

Iron Parma



In-Game Description

A small shield made of iron. The unusual design suggests a foreign origin.

Lightweight despite its iron construction, and sturdy despite its small size, but not sufficient to protect one from real danger.

Availability

- Starting shield of the Warrior class.
- Sold by Maughlin the Armourer for 1,200 souls.

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
	65/0/0/ 0/0 (Parry/S trike)	0/0	100	10	10/0/0/ 0 D/-/-/- /-	85/30/6 5/65/50	30/30/3 0/30	50	80	3

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Iron Parma +0	65/0/0/0/0	D/-/-/-/-	85/30/65/65/50	30/30/30/30	50	-	-
Iron Parma +1	71/0/0/0/0	D/-/-/-/-	85.3/31.7/65.8/65.8/51.2	31.7/31.7/31.7/31.7	51	1x Titanite Shard	350
Iron Parma +2	78/0/0/0/0	D/-/-/-/-	85.7/33.5/66.7/66.7/52.5	33.5/33.5/33.5/33.5	52	2x Titanite Shard	440
Iron Parma +3	84/0/0/0/0	D/-/-/-/-	86.1/35.2/67.6/67.6/53.7	35.2/35.2/35.2/35.2	53	3x Titanite Shard	530
Iron Parma +4	91/0/0/0/0	D/-/-/-/-	86.5/37/68.5/68.5/55	37/37/37/37	54	1x Large Titanite Shard	700
Iron Parma +5	97/0/0/0/0	D/-/-/-/-	86.8/38.7/69.3/69.3/56.2	38.7/38.7/38.7/38.7	54	2x Large Titanite Shard	790
Iron Parma +6	104/0/0/0/0	D/-/-/-/-	87.2/40.5/70.2/70.2/57.5	40.5/40.5/40.5/40.5	55	3x Large Titanite Shard	880
Iron Parma +7	110/0/0/0/0	D/-/-/-/-	87.6/42.2/71.1/71.1/58.7	42.2/42.2/42.2/42.2	56	1x Titanite Chunk	1050
Iron Parma +8	117/0/0/0/0	D/-/-/-/-	88/44/72/72/60	44/44/44/44	57	2x Titanite Chunk	1140
Iron Parma +9	123/0/0/0/0	D/-/-/-/-	88.3/45.7/72.8/72.8/61.2	45.7/45.7/45.7/45.7	52	3x Titanite Chunk	1230
Iron Parma +10	130/0/0/0/0	C/-/-/-/-	88.7/47.5/73.7/73.7/62.5	47.5/47.5/47.5/47.5	53	1x Titanite Slab	1400

[STABILITY STAT FOR BASIC UPGRADE PATH NEEDS CONFIRMATION]

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 Iron Parma +0	40/50/0/0/0	0/0	D/-/C/-/-/-	82.7/48.3/62.7/62.7/47.7	27.7/27.7/27.7/27.7
Magic Iron Parma +1	45/55/0/0/0	0/0	D/-/C/-/-/-	83.1/49.6/63.6/63.6/49	29.5/29.5/29.5/29.5
Magic Iron Parma +2	49/60/0/0/0	0/0	D/-/C/-/-/-	83.5/50.9/64.5/64.5/50.3	31.3/31.3/31.3/31.3
Magic Iron Parma +3	53/65/0/0/0	0/0	D/-/B/-/-/-	84/52.2/65.5/65.5/51.6	33.1/33.1/33.1/33.1
Magic Iron Parma +4	57/70/0/0/0	0/0	D/-/B/-/-/-	84.4/53.5/66.4/66.4/52.9	34.9/34.9/34.9/34.9
Magic Iron Parma +5	61/75/0/0/0	0/0	D/-/B/-/-/-	84.8/54.7/67.3/67.3/54.2	36.7/36.7/36.7/36.7
Magic Iron Parma +6	65/80/0/0/0	0/0	D/-/B/-/-/-	85.3/56/68.3/68.3/55.5	38.5/38.5/38.5/38.5
Magic Iron Parma +7	69/85/0/0/0	0/0	D/-/B/-/-/-	85.7/57.3/69.2/69.2/56.8	40.3/40.3/40.3/40.3
Magic Iron Parma +8	73/90/0/0/0	0/0	D/-/B/-/-/-	86.1/58.6/70.1/70.1/58.1	42.1/42.1/42.1/42.1
Magic Iron Parma +9	77/95/0/0/0	0/0	D/-/B/-/-/-	86.5/59.9/71/71/59.4	43.9/43.9/43.9/43.9
Magic Iron Parma +10	81/100/0/0/0	0/0	D/-/B/-/-/-	87/61.2/72/72/60.7	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 Iron Parma +0	40/0/50/0/0	0/0	D/-/-/C/-/-	82.7/27.7/83.3/62.7/47.7	27.7/27.7/27.7/27.7
Fire Iron Parma +1	45/0/55/0/0	0/0	D/-/-/C/-/-	83.1/29.5/83.7/63.6/49	29.5/29.5/29.5/29.5
Fire Iron Parma +2	49/0/60/0/0	0/0	D/-/-/C/-/-	83.5/31.3/84.1/64.5/50.3	31.3/31.3/31.3/31.3
Fire Iron Parma +3	53/0/65/0/0	0/0	D/-/-/B/-/-	84/33.1/84.5/65.5/51.6	33.1/33.1/33.1/33.1
Fire Iron Parma +4	57/0/70/0/0	0/0	D/-/-/B/-/-	84.4/34.9/85/66.4/52.9	34.9/34.9/34.9/34.9
Fire Iron Parma +5	61/0/75/0/0	0/0	D/-/-/B/-/-	84.8/36.7/85.4/67.3/54.2	36.7/36.7/36.7/36.7
Fire Iron Parma +6	65/0/80/0/0	0/0	D/-/-/B/-/-	85.3/38.5/85.8/68.3/55.5	38.5/38.5/38.5/38.5
Fire Iron Parma +7	69/0/85/0/0	0/0	D/-/-/B/-/-	85.7/40.3/86.2/69.2/56.8	40.3/40.3/40.3/40.3
Fire Iron Parma +8	73/0/90/0/0	0/0	D/-/-/B/-/-	86.1/42.1/86.6/70.1/58.1	42.1/42.1/42.1/42.1
Fire Iron Parma +9	77/0/95/0/0	0/0	D/-/-/B/-/-	86.5/43.9/87/71/59.4	43.9/43.9/43.9/43.9
Fire Iron Parma +10	81/0/100/0/0	0/0	D/-/-/B/-/-	87/45.7/87.5/72/60.7	45.7/45.7/45.7/45.7

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 Iron Parma +0	40/0/0/50/0	0/0	D/-/-/-/C/-	82.7/27.7/62.7/83.3/47.7	27.7/27.7/27.7/27.7

Lightning Iron Parma +1	45/0/0/55/0	0/0	D/-/-/-/C/-	83.1/29.5/63.6/83.7/49	29.5/29.5/29.5/29.5
Lightning Iron Parma +2	49/0/0/60/0	0/0	D/-/-/-/C/-	83.5/31.3/64.5/84.1/50.3	31.3/31.3/31.3/31.3
Lightning Iron Parma +3	53/0/0/65/0	0/0	D/-/-/-/B/-	84/33.1/65.5/84.5/51.6	33.1/33.1/33.1/33.1
Lightning Iron Parma +4	57/0/0/70/0	0/0	D/-/-/-/B/-	84.4/34.9/66.4/85/52.9	34.9/34.9/34.9/34.9
Lightning Iron Parma +5	61/0/0/75/0	0/0	D/-/-/-/B/-	84.8/36.7/67.3/85.4/54.2	36.7/36.7/36.7/36.7
Lightning Iron Parma +6	65/0/0/80/0	0/0	D/-/-/-/B/-	85.3/38.5/68.3/85.8/55.5	38.5/38.5/38.5/38.5
Lightning Iron Parma +7	69/0/0/85/0	0/0	D/-/-/-/B/-	85.7/40.3/69.2/86.2/56.8	40.3/40.3/40.3/40.3
Lightning Iron Parma +8	73/0/0/90/0	0/0	D/-/-/-/B/-	86.1/42.1/70.1/86.6/58.1	42.1/42.1/42.1/42.1
Lightning Iron Parma +9	77/0/0/95/0	0/0	D/-/-/-/B/-	86.5/43.9/71/87/59.4	43.9/43.9/43.9/43.9
Lightning Iron Parma +10	81/0/0/100/0	0/0	D/-/-/-/B/-	87/45.7/72/87.5/60.7	45.7/45.7/45.7/45.7

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 Iron Parma +0	40/0/0/0/50	0/0	D/-/-/-/-/C	82.7/27.7/62.7/62.7/68.3	27.7/27.7/27.7/27.7
Dark Iron Parma +1	45/0/0/0/55	0/0	D/-/-/-/-/C	83.1/29.5/63.6/63.6/69.1	29.5/29.5/29.5/29.5
Dark Iron Parma +2	49/0/0/0/60	0/0	D/-/-/-/-/C	83.5/31.3/64.5/64.5/69.9	31.3/31.3/31.3/31.3
Dark Iron Parma +3	53/0/0/0/65	0/0	D/-/-/-/-/B	84/52.2/65.5/65.5/70.7	33.1/33.1/33.1/33.1

Dark Iron Parma +4	57/0/0/0/70	0/0	D/-/-/-/-/B	84.4/53.5/66.4/66.4/71.5	34.9/34.9/34.9/34.9
Dark Iron Parma +5	61/0/0/0/75	0/0	D/-/-/-/-/B	84.8/54.7/67.3/67.3/72.2	36.7/36.7/36.7/36.7
Dark Iron Parma +6	65/0/0/0/80	0/0	D/-/-/-/-/B	85.3/56/68.3/68.3/73	38.5/38.5/38.5/38.5
Dark Iron Parma +7	69/0/0/0/85	0/0	D/-/-/-/-/B	85.7/57.3/69.2/69.2/73.8	40.3/40.3/40.3/40.3
Dark Iron Parma +8	73/0/0/0/90	0/0	D/-/-/-/-/B	86.1/58.6/70.1/70.1/74.6	42.1/42.1/42.1/42.1
Dark Iron Parma +9	77/0/0/0/95	0/0	D/-/-/-/-/B	86.5/59.9/71/71/75.4	43.9/43.9/43.9/43.9
Dark Iron Parma +10	81/0/0/0/100	0/0	D/-/-/-/-/B	87/61.2/72/72/76.2	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
Poison Iron Parma +0	40/0/0/0/0	10/0	D/-/-/-/-/-	82.7/27.7/62.7/62.7/47.7	48.3/27.7/27.7/27.7
Poison Iron Parma +1	45/0/0/0/0	11/0	D/-/-/-/-/-	83.1/29.5/63.6/63.6/49	49.6/29.5/29.5/29.5
Poison Iron Parma +2	49/0/0/0/0	12/0	D/-/-/-/-/-	83.5/31.3/64.5/64.5/50.3	50.9/31.3/31.3/31.3
Poison Iron Parma +3	53/0/0/0/0	13/0	D/-/-/-/-/-	84/52.2/65.5/65.5/51.6	52.2/33.1/33.1/33.1
Poison Iron Parma +4	57/0/0/0/0	14/0	D/-/-/-/-/-	84.4/53.5/66.4/66.4/52.9	53.5/34.9/34.9/34.9
Poison Iron Parma +5	61/0/0/0/0	15/0	D/-/-/-/-/-	84.8/54.7/67.3/67.3/54.2	54.7/36.7/36.7/36.7
Poison Iron Parma +6	65/0/0/0/0	16/0	D/-/-/-/-/-	85.3/56/68.3/68.3/55.5	56/38.5/38.5/38.5

Poison Iron Parma +7	69/0/0/0/0	17/0	D/-/-/-/-	85.7/57.3/69.2/69.2/56.8	57.3/40.3/40.3/40.3
Poison Iron Parma +8	73/0/0/0/0	18/0	D/-/-/-/-	86.1/58.6/70.1/70.1/58.1	58.6/42.1/42.1/42.1
Poison Iron Parma +9	77/0/0/0/0	19/0	D/-/-/-/-	86.5/59.9/71/71/59.4	59.9/43.9/43.9/43.9
Poison Iron Parma +10	81/0/0/0/0	20/0	D/-/-/-/-	87/61.2/72/72/60.7	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 Iron Parma +0	40/0/0/0/0	0/10	D/-/-/-/-	82.7/27.7/62.7/62.7/47.7	27.7/48.3/27.7/27.7
Bleed Iron Parma +1	45/0/0/0/0	0/11	D/-/-/-/-	83.1/29.5/63.6/63.6/49	29.5/49.6/29.5/29.5
Bleed Iron Parma +2	49/0/0/0/0	0/12	D/-/-/-/-	83.5/31.3/64.5/64.5/50.3	31.3/50.9/31.3/31.3
Bleed Iron Parma +3	53/0/0/0/0	0/13	D/-/-/-/-	84/52.2/65.5/65.5/51.6	33.1/52.2/33.1/33.1
Bleed Iron Parma +4	57/0/0/0/0	0/14	D/-/-/-/-	84.4/53.5/66.4/66.4/52.9	34.9/53.5/34.9/34.9
Bleed Iron Parma +5	61/0/0/0/0	0/15	D/-/-/-/-	84.8/54.7/67.3/67.3/54.2	36.7/54.7/36.7/36.7
Bleed Iron Parma +6	65/0/0/0/0	0/16	D/-/-/-/-	85.3/56/68.3/68.3/55.5	38.5/56/38.5/38.5
Bleed Iron Parma +7	69/0/0/0/0	0/17	D/-/-/-/-	85.7/57.3/69.2/69.2/56.8	40.3/57.3/40.3/40.3
Bleed Iron Parma +8	73/0/0/0/0	0/18	D/-/-/-/-	86.1/58.6/70.1/70.1/58.1	42.1/58.6/42.1/42.1
Bleed Iron Parma +9	77/0/0/0/0	0/19	D/-/-/-/-	86.5/59.9/71/71/59.4	43.9/59.9/43.9/43.9

Bleed Iron Parma +10	81/0/0/0/0	0/20	D/-/-/-/-	87/61.2/72/72/60 .7	45.7/61.2/45.7/4 5.7
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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>