

Crimson Parma

In-Game Description

A standard wooden parma.

The fancy name and nifty paint are surely a merchant's efforts to make this very ordinary shield more attractive.

Availability

- Majula
 - Treasure in a chest in the tunnel leading towards Heide's Tower of Flame.
- Brume Tower
 - Dropped by the Rogue Phantom that only spawns at Bonfire Intensity 3 or higher.

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
	50/0/0/ 0/0 (Parry/S trike)	0/0	100	10	6/0/0/0 D/-/-/- /-	75/40/2 0/45/45	30/25/2 5/25	35	40	1

Upgrades

Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Aux Effects Reduction	Damage Reduction	Stability	Materials Cost	Souls Cost
Crimson Parma +0	50/0/0/0/0	D/-/-/-/-	30/25/25/25	75/40/20/45/45	35	-	-
Crimson Parma +1	55/0/0/0/0	D/-/-/-/-	31.7/26.8/26.8/26.8	75.6/41.5/22/46.3/46.3	35	1x Titanite Shard	350
Crimson Parma +2	60/0/0/0/0	D/-/-/-/-	33.5/28.7/28.7/28.7	76.2/43/24/47.7/47.7	36	2x Titanite Shard	440
Crimson Parma +3	65/0/0/0/0	D/-/-/-/-	35.2/30.6/30.6/30.6	76.8/44.5/26/49.1/49.1	37	3x Titanite Shard	530
Crimson Parma +4	70/0/0/0/0	D/-/-/-/-	37/32.5/32.5/32.5	77.5/46/28/50.5/50.5	38	1x Large Titanite Shard	700
Crimson Parma +5	75/0/0/0/0	D/-/-/-/-	38.7/34.3/34.3/34.3	78.1/47.5/30/51.8/51.8	39	2x Large Titanite Shard	790
Crimson Parma +6	80/0/0/0/0	D/-/-/-/-	40.5/36.2/36.2/36.2	78.7/49/32/53.2/53.2	39	3x Large Titanite Shard	880
Crimson Parma +7	85/0/0/0/0	D/-/-/-/-	42.2/38.1/38.1/38.1	79.3/50.5/34/54.6/54.6	40	1x Titanite Chunk	1,050
Crimson Parma +8	90/0/0/0/0	D/-/-/-/-	44/40/40/40	80/52/36/56/56	41	2x Titanite Chunk	1,140
Crimson Parma +9	95/0/0/0/0	D/-/-/-/-	45.7/41.8/41.8/41.8	80.6/53.5/38/57.3/57.3	42	3x Titanite Chunk	1,230
Crimson Parma +10	100/0/0/0/0	C/-/-/-/-	47.5/43.7/43.7/43.7	81.2/55/40/58.7/58.7	43	1x Titanite Slab	1,400

Infusions

Magic

Requires Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Crimson Parma +0	31/38/0/0/0	0/0	D/-/C/-/-/-	72.7/58.3/17.7/42.7	27.7/22.7/22.7/22.7
Magic Crimson Parma +1	34/42/0/0/0	0/0	D/-/C/-/-/-	73.3/59.3/19.7/44.1	29.5/24.6/24.6/24.6
Magic Crimson Parma +2	37/46/0/0/0	0/0	D/-/C/-/-/-	74/60.4/21.8/45.5	31.3/26.5/26.5/26.5
Magic Crimson Parma +3	40/50/0/0/0	0/0	D/-/B/-/-/-	74.7/61.4/23.8/47	33.1/28.5/28.5/28.5
Magic Crimson Parma +4	44/53/0/0/0	0/0	D/-/B/-/-/-	75.4/62.5/25.9/48.4	34.9/30.4/30.4/30.4
Magic Crimson Parma +5	47/57/0/0/0	0/0	D/-/B/-/-/-	76.1/63.5/27.9/49.8	36.7/32.3/32.3/32.3
Magic Crimson Parma +6	50/61/0/0/0	0/0	D/-/B/-/-/-	76.8/64.5/30/51.3	38.5/34.3/34.3/34.3
Magic Crimson Parma +7	53/65/0/0/0	0/0	D/-/B/-/-/-	77.4/65.6/32.1/52.7	40.3/36.2/36.2/36.2
Magic Crimson Parma +8	56/69/0/0/0	0/0	D/-/B/-/-/-	78.1/66.6/34.1/54.1	42.1/38.1/38.1/38.1
Magic Crimson Parma +9	59/73/0/0/0	0/0	D/-/B/-/-/-	78.8/67.7/36.2/55.5	43.9/40/40/40
Magic Crimson Parma +10	63/77/0/0/0	0/0	D/-/B/-/-/-	79.5/68.7/38.2/57	45.7/42/42/42

Fire

Requires Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Crimson Parma +0	31/0/38/0/0	0/0	D/-/-/C/-/-	72.7/37.7/38.3/42.7	27.7/22.7/22.7/22.7
Fire Crimson Parma +1	34/0/42/0/0	0/0	D/-/-/C/-/-	73.3/39.2/39.8/44.1	29.5/24.6/24.6/24.6
Fire Crimson Parma +2	37/0/46/0/0	0/0	D/-/-/C/-/-	74/40.8/41.4/45.5	31.3/26.5/26.5/26.5
Fire Crimson Parma +3	40/0/50/0/0	0/0	D/-/-/B/-/-	74.7/42.3/42.9/47	33.1/28.5/28.5/28.5

Fire Crimson Parma +4	44/0/53/0/0	0/0	D/-/-/B/-/-	75.4/43.9/44.5/48.4/48.4	34.9/30.4/30.4/30.4
Fire Crimson Parma +5	47/0/57/0/0	0/0	D/-/-/B/-/-	76.1/45.4/46/49.8/49.8	36.7/32.3/32.3/32.3
Fire Crimson Parma +6	50/0/61/0/0	0/0	D/-/-/B/-/-	76.8/47/47.5/51.3/51.3	38.5/34.3/34.3/34.3
Fire Crimson Parma +7	53/0/65/0/0	0/0	D/-/-/B/-/-	77.4/48.6/49.1/52.7/52.7	40.3/36.2/36.2/36.2
Fire Crimson Parma +8	56/0/69/0/0	0/0	D/-/-/B/-/-	78.1/50.1/50.6/54.1/54.1	42.1/38.1/38.1/38.1
Fire Crimson Parma +9	59/0/73/0/0	0/0	D/-/-/B/-/-	78.8/51.7/52.2/55.5/55.5	43.9/40/40/40
Fire Crimson Parma +10	63/0/77/0/0	0/0	D/-/-/B/-/-	79.5/53.2/53.7/57/57	45.7/42/42/42

Lightning

Requires Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Crimson Parma +0	31/0/0/38/0	0/0	D/-/-/-/C/-	72.7/37.7/17.7/63.3/42.7	27.7/22.7/22.7/22.7
Lightning Crimson Parma +1	34/0/0/42/0	0/0	D/-/-/-/C/-	73.3/39.2/19.7/64.2/44.1	29.5/24.6/24.6/24.6
Lightning Crimson Parma +2	37/0/0/46/0	0/0	D/-/-/-/C/-	74/40.8/21.8/65.1/45.5	31.3/26.5/26.5/26.5
Lightning Crimson Parma +3	40/0/0/50/0	0/0	D/-/-/-/B/-	74.7/42.3/23.8/66/47	33.1/28.5/28.5/28.5
Lightning Crimson Parma +4	44/0/0/53/0	0/0	D/-/-/-/B/-	75.4/43.9/25.9/67/48.4	34.9/30.4/30.4/30.4
Lightning Crimson Parma +5	47/0/0/57/0	0/0	D/-/-/-/B/-	76.1/45.4/27.9/67.9/49.8	36.7/32.3/32.3/32.3
Lightning Crimson Parma +6	50/0/0/61/0	0/0	D/-/-/-/B/-	76.8/47/30/68.6/51.3	38.5/34.3/34.3/34.3

Lightning Crimson Parma +7	53/0/0/65/0	0/0	D/-/-/-/B/-	77.4/48.6/32.1/6 9.7/52.7	40.3/36.2/36.2/3 6.2
Lightning Crimson Parma +8	56/0/0/69/0	0/0	D/-/-/-/B/-	78.1/50.1/34.1/7 0.6/54.1	42.1/38.1/38.1/3 8.1
Lightning Crimson Parma +9	59/0/0/73/0	0/0	D/-/-/-/B/-	78.8/51.7/36.2/7 1.5/55.5	43.9/40/40/40
Lightning Crimson Parma +10	63/0/0/77/0	0/0	D/-/-/-/B/-	79.5/53.2/38.2/7 2.5/57	45.7/42/42/42

Dark

Requires Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Crimson Parma +0	31/0/0/0/38	0/0	D/-/-/-/-/C	72.7/37.7/17.7/4 2.7/63.3	27.7/22.7/22.7/2 2.7
Dark Crimson Parma +1	34/0/0/0/42	0/0	D/-/-/-/-/C	73.3/39.2/19.7/4 4.1/64.2	29.5/24.6/24.6/2 4.6
Dark Crimson Parma +2	37/0/0/0/46	0/0	D/-/-/-/-/C	74/40.8/21.8/45. 5/65.1	31.3/26.5/26.5/2 6.5
Dark Crimson Parma +3	40/0/0/0/50	0/0	D/-/-/-/-/B	74.7/42.3/23.8/4 7/66	33.1/28.5/28.5/2 8.5
Dark Crimson Parma +4	44/0/0/0/53	0/0	D/-/-/-/-/B	75.4/43.9/25.9/4 8.4/67	34.9/30.4/30.4/3 0.4
Dark Crimson Parma +5	47/0/0/0/57	0/0	D/-/-/-/-/B	76.1/45.4/27.9/4 9.8/67.9	36.7/32.3/32.3/3 2.3
Dark Crimson Parma +6	50/0/0/0/61	0/0	D/-/-/-/-/B	76.8/47/30/51.3/ 68.6	38.5/34.3/34.3/3 4.3
Dark Crimson Parma +7	53/0/0/0/65	0/0	D/-/-/-/-/B	77.4/48.6/32.1/5 2.7/69.7	40.3/36.2/36.2/3 6.2
Dark Crimson Parma +8	56/0/0/0/69	0/0	D/-/-/-/-/B	78.1/50.1/34.1/5 4.1/70.6	42.1/38.1/38.1/3 8.1
Dark Crimson Parma +9	59/0/0/0/73	0/0	D/-/-/-/-/B	78.8/51.7/36.2/5 5.5/71.5	43.9/40/40/40
Dark Crimson Parma +10	63/0/0/0/77	0/0	D/-/-/-/-/B	79.5/53.2/38.2/5 7/72.5	45.7/42/42/42

Poison

Requires Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Crimson Parma +0	31/0/0/0/0	7/0	D/-/-/-/-	72.7/37.7/17.7/42.7	48.3/22.7/22.7/22.7
Poison Crimson Parma +1	34/0/0/0/0	8/0	D/-/-/-/-	73.3/39.2/19.7/44.1	49.6/24.6/24.6/24.6
Poison Crimson Parma +2	37/0/0/0/0	9/0	D/-/-/-/-	74/40.8/21.8/45.5	50.9/26.5/26.5/26.5
Poison Crimson Parma +3	40/0/0/0/0	10/0	D/-/-/-/-	74.7/42.3/23.8/47	52.2/28.5/28.5/28.5
Poison Crimson Parma +4	44/0/0/0/0	10/0	D/-/-/-/-	75.4/43.9/25.9/48.4	53.5/30.4/30.4/30.4
Poison Crimson Parma +5	47/0/0/0/0	11/0	D/-/-/-/-	76.1/45.4/27.9/49.8	54.7/32.3/32.3/32.3
Poison Crimson Parma +6	50/0/0/0/0	12/0	D/-/-/-/-	76.8/47/30/51.3/51.3	56/34.3/34.3/34.3
Poison Crimson Parma +7	53/0/0/0/0	13/0	D/-/-/-/-	77.4/48.6/32.1/52.7	57.3/36.2/36.2/36.2
Poison Crimson Parma +8	56/0/0/0/0	13/0	D/-/-/-/-	78.1/50.1/34.1/54.1	58.6/38.1/38.1/38.1
Poison Crimson Parma +9	59/0/0/0/0	14/0	D/-/-/-/-	78.8/51.7/36.2/55.5	59.9/40/40/40
Poison Crimson Parma +10	63/0/0/0/0	15/0	D/-/-/-/-	79.5/53.2/38.2/57	61.2/42/42/42

Bleed

Requires Bleed Stoneand 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Crimson Parma +0	31/0/0/0/0	0/7	D/-/-/-/-	72.7/37.7/17.7/42.7	22.7/48.3/22.7/22.7
Bleed Crimson Parma +1	34/0/0/0/0	0/8	D/-/-/-/-	73.3/39.2/19.7/44.1	24.6/49.6/24.6/24.6
Bleed Crimson Parma +2	37/0/0/0/0	0/9	D/-/-/-/-	74/40.8/21.8/45.5	26.5/50.9/26.5/26.5

Bleed Crimson Parma +3	40/0/0/0/0	0/10	D/-/-/-/-	74.7/42.3/23.8/47/47	28.5/52.2/28.5/28.5
Bleed Crimson Parma +4	44/0/0/0/0	0/10	D/-/-/-/-	75.4/43.9/25.9/48.4/48.4	30.4/53.5/30.4/30.4
Bleed Crimson Parma +5	47/0/0/0/0	0/11	D/-/-/-/-	76.1/45.4/27.9/49.8/49.8	32.3/54.7/32.3/32.3
Bleed Crimson Parma +6	50/0/0/0/0	0/12	D/-/-/-/-	76.8/47/30/51.3/51.3	34.3/56/34.3/34.3
Bleed Crimson Parma +7	53/0/0/0/0	0/13	D/-/-/-/-	77.4/48.6/32.1/52.7/52.7	36.2/57.3/36.2/36.2
Bleed Crimson Parma +8	56/0/0/0/0	0/13	D/-/-/-/-	78.1/50.1/34.1/54.1/54.1	38.1/58.6/38.1/38.1
Bleed Crimson Parma +9	59/0/0/0/0	0/14	D/-/-/-/-	78.8/51.7/36.2/55.5/55.5	40/59.9/40/40
Bleed Crimson Parma +10	63/0/0/0/0	0/15	D/-/-/-/-	79.5/53.2/38.2/57/57	42/61.2/42/42

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>

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