

Greatshields

These shields will perform a shield bash attack instead of a Parry

Image	Name	Dama ge	Count er Stren gth	Poise Dama ge	Durab ility	Weigh t	Stats Nee ded Stat Bonus es	Aux Effect s Aux Effect s Reduc tion	Dama ge Reduc tion	Stabili ty	Encha ntable
	Dragon rider Greats hield	124/0/ 0/0/0 (Strike)	120	35	100	13.5	35/0/0/ 0 D/-/-/- /-	-/- -/-/-	100/60 /75/75/ 50	70	???
	Drakek eeper's Greats hield	135/0/ 0/0/0 (Strike)	120	35	90	16.5	37/0/0/ 0 D/D/-/- /-	-/- 70/70/ 70/70	100/70 /75/75/ 60	65	Yes
	Greats hield of Glory	95/0/3 4/0/0 (Strike)	120	35	80	15.0	35/-/-/- D/-/- /C/-/-	-/- 60/60/ 60/60	100/40 /90/50/ 60	65	Yes
	Gyrm Greats hield	160/0/ 0/0/0 (Strike)	120	35	100	15.0	32/0/0/ 0 D/-/-/- /-	-/- 30/30/ 30/30	100/30 /100/3 0/30	75	Yes
	Havel's Greats hield	253/0/ 0/0/0 (Strike)	120	35	120	20.0	45/0/0/ 0 D/-/-/- /-	-/- 70/70/ 90/70	100/90 /80/80/ 75	80	???
	King's Mirror	112/0/ 0/0/0 (Strike/ Spell Parry)	100	35	80	14.5	35/0/0/ 0 D/-/-/- /-	-/- 35/35/ 35/35	95/75/ 70/70/ 70	65	???

	Mastodon Greats hield	124/0/0/54/0 (?/?)	120	35	100	14.0	30/0/0/0 E/-/-/-/C/-	-/- -/-/-/-	90/65/65/90/65	65	Yes
	Old Knight Greats hield	75/0/0/0 (Strike)	110	15	20	13	28/-/-/- -/-/-/-/-/-	-/- 60/60/60/60	100/20/20/20/20	60	???
	Orma's Greats hield	200/0/0/0/0 (Strike)	120	35	90	16.0	33/0/0/0 D/-/-/-/-/-	-/- 60/60/80/55	100/30/55/55/65	70	???
	Pate's Shield	135/0/0/0/0 (Strike)	120	35	70	10.5	25/0/0/0 D/D/-/-/-/-	0/0 75/75/75/75	95/45/45/45/55	65	???
	Pursuer's Greats hield	104/0/0/0 (Strike)	120	35	80	16.0	38/-/-/- -/-/-/-/-/-	-/- 65/65/65/65	100/50/80/40/60	70	???
	Rebel's Greats hield	145/0/0/0/0 (Strike)	120	30	90	13.5	29/0/0/0 D/-/-/-/-/-	-/- 90/90/90/90	70/90/90/90/85	65	Yes
	Reeve's Greats hield	200/0/0/0/0 (Strike)	120	35	90	16.0	33/0/0/0 D/-/-/-/-/-	-/- 60/60/80/55	100/30/55/55/65	70	???
	Tower Shield	150/0/0/0/0 (Strike)	120	35	90	13.0	30/0/0/0 D/-/-/-/-/-	0/0 45/45/45/45	100/40/75/50/40	70	???
	Twin Dragon Greats hield	140/0/0/0/0 (Strike)	120	35	80	7.0	20/0/0/0 D/-/-/-/-/-	0/0 40/40/40/40	95/55/45/65/40	65	???
	Wicked Eye Greats hield	145/0/0/0/0 (Strike)	120	30	70	13.8	31/0/0/0 D/-/-/-/-/-	-/- 50/50/50/50	80/65/70/70/40	50	Yes

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>