

# Buckler

|  |
|--|
|  |
|  |

## In-Game Description

*A traditional small metal shield.*

*Small shields are very light and easy to use, but have low stability when attacked.*

*The center of a buckler is convex, designed to brush attacks aside, making parrying easier.*

## Availability

Forest of Fallen Giants treasure, before the ladder to Cardinal Tower bonfire.

## General Information

| Name | Damag<br>e                               | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|------|--|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|      | 60/0/0/<br>0/0<br><br>(Parry/S<br>trike) | 0/0            | 100                         | 10                  | 7/13/0/<br>0<br><br>D/-/-/-/<br>/-         | 75/30/6<br>5/50/50          | 50/40/4<br>0/40                 | 30            | 50             | 1.5    |

## Upgrades

|  |
|--|
| FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed |
|--|

# Basic

Standard upgrade path.  
Requires Titanite.

| Name        | Damage      | Stat Bonuses | Aux Effects Reduction | Damage Reduction         | Stability | Materials Cost         | Souls Cost |
|-------------|-------------|--------------|-----------------------|--------------------------|-----------|------------------------|------------|
| Buckler +0  | 60/0/0/0/0  | D/-/-/-/-    | 50/40/40/40           | 75/30/65/50/50           | 30        | -                      | -          |
| Buckler +1  | 66/0/0/0/0  | D/-/-/-/-    | 51.2/41.5/41.5/41.5   | 75.6/31.7/65.8/51.2/51.2 | 30        | 1 Titanite Shard       | 300        |
| Buckler +2  | 72/0/0/0/0  | D/-/-/-/-    | 52.5/43/43/43         | 76.2/33.5/66.7/52.5/52.5 | 31        | 2 Titanite Shard       | 380        |
| Buckler +3  | 78/0/0/0/0  | D/-/-/-/-    | 53.7/44.5/44.5/44.5   | 76.8/35.2/67.6/53.7/53.7 | 32        | 3 Titanite Shard       | 450        |
| Buckler +4  | 84/0/0/0/0  | D/-/-/-/-    | 55/46/46/46           | 77.5/37/68.5/55/55       | 33        | 1 Large Titanite Shard | 600        |
| Buckler +5  | 90/0/0/0/0  | D/-/-/-/-    | 56.2/47.5/47.5/47.5   | 78.1/38.7/69.3/56.2/56.2 | 34        | 2 Large Titanite Shard | 670        |
| Buckler +6  | 96/0/0/0/0  | D/-/-/-/-    | 57.5/49/49/49         | 78.7/40.5/70.2/57.5/57.5 | 34        | 3 Large Titanite Shard | 750        |
| Buckler +7  | 102/0/0/0/0 | D/-/-/-/-    | 58.7/50.5/50.5/50.5   | 79.3/42.2/71.1/58.7/58.7 | 35        | 1 Titanite Chunk       | 900        |
| Buckler +8  | 108/0/0/0/0 | D/-/-/-/-    | 60/52/52/52           | 80/44/72/60/60           | 36        | 2 Titanite Chunk       | 970        |
| Buckler +9  | 114/0/0/0/0 | D/-/-/-/-    | 61.2/53.5/53.5/53.5   | 80.6/45.7/72.8/61.2/61.2 | 37        | 3 Titanite Chunk       | 1,050      |
| Buckler +10 | 120/0/0/0/0 | C/-/-/-/-    | 62.5/55/55/55         | 81.2/47.5/73.7/62.5/62.5 | 38        | 1 Titanite Slab        | 1,190      |

# Infusions

# Magic

Requires Faintstone and 2,000 souls

| Name              | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|-------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Magic Buckler +0  | 37/46/0/0/0 | 0/0         | D/-/C/-/-/-  | 72.7/48.3/62.7/47.7/47.7 | 47.7/37.7/37.7/37.7   |
| Magic Buckler +1  | 41/50/0/0/0 | 0/0         | D/-/C/-/-/-  | 73.3/49.6/63.6/49/49     | 49/39.2/39.2/39.2     |
| Magic Buckler +2  | 45/55/0/0/0 | 0/0         | D/-/C/-/-/-  | 74/50.9/64.5/50.3/50.3   | 50.3/40.8/40.8/40.8   |
| Magic Buckler +3  | 49/60/0/0/0 | 0/0         | D/-/B/-/-/-  | 74.7/52.2/65.5/51.6/51.6 | 51.6/42.3/42.3/42.3   |
| Magic Buckler +4  | 52/64/0/0/0 | 0/0         | D/-/B/-/-/-  | 75.4/53.5/66.4/52.9/52.9 | 52.9/43.9/43.9/43.9   |
| Magic Buckler +5  | 56/69/0/0/0 | 0/0         | D/-/B/-/-/-  | 76.1/54.7/67.3/54.2/54.2 | 54.2/45.4/45.4/45.4   |
| Magic Buckler +6  | 60/73/0/0/0 | 0/0         | D/-/B/-/-/-  | 76.8/56/68.3/55.5/55.5   | 55.5/47/47/47         |
| Magic Buckler +7  | 64/78/0/0/0 | 0/0         | D/-/B/-/-/-  | 77.4/57.3/69.2/56.8/56.8 | 56.8/48.6/48.6/48.6   |
| Magic Buckler +8  | 68/83/0/0/0 | 0/0         | D/-/B/-/-/-  | 78.1/58.6/70.1/58.1/58.1 | 58.1/50.1/50.1/50.1   |
| Magic Buckler +9  | 71/87/0/0/0 | 0/0         | D/-/B/-/-/-  | 78.8/59.9/71/59.4/59.4   | 59.4/51.7/51.7/51.7   |
| Magic Buckler +10 | 75/92/0/0/0 | 0/0         | D/-/B/-/-/-  | 79.5/61.2/72/60.7/60.7   | 60.7/53.2/53.2/53.2   |

# Fire

Requires Firedrake Stone and 2,000 souls

| Name            | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|-----------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Fire Buckler +0 | 37/0/46/0/0 | 0/0         | D/-/-/C/-/-  | 72.7/27.7/83.3/47.7/47.7 | 47.7/37.7/37.7/37.7   |
| Fire Buckler +1 | 41/0/50/0/0 | 0/0         | D/-/-/C/-/-  | 73.3/29.5/83.7/49/49     | 49/39.2/39.2/39.2     |

|                  |             |     |             |                          |                     |
|------------------|-------------|-----|-------------|--------------------------|---------------------|
| Fire Buckler +2  | 45/0/55/0/0 | 0/0 | D/-/-/C/-/- | 74/31.3/84.1/50.3/50.3   | 50.3/40.8/40.8/40.8 |
| Fire Buckler +3  | 49/0/60/0/0 | 0/0 | D/-/-/B/-/- | 74.7/33.1/84.5/51.6/51.6 | 51.6/42.3/42.3/42.3 |
| Fire Buckler +4  | 52/0/64/0/0 | 0/0 | D/-/-/B/-/- | 75.4/34.9/85/52.9/52.9   | 52.9/43.9/43.9/43.9 |
| Fire Buckler +5  | 56/0/69/0/0 | 0/0 | D/-/-/B/-/- | 76.1/36.7/85.4/54.2/54.2 | 54.2/45.4/45.4/45.4 |
| Fire Buckler +6  | 60/0/73/0/0 | 0/0 | D/-/-/B/-/- | 76.8/38.5/85.8/55.5/55.5 | 55.5/47/47/47       |
| Fire Buckler +7  | 64/0/78/0/0 | 0/0 | D/-/-/B/-/- | 77.4/40.3/86.2/56.8/56.8 | 56.8/48.6/48.6/48.6 |
| Fire Buckler +8  | 68/0/83/0/0 | 0/0 | D/-/-/B/-/- | 78.1/42.1/86.6/58.1/58.1 | 58.1/50.1/50.1/50.1 |
| Fire Buckler +9  | 71/0/87/0/0 | 0/0 | D/-/-/B/-/- | 78.8/43.9/87/59.4/59.4   | 59.4/51.7/51.7/51.7 |
| Fire Buckler +10 | 75/0/92/0/0 | 0/0 | D/-/-/B/-/- | 79.5/45.7/87.5/60.7/60.7 | 60.7/53.2/53.2/53.2 |

## Lightning

Requires Boltstone and 2,000 souls

| Name                 | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|----------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Lightning Buckler +0 | 37/0/0/46/0 | 0/0         | D/-/-/-/C/-  | 72.7/27.7/62.7/68.3/47.7 | 47.7/37.7/37.7/37.7   |
| Lightning Buckler +1 | 41/0/0/50/0 | 0/0         | D/-/-/-/C/-  | 73.3/29.5/63.6/69.1/49   | 49/39.2/39.2/39.2     |
| Lightning Buckler +2 | 45/0/0/55/0 | 0/0         | D/-/-/-/C/-  | 74/31.3/64.5/69.9/50.3   | 50.3/40.8/40.8/40.8   |
| Lightning Buckler +3 | 49/0/0/60/0 | 0/0         | D/-/-/-/B/-  | 74.7/33.1/65.5/70.7/51.6 | 51.6/42.3/42.3/42.3   |
| Lightning Buckler +4 | 52/0/0/64/0 | 0/0         | D/-/-/-/B/-  | 75.4/34.9/66.4/71.5/52.9 | 52.9/43.9/43.9/43.9   |
| Lightning Buckler +5 | 56/0/0/69/0 | 0/0         | D/-/-/-/B/-  | 76.1/36.7/67.3/72.2/54.2 | 54.2/45.4/45.4/45.4   |
| Lightning Buckler +6 | 60/0/0/73/0 | 0/0         | D/-/-/-/B/-  | 76.8/38.5/68.3/73/55.5   | 55.5/47/47/47         |
| Lightning Buckler +7 | 64/0/0/78/0 | 0/0         | D/-/-/-/B/-  | 77.4/40.3/69.2/73.8/56.8 | 56.8/48.6/48.6/48.6   |

|                       |             |     |             |                          |                     |
|-----------------------|-------------|-----|-------------|--------------------------|---------------------|
| Lightning Buckler +8  | 68/0/0/83/0 | 0/0 | D/-/-/-/B/- | 78.1/42.1/70.1/74.6/58.1 | 58.1/50.1/50.1/50.1 |
| Lightning Buckler +9  | 71/0/0/87/0 | 0/0 | D/-/-/-/B/- | 78.8/43.9/71/75.4/59.4   | 59.4/51.7/51.7/51.7 |
| Lightning Buckler +10 | 75/0/0/92/0 | 0/0 | D/-/-/-/B/- | 79.5/45.7/72/76.2/60.7   | 60.7/53.2/53.2/53.2 |

## Dark

Requires Darknight Stone and 2,000 souls

| Name             | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Dark Buckler +0  | 37/0/0/0/46 | 0/0         | D/-/-/-/-/C  | 72.7/27.7/62.7/47.7/68.3 | 47.7/37.7/37.7/37.7   |
| Dark Buckler +1  | 41/0/0/0/50 | 0/0         | D/-/-/-/-/C  | 73.3/29.5/63.6/49/69.1   | 49/39.2/39.2/39.2     |
| Dark Buckler +2  | 45/0/0/0/55 | 0/0         | D/-/-/-/-/C  | 74/31.3/64.5/50.3/69.9   | 50.3/40.8/40.8/40.8   |
| Dark Buckler +3  | 49/0/0/0/60 | 0/0         | D/-/-/-/-/B  | 74.7/33.1/65.5/51.6/70.7 | 51.6/42.3/42.3/42.3   |
| Dark Buckler +4  | 52/0/0/0/64 | 0/0         | D/-/-/-/-/B  | 75.4/34.9/66.4/52.9/71.5 | 52.9/43.9/43.9/43.9   |
| Dark Buckler +5  | 56/0/0/0/69 | 0/0         | D/-/-/-/-/B  | 76.1/36.7/67.3/54.2/72.2 | 54.2/45.4/45.4/45.4   |
| Dark Buckler +6  | 60/0/0/0/73 | 0/0         | D/-/-/-/-/B  | 76.8/38.5/68.3/55.5/73   | 55.5/47/47/47         |
| Dark Buckler +7  | 64/0/0/0/78 | 0/0         | D/-/-/-/-/B  | 77.4/40.3/69.2/56.8/73.8 | 56.8/48.6/48.6/48.6   |
| Dark Buckler +8  | 68/0/0/0/83 | 0/0         | D/-/-/-/-/B  | 78.1/42.1/70.1/58.1/74.6 | 58.1/50.1/50.1/50.1   |
| Dark Buckler +9  | 71/0/0/0/87 | 0/0         | D/-/-/-/-/B  | 78.8/43.9/71/59.4/75.4   | 59.4/51.7/51.7/51.7   |
| Dark Buckler +10 | 75/0/0/0/92 | 0/0         | D/-/-/-/-/B  | 79.5/45.7/72/60.7/76.2   | 60.7/53.2/53.2/53.2   |

## Poison

Requires Poison Stone and 2,000 souls

| Name               | Damage     | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|--------------------|------------|-------------|--------------|--------------------------|-----------------------|
| Poison Buckler +0  | 37/0/0/0/0 | 9/0         | D/-/-/-/-    | 72.7/27.7/62.7/47.7/47.7 | 68.3/37.7/37.7/37.7   |
| Poison Buckler +1  | 41/0/0/0/0 | 10/0        | D/-/-/-/-    | 73.3/29.5/63.6/49/49     | 69.1/39.2/39.2/39.2   |
| Poison Buckler +2  | 45/0/0/0/0 | 11/0        | D/-/-/-/-    | 74/31.3/64.5/50.3/50.3   | 69.9/40.8/40.8/40.8   |
| Poison Buckler +3  | 49/0/0/0/0 | 12/0        | D/-/-/-/-    | 74.7/33.1/65.5/51.6/51.6 | 70.7/42.3/42.3/42.3   |
| Poison Buckler +4  | 52/0/0/0/0 | 12/0        | D/-/-/-/-    | 75.4/34.9/66.4/52.9/52.9 | 71.5/43.9/43.9/43.9   |
| Poison Buckler +5  | 56/0/0/0/0 | 13/0        | D/-/-/-/-    | 76.1/36.7/67.3/54.2/54.2 | 72.2/45.4/45.4/45.4   |
| Poison Buckler +6  | 60/0/0/0/0 | 14/0        | D/-/-/-/-    | 76.8/38.5/68.3/55.5/55.5 | 73/47/47/47           |
| Poison Buckler +7  | 64/0/0/0/0 | 15/0        | D/-/-/-/-    | 77.4/40.3/69.2/56.8/56.8 | 73.8/48.6/48.6/48.6   |
| Poison Buckler +8  | 68/0/0/0/0 | 16/0        | D/-/-/-/-    | 78.1/42.1/70.1/58.1/58.1 | 74.6/50.1/50.1/50.1   |
| Poison Buckler +9  | 71/0/0/0/0 | 17/0        | D/-/-/-/-    | 78.8/43.9/71/59.4/59.4   | 75.4/51.7/51.7/51.7   |
| Poison Buckler +10 | 75/0/0/0/0 | 18/0        | D/-/-/-/-    | 79.5/45.7/72/60.7/60.7   | 76.2/53.2/53.2/53.2   |

## Bleed

Requires Bleed Stoneand 2,000 souls

| Name             | Damage     | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|------------------|------------|-------------|--------------|--------------------------|-----------------------|
| Bleed Buckler +0 | 37/0/0/0/0 | 0/ 9        | D/-/-/-/-    | 72.7/27.7/62.7/47.7/47.7 | 47.7/58.3/37.7/37.7   |
| Bleed Buckler +1 | 41/0/0/0/0 | 0/10        | D/-/-/-/-    | 73.3/29.5/63.6/49/49     | 69.1/49/39.2/39.2     |
| Bleed Buckler +2 | 45/0/0/0/0 | 0/11        | D/-/-/-/-    | 74/31.3/64.5/50.3/50.3   | 50.3/60.4/40.8/40.8   |
| Bleed Buckler +3 | 49/0/0/0/0 | 0/12        | D/-/-/-/-    | 74.7/33.1/65.5/51.6/51.6 | 51.6/61.4/42.3/42.3   |
| Bleed Buckler +4 | 52/0/0/0/0 | 0/12        | D/-/-/-/-    | 75.4/34.9/66.4/52.9/52.9 | 52.9/62.5/43.9/43.9   |

|                   |            |      |           |                          |                     |
|-------------------|------------|------|-----------|--------------------------|---------------------|
| Bleed Buckler +5  | 56/0/0/0/0 | 0/13 | D/-/-/-/- | 76.1/36.7/67.3/54.2/54.2 | 54.2/63.5/45.4/45.4 |
| Bleed Buckler +6  | 60/0/0/0/0 | 0/14 | D/-/-/-/- | 76.8/38.5/68.3/55.5/55.5 | 55.5/64.5/47/47     |
| Bleed Buckler +7  | 64/0/0/0/0 | 0/15 | D/-/-/-/- | 77.4/40.3/69.2/56.8/56.8 | 56.8/65.6/48.6/48.6 |
| Bleed Buckler +8  | 68/0/0/0/0 | 0/16 | D/-/-/-/- | 78.1/42.1/70.1/58.1/58.1 | 58.1/66.6/50.1/50.1 |
| Bleed Buckler +9  | 71/0/0/0/0 | 0/17 | D/-/-/-/- | 78.8/43.9/71/59.4/59.4   | 59.4/67.7/51.7/51.7 |
| Bleed Buckler +10 | 75/0/0/0/0 | 0/18 | D/-/-/-/- | 79.5/45.7/72/60.7/60.7   | 60.7/68.7/53.2/53.2 |

# 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>   |

Revision #1

Created 17 December 2024 08:03:21 by jade

Updated 17 December 2024 08:03:21 by jade