

# Pate's Shield


## In-Game Description

*Pate's favorite greatshield.*  
*Appears rather humdrum, but in fact was forged by layering thin sheets of iron, a process that creates a shield with excellent defense for its weight.*

*It is not always advisable to stand out.*  
*Especially if you have something to hide.*

## Availability

- Gift from Mild Mannered Pate after killing the Last Giant with him summoned. He must survive the fight. Speak to him in Earthen Peak to receive it.
- Sold by Merchant Hag Melentia for 5,800 souls after killing Mild Mannered Pate.

## 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
	135/0/0 /0/0  (Strike)	0/0	120	35	25/0/0/ 0  D/D/-/-/- /-	95/45/4 5/45/55	75/75/7 0/70	65	70	10.5

## Upgrades

## Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Pate's Shield +0	135/0/0/0/0	D/D/-/-/-/-	95/45/45/45/55	75/75/70/70	65	-	-
Pate's Shield +1	148/0/0/0/0	D/D/-/-/-/-	95.1/46.3/46.3/46.3/56.1	75.6/75.6/70.7/70.7	65	1x Titanite Shard	550
Pate's Shield +2	162/0/0/0/0	D/D/-/-/-/-	95.2/47.7/47.7/47.7/57.2	76.2/76.2/71.5/71.5	66	2x Titanite Shard	690
Pate's Shield +3	175/0/0/0/0	D/D/-/-/-/-	95.3/49.1/49.1/49.1/58.3	76.8/76.8/72.2/72.2	67	3x Titanite Shard	830
Pate's Shield +4	189/0/0/0/0	C/D/-/-/-/-	95.5/50.5/50.5/50.5/59.5	77.5/77.5/73/73	68	1x Large Titanite Shard	1100
Pate's Shield +5	202/0/0/0/0	C/D/-/-/-/-	95.6/51.8/51.8/51.8/60.6	78.7/78.1/73.7/73.7	69	2x Large Titanite Shard	1240
Pate's Shield +6	216/0/0/0/0	C/D/-/-/-/-	95.7/53.2/53.2/53.2/61.7	78.7/78.7/74.5/74.5	69	3x Large Titanite Shard	1380
Pate's Shield +7	229/0/0/0/0	C/D/-/-/-/-	95.8/54.6/54.6/54.6/62.8	79.3/79.3/75.2/75.2	70	1x Titanite Chunk	1650
Pate's Shield +8	243/0/0/0/0	C/D/-/-/-/-	96/56/56/56/64	80/80/76/76	71	2x Titanite Chunk	1790
Pate's Shield +9	256/0/0/0/0	C/D/-/-/-/-	96.1/57.3/57.3/57.3/65.1	80.6/80.6/76.7/76.7	72	3x Titanite Chunk	1930
Pate's Shield +10	270/0/0/0/0	C/D/-/-/-/-	96.2/58.7/58.7/58.7/66.2	81.2/81.2/77.5/77.5	73	1x Titanite Slab	2200

## Infusions

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## Magic

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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 Pate's Shield +0	0/0	85/103/0/0/0	D/D/C/-/-	92.7/63.3/42.7/42.7/52.7	72.7/72.7/67.7/67.7
Magic Pate's Shield +1	0/0	93/114/0/0/0	D/D/C/-/-	92.8/64.2/44.1/44.1/53.8	73.3/73.3/68.5/68.5
Magic Pate's Shield +2	0/0	102/124/0/0/0	D/D/C/-/-	93/65.1/45.5/45.5/55	74/74/69.3/69.3
Magic Pate's Shield +3	0/0	110/135/0/0/0	D/D/B/-/-	93.2/66/47/47/56.2	74.7/74.7/70.1/70.1
Magic Pate's Shield +4	0/0	119/145/0/0/0	D/D/B/-/-	93.4/67/48.4/48.4/57.4	75.4/75.4/70.9/70.9
Magic Pate's Shield +5	0/0	127/155/0/0/0	D/D/B/-/-	93.6/67.9/49.8/49.8/58.6	76.1/76.1/71.7/71.7
Magic Pate's Shield +6	0/0	136/166/0/0/0	D/D/B/-/-	93.8/68.8/51.3/51.3/59.8	76.8/76.8/72.5/72.5
Magic Pate's Shield +7	0/0	144/176/0/0/0	D/D/B/-/-	93.9/69.7/52.7/52.7/60.9	77.4/77.4/73.3/73.3
Magic Pate's Shield +8	0/0	153/187/0/0/0	D/D/B/-/-	94.1/70.6/54.1/54.1/62.1	78.1/78.1/74.1/74.1
Magic Pate's Shield +9	0/0	161/197/0/0/0	C/D/B/-/-	94.3/71.5/55.5/55.5/63.3	78.8/78.8/74.9/74.9
Magic Pate's Shield +10	0/0	170/207/0/0/0	C/D/B/-/-	94.5/72.5/57/57/64.5	79.5/79.5/75.7/75.7

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## Fire

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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 Pate's Shield +0	85/0/103/0/0	0/0	D/D/-/C/-/-	92.7/42.7/63.3/42.7/52.7	72.7/72.7/67.7/67.7
Fire Pate's Shield +1	93/0/114/0/0	0/0	D/D/-/C/-/-	92.8/44.1/64.2/44.1/53.8	73.3/73.3/68.5/68.5
Fire Pate's Shield +2	102/0/124/0/0	0/0	D/D/-/C/-/-	93/45.5/65.1/45.5/55	74/74/69.3/69.3
Fire Pate's Shield +3	110/0/135/0/0	0/0	D/D/-/B/-/-	93.2/47/66/47/56.2	74.7/74.7/70.1/70.1
Fire Pate's Shield +4	119/0/145/0/0	0/0	D/D/-/B/-/-	93.4/48.4/67/48.4/57.4	75.4/75.4/70.9/70.9
Fire Pate's Shield +5	127/0/155/0/0	0/0	D/D/-/B/-/-	93.6/49.8/67.9/49.8/58.6	76.1/76.1/71.7/71.7
Fire Pate's Shield +6	136/0/166/0/0	0/0	D/D/-/B/-/-	93.8/51.3/68.8/51.3/59.8	76.8/76.8/72.5/72.5
Fire Pate's Shield +7	144/0/176/0/0	0/0	D/D/-/B/-/-	93.9/52.7/69.7/52.7/60.9	77.4/77.4/73.3/73.3
Fire Pate's Shield +8	153/0/187/0/0	0/0	D/D/-/B/-/-	94.1/54.1/70.6/54.1/62.1	78.1/78.1/74.1/74.1
Fire Pate's Shield +9	161/0/197/0/0	0/0	C/D/-/B/-/-	94.3/55.5/71.5/55.5/63.3	78.8/78.8/74.9/74.9
Fire Pate's Shield +10	170/0/207/0/0	0/0	C/D/-/B/-/-	94.5/72.5/57/57/64.5	79.5/79.5/75.7/75.7

## 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 Pate's Shield +0	85/0/0/103/0	0/0	D/D/-/-/C/-	92.7/42.7/42.7/63.3/52.7	72.7/72.7/67.7/67.7

Lightning Pate's Shield +1	93/0/0/114/0	0/0	D/D/-/-/C/-	92.8/44.1/44.1/64.2/53.8	73.3/73.3/68.5/68.5
Lightning Pate's Shield +2	102/0/0/124/0	0/0	D/D/-/-/C/-	93/45.5/45.5/65.1/55	74/74/69.3/69.3
Lightning Pate's Shield +3	110/0/0/135/0	0/0	D/D/-/-/B/-	93.2/47/47/66/56.2	74.7/74.7/70.1/70.1
Lightning Pate's Shield +4	119/0/0/145/0	0/0	D/D/-/-/B/-	93.4/48.4/48.4/67/57.4	75.4/75.4/70.9/70.9
Lightning Pate's Shield +5	127/0/0/155/0	0/0	D/D/-/-/B/-	93.6/49.8/49.8/67.9/58.6	76.1/76.1/71.7/71.7
Lightning Pate's Shield +6	136/0/0/166/0	0/0	D/D/-/-/B/-	93.8/51.3/51.3/68.8/59.8	76.8/76.8/72.5/72.5
Lightning Pate's Shield +7	144/0/0/176/0	0/0	D/D/-/-/B/-	93.9/52.7/52.7/69.7/60.9	77.4/77.4/73.3/73.3
Lightning Pate's Shield +8	153/0/0/187/0	0/0	D/D/-/-/B/-	94.1/54.1/54.1/70.6/62.1	78.1/78.1/74.1/74.1
Lightning Pate's Shield +9	161/0/0/197/0	0/0	C/D/-/-/B/-	94.3/55.5/55.5/71.5/63.3	78.8/78.8/74.9/74.9
Lightning Pate's Shield +10	170/0/0/207/0	0/0	C/D/-/-/B/-	94.5/57/57/72.5/64.5	79.5/79.5/75.7/75.7

## 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 Pate's Shield +0	85/0/0/0/103	0/0	D/D/-/-/-/C	92.7/42.7/42.7/42.7/73.3	72.7/72.7/67.7/67.7
Dark Pate's Shield +1	93/0/0/0/114	0/0	D/D/-/-/-/C	92.8/44.1/44.1/44.1/74	73.3/73.3/68.5/68.5
Dark Pate's Shield +2	102/0/0/0/124	0/0	D/D/-/-/-/C	93/45.5/45.5/45.5/74.6	74/74/69.3/69.3
Dark Pate's Shield +3	110/0/0/0/135	0/0	D/D/-/-/-/B	93.2/47/47/47/75.3	74.7/74.7/70.1/70.1

Dark Pate's Shield +4	119/0/0/0/145	0/0	D/D/-/-/-/B	93.4/48.4/48.4/48.4/76	75.4/75.4/70.9/70.9
Dark Pate's Shield +5	127/0/0/0/155	0/0	D/D/-/-/-/B	93.6/49.8/49.8/49.8/76.6	76.1/76.1/71.7/71.7
Dark Pate's Shield +6	136/0/0/0/166	0/0	D/D/-/-/-/B	93.8/51.3/51.3/51.3/77.3	76.8/76.8/72.5/72.5
Dark Pate's Shield +7	144/0/0/0/176	0/0	D/D/-/-/-/B	93.9/52.7/52.7/52.7/78	77.4/77.4/73.3/73.3
Dark Pate's Shield +8	153/0/0/0/187	0/0	D/D/-/-/-/B	94.1/54.1/54.1/54.1/78.6	78.1/78.1/74.1/74.1
Dark Pate's Shield +9	161/0/0/0/197	0/0	C/D/-/-/-/B	94.3/55.5/55.5/55.5/79.3	78.8/78.8/74.9/74.9
Dark Pate's Shield +10	170/0/0/0/207	0/0	C/D/-/-/-/B	94.5/57/57/57/80	79.5/79.5/75.7/75.7

# 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 Pate's Shield +0	85/0/0/0/0	20/0	D/D/-/-/-/-	92.7/42.7/42.7/42.7/52.7	93.3/72.7/67.7/67.7
Poison Pate's Shield +1	93/0/0/0/0	22/0	D/D/-/-/-/-	92.8/44.1/44.1/44.1/53.8	93.5/73.3/68.5/68.5
Poison Pate's Shield +2	102/0/0/0/0	24/0	D/D/-/-/-/-	93/45.5/45.5/45.5/55	93.6/74/69.3/69.3
Poison Pate's Shield +3	110/0/0/0/0	27/0	D/D/-/-/-/-	93.2/47/47/47/56.2	93.8/74.7/70.1/70.1
Poison Pate's Shield +4	119/0/0/0/0	29/0	D/D/-/-/-/-	93.4/48.4/48.4/48.4/57.4	94/75.4/70.9/70.9
Poison Pate's Shield +5	127/0/0/0/0	31/0	D/D/-/-/-/-	93.6/49.8/49.8/49.8/58.6	94.1/76.1/71.7/71.7
Poison Pate's Shield +6	136/0/0/0/0	33/0	D/D/-/-/-/-	93.8/51.3/51.3/51.3/59.8	94.3/76.8/72.5/72.5

Poison Pate's Shield +7	144/0/0/0/0	35/0	D/D/-/-/-	93.9/52.7/52.7/52.7/60.9	94.5/77.4/73.3/73.3
Poison Pate's Shield +8	153/0/0/0/0	37/0	D/D/-/-/-	94.1/54.1/54.1/54.1/62.1	94.6/78.1/74.1/74.1
Poison Pate's Shield +9	161/0/0/0/0	39/0	C/D/-/-/-	94.3/55.5/55.5/55.5/63.3	94.8/78.8/74.9/74.9
Poison Pate's Shield +10	170/0/0/0/0	41/0	C/D/-/-/-	94.5/57/57/57/64.5	95/79.5/75.7/75.7

## 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 Pate's Shield +0	85/0/0/0/0	0/20	D/D/-/-/-	92.7/42.7/42.7/42.7/52.7	72.7/93.3/67.7/67.7
Bleed Pate's Shield +1	93/0/0/0/0	0/22	D/D/-/-/-	92.8/44.1/44.1/44.1/53.8	73.3/93.5/68.5/68.5
Bleed Pate's Shield +2	102/0/0/0/0	0/24	D/D/-/-/-	93/45.5/45.5/45.5/55	74/93.6/69.3/69.3
Bleed Pate's Shield +3	110/0/0/0/0	0/27	D/D/-/-/-	93.2/47/47/47/56.2	74.7/93.8/70.1/70.1
Bleed Pate's Shield +4	119/0/0/0/0	0/29	D/D/-/-/-	93.4/48.4/48.4/48.4/57.4	75.4/94/70.9/70.9
Bleed Pate's Shield +5	127/0/0/0/0	0/31	D/D/-/-/-	93.6/49.8/49.8/49.8/58.6	76.1/94.1/71.7/71.7
Bleed Pate's Shield +6	136/0/0/0/0	0/33	D/D/-/-/-	93.8/51.3/51.3/51.3/59.8	76.8/94.3/72.5/72.5
Bleed Pate's Shield +7	144/0/0/0/0	0/35	D/D/-/-/-	93.9/52.7/52.7/52.7/60.9	77.4/94.5/73.3/73.3
Bleed Pate's Shield +8	153/0/0/0/0	0/37	D/D/-/-/-	94.1/54.1/54.1/54.1/62.1	78.1/94.6/74.1/74.1
Bleed Pate's Shield +9	161/0/0/0/0	0/39	C/D/-/-/-	94.3/55.5/55.5/55.5/63.3	78.8/94.8/74.9/74.9

Bleed Pate's Shield +10	170/0/0/0/0	0/41	C/D/-/-/-	94.5/57/57/57/64 .5	79.5/95/75.7/75. 7
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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>