

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 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
	60/0/0/ 0/0 (Parry/S trike)	0/0	100	10	7/13/0/ 0 D/-/-/-/ /-	75/30/6 5/50/50	50/40/4 0/40	30	50	1.5

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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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

Damage:	<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"> A is Physical Damage B is Magical Damage C is Fire Damage D is Lightning Damage E is Dark Damage <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
Counter Strength:	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
Poise Damage:	<p>The ability of the shield to break the poise of an enemy.</p>
Durability:	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
Weight:	<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>

Stats Needed:	<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"> • A is the Strength required • B is the Dexterity required • C is the Intelligence required • D is the Faith required <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>
Aux Effect:	<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"> • A is Poison Effect • B is Bleed Effect
Aux Effect Reduction:	<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"> • A is Poison Effect • B is Bleed Effect • C is Petrify Effect • D is Curse Effect
Damage Reduction:	<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"> • A is Physical Damage • B is Magical Damage • C is Fire Damage • D is Lightning Damage • E is Dark Damage
Stability:	<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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