

Orma's Greatshield

In-Game Description

Shield of the knights who long ago attempted to conquer the Undead Crypt.

They bore no weapons, only a shield split into left and right halves, which they used to playfully crush their foes until their corpses were kneaded beyond recognition.

The engraving depicts two messengers from the hereafter who welcome the recently dead by reviewing the merits of their deeds in life.

Availability

- Imperious Knight drop.
- Greatsword Phantom drop - very rare.
- Greatsword Bell Keeper drop - very rare.
- Woodland Child Gully drop - very rare
- Woodland Child Victor drop - very rare

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
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	200/0/0 /0/0 (Strike)	0/0	120	35	33/0/0/ 0 D/-/-/-/ /-	100/30/ 55/55/6 5	60/60/8 0/55	70	90	16
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Notes

- Left hand of the Greatshield pair with Reeve's Greatshield.
- You can power stance this shield and Reeve's Greatshield; Reeve's must be in the right-hand slot and Orma's must be in the left-hand slot. These are the only shields in the game that can be power stanced.
- You need 49 Strength to power stance the shields.

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

Basic

Special upgrade path.

Requires Twinkling Titanite.

Name	Damage	Damage Reduction	Stability	Stat Scaling	Materials Cost	Souls Cost
Orma's Greatshield +0	200/0/0/0/0	100/30/55/55/65/60/60/80/55	70	D/-/-/-/-	-	-
Orma's Greatshield +1	220/0/0/0/0	100/31.7/56.1/56.1/65.8/61/61/80.5/56.1	71	D/-/-/-/-	1x Twinkling Titanite	1200
Orma's Greatshield +2	240/0/0/0/0	100/33.5/57.2/57.2/66.7/62/62/81/57.2	73	D/-/-/-/-	2x Twinkling Titanite	1500
Orma's Greatshield +3	260/0/0/0/0	100/35.2/58.3/58.3/67.6/63/63/81.5/58.3	74	D/-/-/-/-	3x Twinkling Titanite	1800
Orma's Greatshield +4	280/0/0/0/0	100/37/59.5/59.5/68.5/64/64/82/59.5	76	D/-/-/-/-	4x Twinkling Titanite	2400

Orma's Greatshield +5	300/0/0/0/0	100/38.7/60.6/60.6/69.3/65/65/82.5/60.6	78	D/-/-/-/-/-	5x Twinkling Titanite	2700
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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 Orma's Greatshield +0	126/154/0/0/0	0/0	D/-/C/-/-/-	97.7/48.3/52.7/52.7/62.7	57.7/57.7/77.7/52.7
Magic Orma's Greatshield +1	138/169/0/0/0	0/0	D/-/C/-/-/-	97.7/49.6/53.8/53.8/63.6	58.7/58.7/78.2/53.8
Magic Orma's Greatshield +2	151/184/0/0/0	0/0	D/-/C/-/-/-	97.8/50.9/55/55/64.5	59.8/59.8/78.8/55
Magic Orma's Greatshield +3	163/200/0/0/0	0/0	D/-/B/-/-/-	97.8/52.2/56.2/56.2/65.5	60.8/60.8/79.3/56.2
Magic Orma's Greatshield +4	176/215/0/0/0	0/0	D/-/B/-/-/-	97.9/53.5/57.4/57.4/66.4	61.9/61.9/79.9/57.4
Magic Orma's Greatshield +5	189/231/0/0/0	0/0	D/-/B/-/-/-	97.9/54.7/58.6/58.6/67.3	62.9/62.9/80.4/58.6

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
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Fire Orma's Greatshield +0	126/0/154/0/0	0/0	D/-/-/C/-/-	97.7/27.7/73.3/52.7/62.7	57.7/57.7/77.7/52.7
Fire Orma's Greatshield +1	138/0/169/0/0	0/0	D/-/-/C/-/-	97.7/29.5/74/53.8/63.6	58.7/58.7/78.2/53.8
Fire Orma's Greatshield +2	151/0/184/0/0	0/0	D/-/-/C/-/-	97.8/31.3/74.6/55/64.5	59.8/59.8/78.8/55
Fire Orma's Greatshield +3	163/0/200/0/0	0/0	D/-/-/B/-/-	97.8/33.1/75.3/56.2/65.5	60.8/60.8/79.3/56.2
Fire Orma's Greatshield +4	176/0/215/0/0	0/0	D/-/-/B/-/-	97.9/34.9/76/57.4/66.4	61.9/61.9/79.9/57.4
Fire Orma's Greatshield +5	189/0/231/0/0	0/0	D/-/-/B/-/-	97.9/36.7/76.6/58.6/67.3	62.9/62.9/80.4/58.6

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 Orma's Greatshield +0	126/0/0/154/0	0/0	D/-/-/C/-/-	97.7/27.7/52.7/73.3/62.7	57.7/57.7/77.7/52.7
Lightning Orma's Greatshield +1	138/0/0/169/0	0/0	D/-/-/C/-/-	97.7/29.5/53.8/74/63.6	58.7/58.7/78.2/53.8
Lightning Orma's Greatshield +2	151/0/0/184/0	0/0	D/-/-/C/-/-	97.8/31.3/55/74.6/64.5	59.8/59.8/78.8/55
Lightning Orma's Greatshield +3	163/0/0/200/0	0/0	D/-/-/B/-/-	97.8/33.1/56.2/75.3/65.5	60.8/60.8/79.3/56.2
Lightning Orma's Greatshield +4	176/0/0/215/0	0/0	D/-/-/B/-/-	97.9/34.9/57.4/76/66.4	61.9/61.9/79.9/57.4
Lightning Orma's Greatshield +5	189/0/0/231/0	0/0	D/-/-/B/-/-	97.9/36.7/58.6/76.6/67.3	62.9/62.9/80.4/58.6

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 Orma's Greatshield +0	126/0/0/0/154	0/0	D/-/-/-/C	97.7/27.7/52.7/52.7/83.3	57.7/57.7/77.7/52.7
Dark Orma's Greatshield +1	138/0/0/0/169	0/0	D/-/-/-/C	97.7/29.5/53.8/53.8/83.7	58.7/58.7/78.2/53.8
Dark Orma's Greatshield +2	151/0/0/0/184	0/0	D/-/-/-/C	97.8/31.3/55/55/84.1	59.8/59.8/78.8/55
Dark Orma's Greatshield +3	163/0/0/0/200	0/0	D/-/-/-/B	97.8/33.1/56.2/56.2/84.5	60.8/60.8/79.3/56.2
Dark Orma's Greatshield +4	176/0/0/0/215	0/0	D/-/-/-/B	97.9/34.9/57.4/57.4/85	61.9/61.9/79.9/57.4
Dark Orma's Greatshield +5	189/0/0/0/231	0/0	D/-/-/-/B	97.9/36.7/58.6/58.6/85.4	62.9/62.9/80.4/58.6

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 Orma's Greatshield +0	126/0/0/0/0	30/0	D/-/-/-/-	97.7/27.7/52.7/52.7/62.7	78.3/57.7/77.7/52.7
Poison Orma's Greatshield +1	138/0/0/0/0	33/0	D/-/-/-/-	97.7/29.5/53.8/53.8/63.6	78.8/58.7/78.2/53.8
Poison Orma's Greatshield +2	151/0/0/0/0	36/0	D/-/-/-/-	97.8/31.3/55/55/64.5	79.4/59.8/78.8/55
Poison Orma's Greatshield +3	163/0/0/0/0	40/0	D/-/-/-/-	97.8/33.1/56.2/56.2/65.5	79.9/60.8/79.3/56.2
Poison Orma's Greatshield +4	176/0/0/0/0	43/0	D/-/-/-/-	97.9/34.9/57.4/57.4/66.4	80.5/61.9/79.9/57.4

Poison Orma's Greatshield +5	189/0/0/0/0	46/0	D/-/-/-/-	97.9/36.7/58.6/58.6/67.3	81/62.9/80.4/58.6
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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 Orma's Greatshield +0	126/0/0/0/0	0/30	D/-/-/-/-	97.7/27.7/52.7/52.7/62.7	57.7/78.3/77.7/52.7
Bleed Orma's Greatshield +1	138/0/0/0/0	0/33	D/-/-/-/-	97.7/29.5/53.8/53.8/63.6	58.7/78.8/78.2/53.8
Bleed Orma's Greatshield +2	151/0/0/0/0	0/36	D/-/-/-/-	97.8/31.3/55/55/64.5	59.8/79.4/78.8/55
Bleed Orma's Greatshield +3	163/0/0/0/0	0/40	D/-/-/-/-	97.8/33.1/56.2/56.2/65.5	60.8/79.9/79.3/56.2
Bleed Orma's Greatshield +4	176/0/0/0/0	0/43	D/-/-/-/-	97.9/34.9/57.4/57.4/66.4	61.9/80.5/79.9/57.4
Bleed Orma's Greatshield +5	189/0/0/0/0	0/46	D/-/-/-/-	97.9/36.7/58.6/58.6/67.3	62.9/81/80.4/58.6

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>
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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:	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.
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:

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.

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