-/-	81.6/56.8/65.6/56.8/56.8	56.8/56.8/56.8/56.8
Fire Benhart's Parma +8	59/0/72/0/0	0/0	E/D/-/B/-/-	82.1/58.1/66.6/58.1/58.1	58.1/58.1/58.1/58.1
Fire Benhart's Parma +9	62/0/76/0/0	0/0	E/D/-/B/-/-	82.7/59.4/67.7/59.4/59.4	59.4/59.4/59.4/59.4
Fire Benhart's Parma +10	66/0/80/0/0	0/0	E/D/-/B/-/-	83.2/60.7/68.7/60.7/60.7	60.7/60.7/60.7/60.7

## Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Benhart's Parma +0	32/0/0/40/0	0/0	E/D/-/-/C/-	77.7/47.7/37.7/68.3/47.7	47.7/47.7/47.7/47.7
Lightning Benhart's Parma +1	36/0/0/44/0	0/0	E/D/-/-/C/-	78.2/49/39.2/69.1/49	49/49/49/49

Lightning Benhart's Parma +2	39/0/0/48/0	0/0	E/D/-/-/C/-	78.8/50.3/40.8/69.9/50.3	50.3/50.3/50.3/50.3
Lightning Benhart's Parma +3	42/0/0/52/0	0/0	E/D/-/-/B/-	79.3/51.6/42.3/70.7/51.6	51.6/51.6/51.6/51.6
Lightning Benhart's Parma +4	46/0/0/56/0	0/0	E/D/-/-/B/-	79.9/52.9/43.9/71.5/52.9	52.9/52.9/52.9/52.9
Lightning Benhart's Parma +5	49/0/0/60/0	0/0	E/D/-/-/B/-	80.4/54.2/45.4/72.2/54.2	54.2/54.2/54.2/54.2
Lightning Benhart's Parma +6	52/0/0/64/0	0/0	E/D/-/-/B/-	81/55.5/47/73/55.5	55.5/55.5/55.5/55.5
Lightning Benhart's Parma +7	56/0/0/68/0	0/0	E/D/-/-/B/-	81.6/56.8/48.6/73.8/56.8	56.8/56.8/56.8/56.8
Lightning Benhart's Parma +8	59/0/0/72/0	0/0	E/D/-/-/B/-	82.1/58.1/50.1/74.6/58.1	58.1/58.1/58.1/58.1
Lightning Benhart's Parma +9	62/0/0/76/0	0/0	E/D/-/-/B/-	82.7/59.4/51.7/75.4/59.4	59.4/59.4/59.4/59.4
Lightning Benhart's Parma +10	66/0/0/80/0	0/0	E/D/-/-/B/-	83.2/60.7/53.2/76.2/60.7	60.7/60.7/60.7/60.7

# Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
 Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.  
 Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Benhart's Parma +0	32/0/0/0/40	0/0	E/D/-/-/-/C	77.7/47.7/37.7/47.7/68.3	47.7/47.7/47.7/47.7
Dark Benhart's Parma +1	36/0/0/0/44	0/0	E/D/-/-/-/C	78.2/49/39.2/49.1/	49/49/49/49

Dark Benhart's Parma +2	39/0/0/0/48	0/0	E/D/-/-/-/C	78.8/50.3/40.8/50.3/69.9	50.3/50.3/50.3/50.3
Dark Benhart's Parma +3	42/0/0/0/52	0/0	E/D/-/-/-/B	79.3/51.6/42.3/51.6/70.7	51.6/51.6/51.6/51.6
Dark Benhart's Parma +4	46/0/0/0/56	0/0	E/D/-/-/-/B	79.9/52.9/43.9/52.9/71.5	52.9/52.9/52.9/52.9
Dark Benhart's Parma +5	49/0/0/0/60	0/0	E/D/-/-/-/B	80.4/54.2/45.4/54.2/72.2	54.2/54.2/54.2/54.2
Dark Benhart's Parma +6	52/0/0/0/64	0/0	E/D/-/-/-/B	81/55.5/47/55.5/73	55.5/55.5/55.5/55.5
Dark Benhart's Parma +7	56/0/0/0/68	0/0	E/D/-/-/-/B	81.6/56.8/48.6/56.8/73.8	56.8/56.8/56.8/56.8
Dark Benhart's Parma +8	59/0/0/0/72	0/0	E/D/-/-/-/B	82.1/58.1/50.1/58.1/74.6	58.1/58.1/58.1/58.1
Dark Benhart's Parma +9	62/0/0/0/76	0/0	E/D/-/-/-/B	82.7/59.4/51.7/59.4/75.4	59.4/59.4/59.4/59.4
Dark Benhart's Parma +10	66/0/0/0/80	0/0	E/D/-/-/-/B	83.2/60.7/53.2/60.7/76.2	60.7/60.7/60.7/60.7

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Benhart's Parma +0	32/0/0/0/0	8/0	E/D/-/-/-/-	77.7/47.7/37.7/47.7/47.7	68.3/47.7/47.7/47.7
Poison Benhart's Parma +1	36/0/0/0/0	8/0	E/D/-/-/-/-	78.2/49/39.2/49/49	69.1/49/49/49
Poison Benhart's Parma +2	39/0/0/0/0	9/0	E/D/-/-/-/-	78.8/50.3/40.8/50.3/50.3	69.9/50.3/50.3/50.3
Poison Benhart's Parma +3	42/0/0/0/0	10/0	E/D/-/-/-/-	79.3/51.6/42.3/51.6/51.6	70.7/51.6/51.6/51.6
Poison Benhart's Parma +4	46/0/0/0/0	11/0	E/D/-/-/-/-	79.9/52.9/43.9/52.9/52.9	71.5/52.9/52.9/52.9

Poison Benhart's Parma +5	49/0/0/0/0	12/0	E/D/-/-/-	80.4/54.2/45.4/54.2/54.2	72.2/54.2/54.2/54.2
Poison Benhart's Parma +6	52/0/0/0/0	12/0	E/D/-/-/-	81/55.5/47/55.5/55.5	73/55.5/55.5/55.5
Poison Benhart's Parma +7	56/0/0/0/0	13/0	E/D/-/-/-	81.6/56.8/48.6/56.8/56.8	73.8/56.8/56.8/56.8
Poison Benhart's Parma +8	59/0/0/0/0	14/0	E/D/-/-/-	82.1/58.1/50.1/58.1/58.1	74.6/58.1/58.1/58.1
Poison Benhart's Parma +9	62/0/0/0/0	15/0	E/D/-/-/-	82.7/59.4/51.7/59.4/59.4	75.4/59.4/59.4/59.4
Poison Benhart's Parma +10	66/0/0/0/0	16/0	E/D/-/-/-	83.2/60.7/53.2/60.7/60.7	76.2/60.7/60.7/60.7

# Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base bleed damage, bleed damage reduction.  
Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Benhart's Parma +0	32/0/0/0/0	0/8	E/D/-/-/-	77.7/47.7/37.7/47.7/47.7	47.7/68.3/47.7/47.7
Bleed Benhart's Parma +1	36/0/0/0/0	0/8	E/D/-/-/-	78.2/49/39.2/49/49	49/69.1/49/49
Bleed Benhart's Parma +2	39/0/0/0/0	0/9	E/D/-/-/-	78.8/50.3/40.8/50.3/50.3	50.3/69.9/50.3/50.3
Bleed Benhart's Parma +3	42/0/0/0/0	0/10	E/D/-/-/-	79.3/51.6/42.3/51.6/51.6	51.6/70.7/51.6/51.6
Bleed Benhart's Parma +4	46/0/0/0/0	0/11	E/D/-/-/-	79.9/52.9/43.9/52.9/52.9	52.9/71.5/52.9/52.9
Bleed Benhart's Parma +5	49/0/0/0/0	0/12	E/D/-/-/-	80.4/54.2/45.4/54.2/54.2	54.2/72.2/54.2/54.2
Bleed Benhart's Parma +6	52/0/0/0/0	0/12	E/D/-/-/-	81/55.5/47/55.5/55.5	55.5/73/55.5/55.5
Bleed Benhart's Parma +7	56/0/0/0/0	0/13	E/D/-/-/-	81.6/56.8/48.6/56.8/56.8	56.8/73.8/56.8/56.8

Bleed Benhart's Parma +8	59/0/0/0/0	0/14	E/D/-/-/-	82.1/58.1/50.1/58.1/58.1	58.1/74.6/58.1/58.1
Bleed Benhart's Parma +9	62/0/0/0/0	0/15	E/D/-/-/-	82.7/59.4/51.7/59.4/59.4	59.4/75.4/59.4/59.4
Bleed Benhart's Parma +10	66/0/0/0/0	0/16	E/D/-/-/-	83.2/60.7/53.2/60.7/60.7	60.7/76.2/60.7/60.7

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the shield does when used for bashing. The Damage stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<b>Weight:</b>	<p>The weight of the shield. 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.</p>
<b>Stats Needed:</b>	<p>Determines how high various Stats must be in order to wield the shield effectively.</p> <p>The requirement stats for shields are A / B / C / D:</p> <ul style="list-style-type: none"><li>• A is the Strength required</li><li>• B is the Dexterity required</li><li>• C is the Intelligence required</li><li>• D is the Faith required</li></ul> <p>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>



<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the shield will be at causing the effect. The Aux Effect stats for a shield are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a shield are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking.</p> <p>The Damage Reduction % stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Stability:</b>	<p>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.</p>

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