

Foot Soldier Shield



In-Game Description

A small shield used by Drangleic foot soldiers.

A clearly makeshift shield that does not offer significant defense. The only advantage of this shield is that it makes parrying easier.

Availability

- Forest of Fallen Giants treasure. In a small cave guarded by a Old Ironclad Soldier just past the bigger fiery cave with the Flame Salamander shooting fireballs and a Fire Longsword. **(SotFS only)**
- Hollow Infantry and Skeleton drop.

General Information

Image	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
	42/0/0/ 0/0 (Parry/S trike)	0/0	100	10	6/0/0/0 D/-/-/-/- /-	60/55/2 0/35/20	30/25/2 5/25	20	40	1.5

Upgrades

Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Foot Soldier Shield +0	42/0/0/0/0	D/-/-/-/-	60/55/20/35/20	30/25/25/25	20	-	-
Foot Soldier Shield +1	46/0/0/0/0	D/-/-/-/-	61/56.1/22/36.6/22	31.7/26.8/26.8/26.8	20	1x Titanite Shard	210
Foot Soldier Shield +2	50/0/0/0/0	D/-/-/-/-	62/57.2/24/38.2/24	33.5/28.7/28.7/28.7	21	2x Titanite Shard	270
Foot Soldier Shield +3	54/0/0/0/0	D/-/-/-/-	63/58.3/26/39.8/26	35.2/30.6/30.6/30.6	22	3x Titanite Shard	320
Foot Soldier Shield +4	59/0/0/0/0	D/-/-/-/-	64/59.5/28/41.5/28	37/32.5/32.5/32.5	23	1x Large Titanite Shard	420
Foot Soldier Shield +5	63/0/0/0/0	D/-/-/-/-	65/60.6/30/43.1/30	38.7/34.3/34.3/34.3	24	2x Large Titanite Shard	480
Foot Soldier Shield +6	67/0/0/0/0	D/-/-/-/-	66/61.7/32/44.7/32	40.5/36.2/36.2/36.2	24	3x Large Titanite Shard	530
Foot Soldier Shield +7	72/0/0/0/0	D/-/-/-/-	67/62.8/34/46.3/34	42.2/38.1/38.1/38.1	25	1x Titanite Chunk	630
Foot Soldier Shield +8	76/0/0/0/0	D/-/-/-/-	68/64/36/48/36	44/40/40/40	26	2x Titanite Chunk	690
Foot Soldier Shield +9	80/0/0/0/0	D/-/-/-/-	69/65.1/38/49.6/38	45.7/41.8/41.8/41.8	27	3x Titanite Chunk	740
Foot Soldier Shield +10	85/0/0/0/0	C/-/-/-/-	70/66.2/40/51.2/40	47.5/43.7/43.7/43.7	28	1x Titanite Slab	840

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 Foot Soldier Shield +0	26/32/0/0/0	0/0	D/-/C/-/-/-	57.7/73.3/17.7/32.7/17.7	27.7/22.7/22.7/22.7
Magic Foot Soldier Shield +1	29/35/0/0/0	0/0	D/-/C/-/-/-	58.7/74/19.7/34.3/19.7	29.5/24.6/24.6/24.6
Magic Foot Soldier Shield +2	31/38/0/0/0	0/0	D/-/C/-/-/-	59.8/74.6/21.8/36/21.8	31.3/26.5/26.5/26.5
Magic Foot Soldier Shield +3	34/42/0/0/0	0/0	D/-/B/-/-/-	60.8/75.3/23.8/37.7/23.8	33.1/28.5/28.5/28.5
Magic Foot Soldier Shield +4	37/45/0/0/0	0/0	D/-/B/-/-/-	61.9/76/25.9/39.4/25.9	34.9/30.4/30.4/30.4
Magic Foot Soldier Shield +5	40/48/0/0/0	0/0	D/-/B/-/-/-	62.9/76.6/27.9/41.1/27.9	36.7/32.3/32.3/32.3
Magic Foot Soldier Shield +6	42/52/0/0/0	0/0	D/-/B/-/-/-	64/77.3/30/42.8/30	38.5/34.3/34.3/34.3
Magic Foot Soldier Shield +7	45/55/0/0/0	0/0	D/-/B/-/-/-	65.1/78/32.1/44.4/32.1	40.3/36.2/36.2/36.2
Magic Foot Soldier Shield +8	48/58/0/0/0	0/0	D/-/B/-/-/-	66.1/78.6/34.1/46.1/34.1	42.1/38.1/38.1/38.1
Magic Foot Soldier Shield +9	50/62/0/0/0	0/0	D/-/B/-/-/-	67.2/79.3/36.2/47.8/36.2	43.9/40/40/40
Magic Foot Soldier Shield +10	53/65/0/0/0	0/0	D/-/B/-/-/-	68.2/80/38.2/49.5/38.2	45.7/42/42/42

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 Foot Soldier Shield +0	26/0/32/0/0	0/0	D/-/-/C/-/-	57.7/52.7/38.3/32.7/17.7	27.7/22.7/22.7/22.7
Fire Foot Soldier Shield +1	29/0/35/0/0	0/0	D/-/-/C/-/-	58.7/53.8/39.8/34.3/19.7	29.5/24.6/24.6/24.6
Fire Foot Soldier Shield +2	31/0/38/0/0	0/0	D/-/-/C/-/-	59.8/55/41.4/36/21.8	31.3/26.5/26.5/26.5
Fire Foot Soldier Shield +3	34/0/42/0/0	0/0	D/-/-/B/-/-	60.8/56.2/42.9/37.7/23.8	33.1/28.5/28.5/28.5
Fire Foot Soldier Shield +4	37/0/45/0/0	0/0	D/-/-/B/-/-	61.9/57.4/44.5/39.4/25.9	34.9/30.4/30.4/30.4
Fire Foot Soldier Shield +5	40/0/48/0/0	0/0	D/-/-/B/-/-	62.9/58.6/46/41.1/27.9	36.7/32.3/32.3/32.3
Fire Foot Soldier Shield +6	42/0/52/0/0	0/0	D/-/-/B/-/-	64/59.8/47.5/42.8/30	38.5/34.3/34.3/34.3
Fire Foot Soldier Shield +7	45/0/55/0/0	0/0	D/-/-/B/-/-	65.1/60.9/49.1/44.4/32.1	40.3/36.2/36.2/36.2
Fire Foot Soldier Shield +8	48/0/58/0/0	0/0	D/-/-/B/-/-	66.1/62.1/50.6/46.1/34.1	42.1/38.1/38.1/38.1
Fire Foot Soldier Shield +9	50/0/62/0/0	0/0	D/-/-/B/-/-	67.2/63.3/52.2/47.8/36.2	43.9/40/40/40/40
Fire Foot Soldier Shield +10	53/0/65/0/0	0/0	D/-/-/B/-/-	68.2/64.5/53.7/49.5/38.2	45.7/42/42/42/42

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 Foot Soldier Shield +0	26/0/0/32/0	0/0	D/-/-/-/C/-	57.7/52.7/17.7/53.3/17.7	27.7/22.7/22.7/22.7
Lightning Foot Soldier Shield +1	29/0/0/35/0	0/0	D/-/-/-/C/-	58.7/53.8/19.7/54.5/19.7	29.5/24.6/24.6/24.6

Lightning Foot Soldier Shield +2	31/0/0/38/0	0/0	D/-/-/-/C/-	59.8/55/21.8/55.6/21.8	31.3/26.5/26.5/26.5
Lightning Foot Soldier Shield +3	34/0/0/42/0	0/0	D/-/-/-/B/-	60.8/56.2/23.8/56.8/23.8	33.1/28.5/28.5/28.5
Lightning Foot Soldier Shield +4	37/0/0/45/0	0/0	D/-/-/-/B/-	61.9/57.4/25.9/58/25.9	34.9/30.4/30.4/30.4
Lightning Foot Soldier Shield +5	40/0/0/48/0	0/0	D/-/-/-/B/-	62.9/58.6/27.9/59.1/27.9	36.7/32.3/32.3/32.3
Lightning Foot Soldier Shield +6	42/0/0/52/0	0/0	D/-/-/-/B/-	64/59.8/30/60.3/30	38.5/34.3/34.3/34.3
Lightning Foot Soldier Shield +7	45/0/0/55/0	0/0	D/-/-/-/B/-	65.1/60.9/32.1/61.5/32.1	40.3/36.2/36.2/36.2
Lightning Foot Soldier Shield +8	48/0/0/58/0	0/0	D/-/-/-/B/-	66.1/62.1/34.1/62.6/34.1	42.1/38.1/38.1/38.1
Lightning Foot Soldier Shield +9	50/0/0/62/0	0/0	D/-/-/-/B/-	67.2/63.3/36.2/63.8/36.2	43.9/40/40/40
Lightning Foot Soldier Shield +10	53/0/0/65/0	0/0	D/-/-/-/B/-	68.2/64.5/38.2/65/38.2	45.7/42/42/42

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 Foot Soldier Shield +0	26/0/0/0/32	0/0	D/-/-/-/-/C	57.7/52.7/17.7/32.7/38.3	27.7/22.7/22.7/22.7
Dark Foot Soldier Shield +1	29/0/0/0/35	0/0	D/-/-/-/-/C	58.7/53.8/19.7/34.3/39.8	29.5/24.6/24.6/24.6
Dark Foot Soldier Shield +2	31/0/0/0/38	0/0	D/-/-/-/-/C	59.8/55/21.8/36/41.4	31.3/26.5/26.5/26.5
Dark Foot Soldier Shield +3	34/0/0/0/42	0/0	D/-/-/-/-/B	60.8/56.2/23.8/37.7/42.9	33.1/28.5/28.5/28.5
Dark Foot Soldier Shield +4	37/0/0/0/45	0/0	D/-/-/-/-/B	61.9/57.4/25.9/39.4/44.5	34.9/30.4/30.4/30.4

Dark Foot Soldier Shield +5	40/0/0/0/48	0/0	D/-/-/-/-/B	62.9/58.6/27.9/4 1.1/46	36.7/32.3/32.3/3 2.3
Dark Foot Soldier Shield +6	42/0/0/0/52	0/0	D/-/-/-/-/B	64/59.8/30/42.8/ 47.5	38.5/34.3/34.3/3 4.3
Dark Foot Soldier Shield +7	45/0/0/0/55	0/0	D/-/-/-/-/B	65.1/60.9/32.1/4 4.4/49.1	40.3/36.2/36.2/3 6.2
Dark Foot Soldier Shield +8	48/0/0/0/58	0/0	D/-/-/-/-/B	66.1/62.1/34.1/4 6.1/50.6	42.1/38.1/38.1/3 8.1
Dark Foot Soldier Shield +9	50/0/0/0/62	0/0	D/-/-/-/-/B	67.2/63.3/36.2/4 7.8/52.2	43.9/40/40/40
Dark Foot Soldier Shield +10	53/0/0/0/65	0/0	D/-/-/-/-/B	68.2/64.5/38.2/4 9.5/53.7	45.7/42/42/42

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 Foot Soldier Shield +0	26/0/0/0/0	6/0	D/-/-/-/-/-	57.7/52.7/17.7/3 2.7/17.7	48.3/22.7/22.7/2 2.7
Poison Foot Soldier Shield +1	29/0/0/0/0	7/0	D/-/-/-/-/-	58.7/53.8/19.7/3 4.3/19.7	49.6/24.6/24.6/2 4.6
Poison Foot Soldier Shield +2	31/0/0/0/0	7/0	D/-/-/-/-/-	59.8/55/21.8/36/ 21.8	50.9/26.5/26.5/2 6.5
Poison Foot Soldier Shield +3	34/0/0/0/0	8/0	D/-/-/-/-/-	60.8/56.2/23.8/3 7.7/23.8	52.2/28.5/28.5/2 8.5
Poison Foot Soldier Shield +4	37/0/0/0/0	9/0	D/-/-/-/-/-	61.9/57.4/25.9/3 9.4/25.9	53.5/30.4/30.4/3 0.4
Poison Foot Soldier Shield +5	40/0/0/0/0	9/0	D/-/-/-/-/-	62.9/58.6/27.9/4 1.1/27.9	54.7/32.3/32.3/3 2.3
Poison Foot Soldier Shield +6	42/0/0/0/0	10/0	D/-/-/-/-/-	64/59.8/30/42.8/ 30	56/34.3/34.3/34. 3
Poison Foot Soldier Shield +7	45/0/0/0/0	11/0	D/-/-/-/-/-	65.1/60.9/32.1/4 4.4/32.1	57.3/36.2/36.2/3 6.2

Poison Foot Soldier Shield +8	48/0/0/0/0	11/0	D/-/-/-/-	66.1/62.1/34.1/4 6.1/34.1	58.6/38.1/38.1/3 8.1
Poison Foot Soldier Shield +9	50/0/0/0/0	12/0	D/-/-/-/-	67.2/63.3/36.2/4 7.8/36.2	59.9/40/40/40
Poison Foot Soldier Shield +10	53/0/0/0/0	13/0	D/-/-/-/-	68.2/64.5/38.2/4 9.5/38.2	61.2/42/42/42

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 Foot Soldier Shield +0	26/0/0/0/0	0/6	D/-/-/-/-	57.7/52.7/17.7/3 2.7/17.7	27.7/43.3/27.7/2 7.7
Bleed Foot Soldier Shield +1	29/0/0/0/0	0/7	D/-/-/-/-	58.7/53.8/19.7/3 4.3/19.7	29.5/44.7/24.6/2 4.6
Bleed Foot Soldier Shield +2	31/0/0/0/0	0/7	D/-/-/-/-	59.8/55/21.8/36/ 21.8	31.3/46.1/26.5/2 6.5
Bleed Foot Soldier Shield +3	34/0/0/0/0	0/8	D/-/-/-/-	60.8/56.2/23.8/3 7.7/23.8	33.1/47.5/28.5/2 8.5
Bleed Foot Soldier Shield +4	37/0/0/0/0	0/9	D/-/-/-/-	61.9/57.4/25.9/3 9.4/25.9	34.9/49/30.4/30. 4
Bleed Foot Soldier Shield +5	40/0/0/0/0	0/9	D/-/-/-/-	62.9/58.6/27.9/4 1.1/27.9	36.7/50.4/32.3/3 2.3
Bleed Foot Soldier Shield +6	42/0/0/0/0	0/10	D/-/-/-/-	64/59.8/30/42.8/ 30	38.5/51.8/34.3/3 4.3
Bleed Foot Soldier Shield +7	45/0/0/0/0	0/11	D/-/-/-/-	65.1/60.9/32.1/4 4.4/32.1	40.3/53.2/36.2/3 6.2
Bleed Foot Soldier Shield +8	48/0/0/0/0	0/11	D/-/-/-/-	66.1/62.1/34.1/4 6.1/34.1	42.1/54.6/38.1/3 8.1
Bleed Foot Soldier Shield +9	50/0/0/0/0	0/12	D/-/-/-/-	67.2/63.3/36.2/4 7.8/36.2	43.9/56/40/40
Bleed Foot Soldier Shield +10	53/0/0/0/0	0/13	D/-/-/-/-	68.2/64.5/38.2/4 9.5/38.2	45.7/57.5/42/42

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:	<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>