

# Normal Shields

These shields may be used to parry enemy attacks.

Image	Name	Dama ge	Count er Stren gth	Poise Dama ge	Durab ility	Weigh t	Stats Need ed Stat Bonus es	Aux Effect s Aux Effect s Reduc tion	Dama ge Reduc tion	Stabili ty	Encha ntable
	Archdrake Shield	55/0/0/0/0  (Parry/Strike)	110	15	80	4.0	14/0/0/0  C/D/-/-/-/-	0/0  40/40/40/40	95/65/50/50/40	50	Yes
	Bell Keeper Shield	25/60/0/0/0  (Parry/Strike)	110	15	50	2.0	7/0/0/0  -/-/C/-/-/-	0/0  20/20/20/20	60/85/20/20/20	45	Yes
	Black Dragon Shield	80/0/0/0/0  (Parry/Strike)	110	15	70	5.5	15/0/0/0  E/-/-/-/-/-	-/-  55/55/55/55	100/60/60/60/60	50	???
	Black Flames tone Parma	60/0/0/0/0  (Parry/Strike)	100	10	40	2.5	8/10/0/0  D/-/-/-/-/-	0/0  30/25/65/25	85/45/25/45/45	45	Yes
	Blossom Kite Shield	100/0/0/0/0  (Parry/Strike)	110	15	60	4.0	12/0/0/0  D/-/-/-/-/-	-/-  90/80/65/65	75/60/65/65/65	-	???
	Blue Wooden Shield	55/0/0/0/0  (Parry/Strike)	110	15	50	1.0	6/0/0/0  D/-/-/-/-/-	0/0  35/35/35/35	85/40/30/65/40	35	Yes

	Bone Shield	77/0/0/0/0  (Parry/Strike)	110	15	30	6.0	8/8/-/-  D/-/-/-	-/-  30/70/70/70	50/50/20/20/70	50	???
	Bound Wooden Shield	90/0/0/0/0  (Parry/Strike)	110	15	60	3.0	11/0/0/0  D/-/-/-/-/-	0/40  35/74/45/45	90/20/30/65/40	40	Yes
	Chaos Shield	60/0/40/0/0  (Parry/Strike)	110	15	60	4.5	10/0/0/0  -/-/-/B/-/-	-/-  65/65/65/65	45/60/60/60/85	45	???
	Charred Loyce Shield	46/40/54/0/0  (Parry/Strike)	100	15	40	5	12/16/0/0  - /C/D/D/-/-	-/-  55/55/40/40	55/45/80/50/50	50	???
	Defender's Shield	36/74/0/0/0  (Parry/Strike)	110	15	70	5.0	15/0/0/0  D/D/C/-/-/-	-/-  40/40/40/40	100/70/60/65/50	60	???
	Drakekeeper's Shield	102/0/0/0/0  (Parry/Strike)	0	0	80	7.0	17/0/0/0  C/-/-/-/-/-	-/-  65/65/65/65	100/65/65/65/45	55	???
	Drangleic Shield	86/0/0/0/0  (Parry/Strike)	110	15	70	6.0	16/0/0/0  C/C/-/-/-/-	0/0  25/25/25/25	100/50/55/55/35	55	Yes
	Golden Wing Shield	25/60/0/0/0  (Spell Parry/Strike)	110	15	70	5.5	12/0/0/0  E/-/C/-/-/-	0/0  45/45/45/45	60/80/60/60/55	55	No
	Grand Spirit Tree Shield	63/0/0/67/0  (Spell Parry/Strike)	110	15	70	5.5	10/0/0/0  E/-/-/-/C/-	0/0  45/45/45/45	60/65/60/80/70	45	No

	Hollow Soldier Shield	95/0/0/0/0 (Parry/Strike)	110	15	40	3.0	8/-/-/- E/-/-/-	-/- 20/20/20/20	80/15/15/15/5	35	???
	Homunculus Wooden Shield	70/0/0/0/0 (Parry/Strike)	110	15	70	3.5	8/0/0/0 D/-/-/-/-/-	0/0 35/35/35/35	85/65/30/65/45	45	Yes
	King's Shield	28/0/60/0/0 (Parry/Strike)	110	15	80	5.0	16/0/0/0 C/C/-/C/-/-	-/- 60/60/60/60	100/60/85/65/45	55	???
	Large Leather Shield	65/0/0/0/0 (Parry/Strike)	110	15	60	1.5	7/0/0/0 D/-/-/-/-/-	0/0 50/50/50/50	90/35/60/60/45	40	Yes
	Lion Clan Shield	62/0/0/0/0 (Parry/Strike)	110	15	70	2.5	8/-/-/- D/-/-/-	-/- 30/30/30/30	90/45/20/45/35	45	???
	Loyce Shield	61/54/0/0/0 (Parry/Strike)	100	15	60	4.5	12/15/0/0 -/C/D/-/-/-	-/- 55/55/40/40	60/80/45/50/50	50	???
	Mirrah Shield	67/0/0/0/0 (Parry/Strike)	110	15	70	4.5	12/0/0/0 E/B/-/-/-/-	-/- 30/30/30/30	90/40/45/45/45	50	???
	Moon Butterfly Shield	45/0/0/0/0 (Parry/Strike)	110	15	50	3.0	6/0/0/0 -/-/-/-/-/-	133/- 90/15/15/15	20/15/15/15/15	35	???
	Old Knights Shield	75/0/0/0/0 (Parry/Strike)	110	15	20	8.0	24/0/0/0 E/-/-/-/-/-	0/0 60/60/60/60	100/70/70/70/40	60	???

	Porcine Shield	75/0/0/0/0  (Parry/Strike)	110	15	20	4.0	9/0/0/0  D/-/-/-/-/-	0/0  30/30/30/30	65/40/65/40/40	40	Yes
	Rampart Golem Shield	115/0/0/0/0  (Parry/Strike)	110	15	5	8.0	19/-/-/-  C/E/-/-	-/-  80/80/80/80	65/90/90/90/90	40	???
	Red Rust Shield	106/0/0/0/0  (Parry/Strike)	110	15	70	5.0	17/-/-/-  B/-/-/-	-/-  70/70/10/10	100/10/10/10/10	55	???
	Royal Kite Shield	80/0/0/0/0  (Parry/Strike)	110	15	60	4.0	12/0/0/0  D/C/-/-/-/-	0/0  45/45/45/45	100/45/65/50/40	50	Yes
	Sanctum Shield	0/120/0/80/120  (Spell/Strike)	100	10	30	2.0	6/7/18/18  -/-/C/-/C/C	-/-  30/30/60/60	85/70/85/70/70	40	???
	Shield of the Insolent	65/0/0/0/0  (Spell parry/Strike)	110	15	40	6.0	10/-/-/-  -/-/-/-/-/-	-/-  35/35/35/35	55/40/40/40/30	45	???
	Silver Eagle Kite Shield	60/0/0/0/0  (Parry/Strike)	110	15	80	3.0	10/0/0/0  D/D/-/-/-/-	0/0  45/45/45/45	90/30/60/50/30	50	Yes
	Silverblack Shield	35/0/0/0/60  (Parry/Strike)	110	15	70	5.5	16/0/0/0  D/-/-/-/-/C	0/0  40/40/40/40	80/80/70/70/85	45	???
	Slumbering Dragon Shield	40/0/0/50/0  (Parry/Strike)	110	15	60	4.5	14/0/0/0  -/-/-/-/B/-	0/0  65/65/65/65	45/60/60/85/60	45	Yes

	Spirit Tree Shield	30/54/0/0/0  (Spell Parry/Strike)	110	15	60	5.0	10/0/0/0  D/-/C/-/-/-	0/0  45/45/45/45	60/65/55/55/45	50	Yes
	Stone Parma	75/0/0/0/0  (Parry/Strike)	110	15	80	5.0	18/-/-/-  D/-/-/-	-/-  55/55/85/55	100/20/20/20/45	55	???
	Vessel Shield	107/0/0/0/0  (Spell Parry/Strike)	100	15	60	7	20/17/8/8  D/D/-/-/-/-	-/-  20/20/70/70	65/25/40/25/25	45	???
	Watch dragon Parma	105/0/0/0/0  (Parry/Strike)	110	15	60	4.5	10/0/0/0  D/-/-/-/-/-	-/-  40/40/85/85	90/75/75/60/60	50	???
	Wooden Shield	60/0/0/0/0  (Parry/Strike)	110	15	60	1.5	7/0/0/0  D/-/-/-/-/-	-/-  35/35/35/35	85/40/30/65/40	40	Yes
	Yellow Quartz Shield	95/0/0/0/0  (Parry/Strike)	110	15	60	3.0	12/0/0/0  D/-/-/-/-/-	0/0  30/30/30/30	80/35/40/40/25	55	Yes

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# Key

<b>Damage:</b>	<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"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul> <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<b>Weight:</b>	<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>
<b>Stats Needed:</b>	<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"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <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>
<b>Aux Effect:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<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"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>

<b>Damage Reduction:</b>	<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"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul>
<b>Stability:</b>	<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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