

Cleric's Parma

In-Game Description

*A parma used by clerics on pilgrimage.
Enchanted with a somewhat fragile blessing that
allows spells to be deflected by parrying.*

Unfortunately, the shield provides very little physical defense, and is more of a lucky charm than a proper shield.

Availability

Scholar of the First Sin:

- Cathedral of Blue treasure. In a metal chest right next to Blue Sentinel Targray.

Dark Souls 2 & Scholar of the First Sin:

- Invader Peculiar Kindalur drop - very rare.
- Dark Priestess drop - very rare.

General Information

Name	Damage	Aux Effects	Counter Strength	Poise Damage	Stats Needed Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Durability	Weight
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	47/0/0/0/0 (Spell Parry/Strike)	0/0	100	10	7/7/0/0 -/E/-/-/-/-	50/70/75/75/65	30/30/30/30	20	50	1.5
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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	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls
Cleric's Parma +0	47/0/0/0/0	0/0	-/E/-/-/-/-	50.0/70.0/75.0/75.0/65.0	30.0/30.0/30.0/30.0	20	-	-
Cleric's Parma +1	51/0/0/0/0	0/0	-/E/-/-/-/-	51.2/70.7/75.6/75.6/65.8	31.7/31.7/31.7/31.7	20	1x Titanite Shard	350
Cleric's Parma +2	56/0/0/0/0	0/0	-/E/-/-/-/-	52.5/71.5/76.2/76.2/66.7	33.5/33.5/33.5/33.5	21	2x Titanite Shard	440
Cleric's Parma +3	61/0/0/0/0	0/0	-/E/-/-/-/-	53.7/72.2/76.8/76.8/67.6	35.2/35.2/35.2/35.2	22	3x Titanite Shard	530
Cleric's Parma +4	66/0/0/0/0	0/0	-/E/-/-/-/-	55.0/73.0/77.5/77.5/68.5	37.0/37.0/37.0/37.0	23	1x Large Titanite Shard	700
Cleric's Parma +5	71/0/0/0/0	0/0	-/E/-/-/-/-	56.2/73.7/78.1/78.1/69.3	38.7/38.7/38.7/38.7	24	2x Large Titanite Shard	790
Cleric's Parma +6	75/0/0/0/0	0/0	-/E/-/-/-/-	57.5/74.5/78.7/78.7/70.2	40.5/40.5/40.5/40.5	24	3x Large Titanite Shard	880

Cleric's Parma +7	80/0/0/0/0	0/0	-/E/-/-/-/-	58.7/75.2/ 79.3/79.3/ 71.1	42.2/42.2/ 42.2/42.2	25	1x Titanite Chunk	1,050
Cleric's Parma +8	85/0/0/0/0	0/0	-/E/-/-/-/-	60.0/76.0/ 80.0/80.0/ 72.0	44.0/44.0/ 44.0/44.0	26	2x Titanite Chunk	1,140
Cleric's Parma +9	90/0/0/0/0	0/0	-/E/-/-/-/-	61.2/76.7/ 80.6/80.6/ 72.8	45.7/45.7/ 45.7/45.7	27	3x Titanite Chunk	1,230
Cleric's Parma +10	95/0/0/0/0	0/0	-/E/-/-/-/-	62.5/77.5/ 81.2/81.2/ 73.7	47.5/47.5/ 47.5/47.5	28	1x Titanite Slab	1,400

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 Cleric's Parma +0	29/36/0/0/0	0/0	-/E/C/-/-/-	47.7/88.3/72.7/7 2.7/62.7	27.7/27.7/27.7/2 7.7
Magic Cleric's Parma +1	32/39/0/0/0	0/0	-/E/C/-/-/-	49.0/88.6/73.3/7 3.3/63.6	29.5/29.5/29.5/2 9.5
Magic Cleric's Parma +2	35/43/0/0/0	0/0	-/E/C/-/-/-	50.3/88.9/74.0/7 4.0/64.5	31.3/31.3/31.3/3 1.3
Magic Cleric's Parma +3	38/47/0/0/0	0/0	-/E/B/-/-/-	51.6/89.2/74.7/7 4.7/65.5	33.1/33.1/33.1/3 3.1
Magic Cleric's Parma +4	41/50/0/0/0	0/0	-/E/B/-/-/-	52.9/89.5/75.4/7 5.4/66.4	34.9/34.9/34.9/3 4.9
Magic Cleric's Parma +5	44/54/0/0/0	0/0	-/E/B/-/-/-	54.2/89.7/76.1/7 6.1/67.3	36.7/36.7/36.7/3 6.7
Magic Cleric's Parma +6	47/58/0/0/0	0/0	-/E/B/-/-/-	55.5/90.0/76.8/7 6.8/68.3	38.5/38.5/38.5/3 8.5

Magic Cleric's Parma +7	50/62/0/0/0	0/0	-/E/B/-/-	56.8/90.3/77.4/77.4/69.2	40.3/40.3/40.3/40.3
Magic Cleric's Parma +8	53/65/0/0/0	0/0	-/E/B/-/-	58.1/90.6/78.1/78.1/70.1	42.1/42.1/42.1/42.1
Magic Cleric's Parma +9	56/69/0/0/0	0/0	-/E/B/-/-	59.4/90.9/78.8/78.8/71.0	43.9/43.9/43.9/43.9
Magic Cleric's Parma +10	59/73/0/0/0	0/0	-/E/B/-/-	60.7/91.2/79.5/79.5/72.0	45.7/45.7/45.7/45.7

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 Cleric's Parma +0	29/0/36/0/0	0/0	-/E/-/C/-/-	47.7/67.7/93.3/72.7/62.7	27.7/27.7/27.7/27.7
Fire Cleric's Parma +1	32/0/39/0/0	0/0	-/E/-/C/-/-	49.0/68.5/93.5/73.3/63.6	29.5/29.5/29.5/29.5
Fire Cleric's Parma +2	35/0/43/0/0	0/0	-/E/-/C/-/-	50.3/69.3/93.6/74.0/64.5	31.3/31.3/31.3/31.3
Fire Cleric's Parma +3	38/0/47/0/0	0/0	-/E/-/B/-/-	51.6/70.1/93.8/74.7/65.5	33.1/33.1/33.1/33.1
Fire Cleric's Parma +4	41/0/50/0/0	0/0	-/E/-/B/-/-	52.9/70.9/94.0/75.4/66.4	34.9/34.9/34.9/34.9
Fire Cleric's Parma +5	44/0/54/0/0	0/0	-/E/-/B/-/-	54.2/71.7/94.1/76.1/67.3	36.7/36.7/36.7/36.7
Fire Cleric's Parma +6	47/0/58/0/0	0/0	-/E/-/B/-/-	55.5/72.5/94.3/76.8/68.3	38.5/38.5/38.5/38.5
Fire Cleric's Parma +7	50/0/62/0/0	0/0	-/E/-/B/-/-	56.8/73.3/94.5/77.4/69.2	40.3/40.3/40.3/40.3
Fire Cleric's Parma +8	53/0/65/0/0	0/0	-/E/-/B/-/-	58.1/74.1/94.6/78.1/70.1	42.1/42.1/42.1/42.1
Fire Cleric's Parma +9	56/0/69/0/0	0/0	-/E/-/B/-/-	59.4/74.9/94.8/78.8/71.0	43.9/43.9/43.9/43.9

Fire Cleric's Parma +10	59/0/73/0/0	0/0	-/E/-/B/-/-	60.7/75.7/95.0/7 9.5/72.0	45.7/45.7/45.7/4 5.7
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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 Cleric's Parma +0	29/0/0/36/0	0/0	-/E/-/-/C/-	47.7/67.7/93.372 .7/62.7	27.7/27.7/27.7/2 7.7
Lightning Cleric's Parma +1	32/0/0/39/0	0/0	-/E/-/-/C/-	49.0/68.5/93.5/7 3.3/63.6	29.5/29.5/29.5/2 9.5
Lightning Cleric's Parma +2	35/0/0/43/0	0/0	-/E/-/-/C/-	50.3/69.3/74.0/9 3.6/64.5	31.3/31.3/31.3/3 1.3
Lightning Cleric's Parma +3	38/0/0/47/0	0/0	-/E/-/-/B/-	51.6/70.1/74.4/9 3.8/65.5	33.1/33.1/33.1/3 3.1
Lightning Cleric's Parma +4	41/0/0/50/0	0/0	-/E/-/-/B/-	52.9/70.9/75.4/9 4.0/66.4	34.9/34.9/34.9/3 4.9
Lightning Cleric's Parma +5	44/0/0/54/0	0/0	-/E/-/-/B/-	54.2/71.7/76.1/9 4.1/67.3	36.7/36.7/36.7/3 6.7
Lightning Cleric's Parma +6	47/0/0/58/0	0/0	-/E/-/-/B/-	55.5/72.5/76.8/9 4.3/68.3	38.5/38.5/38.5/3 8.5
Lightning Cleric's Parma +7	50/0/0/62/0	0/0	-/E/-/-/B/-	56.8/73.3/77.4/9 4.5/69.2	40.3/40.3/40.3/4 0.3
Lightning Cleric's Parma +8	53/0/0/65/0	0/0	-/E/-/-/B/-	58.1/74.1/78.1/9 4.6/70.1	42.1/42.1/42.1/4 2.1
Lightning Cleric's Parma +9	56/0/0/69/0	0/0	-/E/-/-/B/-	59.4/74.9/78.8/9 4.8/71.0	43.9/43.9/43.9/4 3.9
Lightning Cleric's Parma +10	59/0/0/73/0	0/0	-/E/-/-/B/-	60.7/75.7/79.5/9 5.0/72.0	45.7/45.7/45.7/4 5.7

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 Cleric's Parma +0	29/0/0/0/36	0/0	-/E/-/-/C	47.7/67.7/72.7/72.7/83.3	27.7/27.7/27.7/27.7
Dark Cleric's Parma +1	32/0/0/0/39	0/0	-/E/-/-/C	49.0/68.5/73.3/73.3/83.7	29.5/29.5/29.5/29.5
Dark Cleric's Parma +2	35/0/0/0/43	0/0	-/E/-/-/C	50.3/69.3/74.0/74.0/84.1	31.3/31.3/31.3/31.3
Dark Cleric's Parma +3	38/0/0/0/47	0/0	-/E/-/-/B	51.6/70.1/74.4/74.4/84.5	33.1/33.1/33.1/33.1
Dark Cleric's Parma +4	41/0/0/0/50	0/0	-/E/-/-/B	52.9/70.9/75.4/75.4/85.0	34.9/34.9/34.9/34.9
Dark Cleric's Parma +5	44/0/0/0/54	0/0	-/E/-/-/B	54.2/71.7/76.1/76.1/85.4	36.7/36.7/36.7/36.7
Dark Cleric's Parma +6	47/0/0/0/58	0/0	-/E/-/-/B	55.5/72.5/76.8/76.8/85.8	38.5/38.5/38.5/38.5
Dark Cleric's Parma +7	50/0/0/0/62	0/0	-/E/-/-/B	56.8/73.3/77.4/77.4/86.2	40.3/40.3/40.3/40.3
Dark Cleric's Parma +8	53/0/0/0/65	0/0	-/E/-/-/B	58.1/74.1/78.1/78.1/86.6	42.1/42.1/42.1/42.1
Dark Cleric's Parma +9	56/0/0/0/69	0/0	-/E/-/-/B	59.4/74.9/78.8/78.8/87.0	43.9/43.9/43.9/43.9
Dark Cleric's Parma +10	59/0/0/0/73	0/0	-/E/-/-/B	60.7/75.7/79.5/79.5/87.5	45.7/45.7/45.7/45.7

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
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Poison Cleric's Parma +0	29/0/0/0/0	7/0	-/E/-/-/-	47.7/67.7/72.7/72.7/62.7	48.3/27.7/27.7/27.7
Poison Cleric's Parma +1	32/0/0/0/0	7/0	-/E/-/-/-	49.0/68.5/73.3/73.3/63.6	49.6/29.5/29.5/29.5
Poison Cleric's Parma +2	35/0/0/0/0	8/0	-/E/-/-/-	50.3/69.3/74.0/74.0/64.5	50.9/31.3/31.3/31.3
Poison Cleric's Parma +3	38/0/0/0/0	9/0	-/E/-/-/-	51.6/70.1/74.4/74.4/65.5	52.2/33.1/33.1/33.1
Poison Cleric's Parma +4	41/0/0/0/0	10/0	-/E/-/-/-	52.9/70.9/75.4/75.4/66.4	53.5/34.9/34.9/34.9
Poison Cleric's Parma +5	44/0/0/0/0	10/0	-/E/-/-/-	54.2/71.7/76.1/76.1/67.3	54.7/36.7/36.7/36.7
Poison Cleric's Parma +6	47/0/0/0/0	11/0	-/E/-/-/-	55.5/72.5/76.8/76.8/68.3	56.0/38.5/38.5/38.5
Poison Cleric's Parma +7	50/0/0/0/0	12/0	-/E/-/-/-	56.8/73.3/77.4/77.4/69.2	57.3/40.3/40.3/40.3
Poison Cleric's Parma +8	53/0/0/0/0	13/0	-/E/-/-/-	58.1/74.1/78.1/78.1/70.1	58.6/42.1/42.1/42.1
Poison Cleric's Parma +9	56/0/0/0/0	13/0	-/E/-/-/-	59.4/74.9/78.8/78.8/71.0	59.9/43.9/43.9/43.9
Poison Cleric's Parma +10	59/0/0/0/0	14/0	-/E/-/-/-	60.7/75.7/79.5/79.5/72.0	61.2/45.7/45.7/45.7

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 Cleric's Parma +0	29/0/0/0/0	0/7	-/E/-/-/-	47.7/67.7/72.7/72.7/62.7	27.7/48.3/27.7/27.7
Bleed Cleric's Parma +1	32/0/0/0/0	0/7	-/E/-/-/-	49.0/68.5/73.3/73.3/63.6	29.5/49.6/29.5/29.5
Bleed Cleric's Parma +2	35/0/0/0/0	0/8	-/E/-/-/-	50.3/69.3/74.0/74.0/64.5	31.1/50.9/31.3/31.3

Bleed Cleric's Parma +3	38/0/0/0/0	0/9	-/E/-/-/-	51.6/70.1/74.4/74.4/65.5	33.1/52.2/33.1/33.1
Bleed Cleric's Parma +4	41/0/0/0/0	0/10	-/E/-/-/-	52.9/70.9/75.4/75.4/66.4	34.9/53.5/34.9/34.9
Bleed Cleric's Parma +5	44/0/0/0/0	0/10	-/E/-/-/-	54.2/71.7/76.1/76.1/67.3	36.7/54.7/36.7/36.7
Bleed Cleric's Parma +6	47/0/0/0/0	0/11	-/E/-/-/-	55.5/72.5/76.8/76.8/68.3	38.5/56.0/38.5/38.5
Bleed Cleric's Parma +7	50/0/0/0/0	0/12	-/E/-/-/-	56.8/73.3/77.4/77.4/69.2	40.3/57.3/40.3/40.3
Bleed Cleric's Parma +8	53/0/0/0/0	0/13	-/E/-/-/-	58.1/74.1/78.1/78.1/70.1	42.1/58.6/42.1/42.1
Bleed Cleric's Parma +9	56/0/0/0/0	0/13	-/E/-/-/-	59.4/74.9/78.8/78.8/71.0	43.9/59.9/43.9/43.9
Bleed Cleric's Parma +10	59/0/0/0/0	0/14	-/E/-/-/-	60.7/75.7/79.5/79.5/72.0	45.7/61.2/45.7/45.7

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:	Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.
Poise Damage:	The ability of the shield to break the poise of an enemy.
Durability:	The durability of the shield. The shield will break when durability reaches 0.
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>

Revision #1

Created 17 December 2024 08:03:24 by jade

Updated 17 December 2024 08:03:24 by jade