

# Phoenix Parma

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## In-Game Description

*A small shield decorated with a phoenix.*

*The sea of flame that swallowed the Iron Keep took this shield as well, but when it was retrieved it was mysteriously unscathed, save a degree of discoloration.*

## Availability

Iron Keep treasure. Sitting on a lava float beneath the door of the Smelter Demon's room, accessed via the stairs in front of the wheel switch.

## General Information

| Name | Damag<br>e                                | Aux<br>Effects | Counte<br>r<br>Streng<br>th | Poise<br>Damag<br>e | Stats<br>Neede<br>d<br>Stat<br>Bonuse<br>s | Damag<br>e<br>Reduct<br>ion | Aux<br>Effects<br>Reduct<br>ion | Stabilit<br>y | Durabil<br>ity | Weight |
|------|---|----------------|-----------------------------|---------------------|--|-----------------------------|---------------------------------|---------------|----------------|--------|
|      | 22/0/34<br>/0/0<br><br>(Parry/S<br>trike) | 0/0            | 100                         | 10                  | 9/10/0/<br>0<br><br>C/-/-/C/-<br>/-        | 70/40/9<br>0/40/40          | 45/45/4<br>5/45                 | 40            | 50             | 2.5    |

## Notes

- Gives up other defenses in favor of 90% fire resistance.

- This shield was chosen to be in the game as one of the winners of the Shield Design Contest held by Namco Bandai and FROM Software.
- Originally named the Shield of Ash, it had the Greatshield of Glory description. The item description makes reference to the fact that the original color scheme was a striking gold on black.

# Upgrades

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| FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed |
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## Basic

Standard upgrade path.  
Requires Titanite.

| Name             | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction | Stability | Materials Cost          | Souls Cost |
|------------------|-------------|-------------|--------------|--------------------------|-----------------------|-----------|-------------------------|------------|
| Phoenix Parma +0 | 22/0/34/0/0 | 0/0         | C/-/-C/-/-   | 70/40/90/40/40           | 45/45/45/45           | 40        | -                       | -          |
| Phoenix Parma +1 | 24/0/35/0/0 | 0/0         | C/-/-C/-/-   | 70.7/41.5/90.2/41.5/41.5 | 46.3/46.3/46.3/46.3   | 40        | 1x Titanite Shard       | 350        |
| Phoenix Parma +2 | 26/0/37/0/0 | 0/0         | C/-/-C/-/-   | 71.5/43/90.5/43/43       | 47.7/47.7/47.7/47.7   | 41        | 2x Titanite Shard       | 440        |
| Phoenix Parma +3 | 28/0/38/0/0 | 0/0         | C/-/-C/-/-   | 72.2/44.5/90.7/44.5/44.5 | 49.1/49.1/49.1/49.1   | 42        | 3x Titanite Shard       | 530        |
| Phoenix Parma +4 | 31/0/40/0/0 | 0/0         | C/-/-C/-/-   | 73/46/91/46/46           | 50.5/50.5/50.5/50.5   | 43        | 1x Large Titanite Shard | 700        |
| Phoenix Parma +5 | 33/0/42/0/0 | 0/0         | C/-/-C/-/-   | 73.7/47.5/91.2/47.5/47.5 | 51.8/51.8/51.8/51.8   | 44        | 2x Large Titanite Shard | 790        |
| Phoenix Parma +6 | 35/0/43/0/0 | 0/0         | C/-/-C/-/-   | 74.5/49/91.5/49/49       | 53.2/53.2/53.2/53.2   | 44        | 3x Large Titanite Shard | 880        |
| Phoenix Parma +7 | 38/0/45/0/0 | 0/0         | C/-/-C/-/-   | 75.2/50.5/91.7/50.5/50.5 | 54.6/54.6/54.6/54.6   | 45        | 1x Titanite Chunk       | 1,050      |

|                         |                 |     |             |                                  |                         |    |                      |       |
|-------------------------|-----------------|-----|-------------|----------------------------------|-------------------------|----|----------------------|-------|
| Phoenix<br>Parma +8     | 40/0/46/0/<br>0 | 0/0 | C/-/-/C/-/- | 76/52/92/<br>52/52               | 56/56/56/<br>56         | 46 | 2x Titanite<br>Chunk | 1,140 |
| Phoenix<br>Parma +9     | 42/0/48/0/<br>0 | 0/0 | C/-/-/C/-/- | 76.7/53.5/<br>92.2/53.5/<br>53.5 | 57.3/57.3/<br>57.3/57.3 | 47 | 3x Titanite<br>Chunk | 1,230 |
| Phoenix<br>Parma<br>+10 | 45/0/50/0/<br>0 | 0/0 | B/-/-/C/-/- | 77.5/55/92<br>.5/55/55           | 58.7/58.7/<br>58.7/58.7 | 48 | 1x Titanite<br>Slab  | 1,400 |

# 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 and 2,000 souls

| Name                      | Damage       | Aux Effects | Stat Bonuses | Damage Reduction             | Aux Effects Reduction   |
|---------------------------|--------------|-------------|--------------|------------------------------|-------------------------|
| Magic Phoenix<br>Parma +0 | 17/13/27/0/0 | 0/0         | C/-/C/C/-/-  | 68.3/53.3/88.3/3<br>8.3/38.3 | 43.3/43.3/43.3/4<br>3.3 |
| Magic Phoenix<br>Parma +1 | 19/14/28/0/0 | 0/0         | C/-/C/C/-/-  | 69.1/54.5/88.6/3<br>9.8/39.8 | 44.7/44.7/44.7/4<br>4.7 |
| Magic Phoenix<br>Parma +2 | 21/14/29/0/0 | 0/0         | C/-/C/C/-/-  | 69.9/55.6/88.9/4<br>1.4/41.4 | 46.1/46.1/46.1/4<br>6.1 |
| Magic Phoenix<br>Parma +3 | 23/15/31/0/0 | 0/0         | C/-/C/C/-/-  | 70.7/56.8/89.2/4<br>2.9/42.9 | 47.5/47.5/47.5/4<br>7.5 |
| Magic Phoenix<br>Parma +4 | 24/16/32/0/0 | 0/0         | C/-/C/C/-/-  | 71.5/58/89.5/44.<br>5/44.5   | 49/49/49/49             |
| Magic Phoenix<br>Parma +5 | 26/16/33/0/0 | 0/0         | C/-/C/C/-/-  | 72.2/59.1/89.7/4<br>6/46     | 50.4/50.4/50.4/5<br>0.4 |
| Magic Phoenix<br>Parma +6 | 28/17/34/0/0 | 0/0         | C/-/C/C/-/-  | 73/60.3/90/47.5/<br>47.5     | 51.8/51.8/51.8/5<br>1.8 |
| Magic Phoenix<br>Parma +7 | 30/18/36/0/0 | 0/0         | C/-/C/C/-/-  | 73.8/61.5/90.3/4<br>9.1/49.1 | 53.2/53.2/53.2/5<br>3.2 |
| Magic Phoenix<br>Parma +8 | 32/18/37/0/0 | 0/0         | C/-/C/C/-/-  | 74.6/62.6/90.6/5<br>0.6/50.6 | 54.6/54.6/54.6/5<br>4.6 |

|                            |              |     |             |                              |                         |
|----------------------------|--------------|-----|-------------|------------------------------|-------------------------|
| Magic Phoenix<br>Parma +9  | 34/19/38/0/0 | 0/0 | C/-/C/C/-/- | 75.4/63.8/90.9/5<br>2.2/52.2 | 56/56/56/56             |
| Magic Phoenix<br>Parma +10 | 35/19/39/0/0 | 0/0 | C/-/C/C/-/- | 76.2/65/91.2/53.<br>7/53.7   | 57.5/57.5/57.5/5<br>7.5 |

# Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone and 2,000 souls

| Name                      | Damage      | Aux Effects | Stat Bonuses | Damage Reduction             | Aux Effects Reduction   |
|---------------------------|-------------|-------------|--------------|------------------------------|-------------------------|
| Fire Phoenix<br>Parma +0  | 19/0/37/0/0 | 0/0         | C/-/-/C/-/-  | 69.5/39.5/93.3/3<br>9.5/39.5 | 44.5/44.5/44.5/4<br>4.5 |
| Fire Phoenix<br>Parma +1  | 21/0/39/0/0 | 0/0         | C/-/-/C/-/-  | 70.3/41/93.5/41/<br>41       | 45.9/45.9/45.9/4<br>5.9 |
| Fire Phoenix<br>Parma +2  | 23/0/40/0/0 | 0/0         | C/-/-/C/-/-  | 71.1/42.6/93.6/4<br>2.6/42.6 | 47.3/47.3/47.3/4<br>7.3 |
| Fire Phoenix<br>Parma +3  | 26/0/42/0/0 | 0/0         | C/-/-/C/-/-  | 71.8/44.1/93.8/4<br>4.1/44.1 | 48.7/48.7/48.7/4<br>8.7 |
| Fire Phoenix<br>Parma +4  | 28/0/44/0/0 | 0/0         | C/-/-/C/-/-  | 72.6/45.6/94/45.<br>6/45.6   | 50.1/50.1/50.1/5<br>0.1 |
| Fire Phoenix<br>Parma +5  | 30/0/46/0/0 | 0/0         | C/-/-/C/-/-  | 73.3/47.1/94.1/4<br>7.1/47.1 | 51.5/51.5/51.5/5<br>1.5 |
| Fire Phoenix<br>Parma +6  | 32/0/47/0/0 | 0/0         | C/-/-/C/-/-  | 74.1/48.6/94.3/4<br>8.6/48.6 | 52.8/52.8/52.8/5<br>2.8 |
| Fire Phoenix<br>Parma +7  | 34/0/49/0/0 | 0/0         | C/-/-/C/-/-  | 74.9/50.1/94.5/5<br>0.1/50.1 | 54.2/54.2/54.2/5<br>4.2 |
| Fire Phoenix<br>Parma +8  | 36/0/51/0/0 | 0/0         | C/-/-/C/-/-  | 75.6/51.6/94.6/5<br>1.6/51.6 | 55.6/55.6/55.6/5<br>5.6 |
| Fire Phoenix<br>Parma +9  | 38/0/53/0/0 | 0/0         | C/-/-/C/-/-  | 76.4/53.1/94.8/5<br>3.1/53.1 | 57/57/57/57             |
| Fire Phoenix<br>Parma +10 | 40/0/55/0/0 | 0/0         | C/-/-/C/-/-  | 77.1/54.6/95/54./<br>54.6    | 58.4/58.4/58.4/5<br>8.4 |

# 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 and 2,000 souls

| Name                        | Damage       | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|-----------------------------|--------------|-------------|--------------|--------------------------|-----------------------|
| Lightning Phoenix Parma +0  | 17/0/27/13/0 | 0/0         | C/-/-/C/C/-  | 68.3/38.3/88.3/53.3/38.3 | 43.3/43.3/43.3/43.3   |
| Lightning Phoenix Parma +1  | 19/0/28/14/0 | 0/0         | C/-/-/C/C/-  | 69.1/39.8/88.6/54.5/39.8 | 44.7/44.7/44.7/44.7   |
| Lightning Phoenix Parma +2  | 21/0/29/14/0 | 0/0         | C/-/-/C/C/-  | 69.9/41.4/88.9/55.6/41.4 | 46.1/46.1/46.1/46.1   |
| Lightning Phoenix Parma +3  | 23/0/31/15/0 | 0/0         | C/-/-/C/C/-  | 70.7/42.9/89.2/56.8/42.9 | 47.5/47.5/47.5/47.5   |
| Lightning Phoenix Parma +4  | 24/0/32/16/0 | 0/0         | C/-/-/C/C/-  | 71.5/44.5/89.5/58/44.5   | 49/49/49/49           |
| Lightning Phoenix Parma +5  | 26/0/33/16/0 | 0/0         | C/-/-/C/C/-  | 72.2/46/89.7/59.1/46     | 50.4/50.4/50.4/50.4   |
| Lightning Phoenix Parma +6  | 28/0/34/17/0 | 0/0         | C/-/-/C/C/-  | 73/47.5/90/60.3/47.5     | 51.8/51.8/51.8/51.8   |
| Lightning Phoenix Parma +7  | 30/0/36/18/0 | 0/0         | C/-/-/C/C/-  | 73.8/49.1/90.3/61.5/49.1 | 53.2/53.2/53.2/53.2   |
| Lightning Phoenix Parma +8  | 32/0/37/18/0 | 0/0         | C/-/-/C/C/-  | 74.6/50.6/90.6/62.6/50.6 | 54.6/54.6/54.6/54.6   |
| Lightning Phoenix Parma +9  | 34/0/38/19/0 | 0/0         | C/-/-/C/C/-  | 75.4/52.2/90.9/63.8/52.2 | 56/56/56/56           |
| Lightning Phoenix Parma +10 | 35/0/39/19/0 | 0/0         | C/-/-/C/C/-  | 76.2/53.7/91.2/65/53.7   | 57.5/57.5/57.5/57.5   |

## 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 and 2,000 souls

| Name                   | Damage       | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|------------------------|--------------|-------------|--------------|--------------------------|-----------------------|
| Dark Phoenix Parma +0  | 17/0/27/0/13 | 0/0         | C/-/-/C/C    | 68.3/38.3/88.3/38.3/53.3 | 43.3/43.3/43.3/43.3   |
| Dark Phoenix Parma +1  | 19/0/28/0/14 | 0/0         | C/-/-/C/C    | 69.1/39.8/88.6/39.8/54.5 | 44.7/44.7/44.7/44.7   |
| Dark Phoenix Parma +2  | 21/0/29/0/14 | 0/0         | C/-/-/C/C    | 69.9/41.4/88.9/41.4/55.6 | 46.1/46.1/46.1/46.1   |
| Dark Phoenix Parma +3  | 23/0/31/0/15 | 0/0         | C/-/-/C/C    | 70.7/42.9/89.2/42.9/56.8 | 47.5/47.5/47.5/47.5   |
| Dark Phoenix Parma +4  | 24/0/32/0/16 | 0/0         | C/-/-/C/C    | 71.5/44.5/89.5/44.5/58   | 49/49/49/49           |
| Dark Phoenix Parma +5  | 26/0/33/0/16 | 0/0         | C/-/-/C/C    | 72.2/46/89.7/46/59.1     | 50.4/50.4/50.4/50.4   |
| Dark Phoenix Parma +6  | 28/0/34/0/17 | 0/0         | C/-/-/C/C    | 73/47.5/90/47.5/60.3     | 51.8/51.8/51.8/51.8   |
| Dark Phoenix Parma +7  | 30/0/36/0/18 | 0/0         | C/-/-/C/C    | 73.8/49.1/90.3/49.1/61.5 | 53.2/53.2/53.2/53.2   |
| Dark Phoenix Parma +8  | 32/0/37/0/18 | 0/0         | C/-/-/C/C    | 74.6/50.6/90.6/50.6/62.6 | 54.6/54.6/54.6/54.6   |
| Dark Phoenix Parma +9  | 34/0/38/0/19 | 0/0         | C/-/-/C/C    | 75.4/52.2/90.9/52.2/63.8 | 56/56/56/56           |
| Dark Phoenix Parma +10 | 35/0/39/0/19 | 0/0         | C/-/-/C/C    | 76.2/53.7/91.2/53.7/65   | 57.5/57.5/57.5/57.5   |

## 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 and 2,000 souls

| Name | Damage | Aux Effects | Stat Bonuses | Damage Reduction | Aux Effects Reduction |
|------|--------|-------------|--------------|------------------|-----------------------|
|------|--------|-------------|--------------|------------------|-----------------------|

|                             |             |     |             |                          |                     |
|-----------------------------|-------------|-----|-------------|--------------------------|---------------------|
| Poison Phoenix<br>Parma +0  | 19/0/29/0/0 | 2/0 | C/-/-/C/-/- | 67.7/37.7/87.7/37.7/37.7 | 63.3/42.7/42.7/42.7 |
| Poison Phoenix<br>Parma +1  | 21/0/30/0/0 | 3/0 | C/-/-/C/-/- | 68.5/39.2/88/39.2/39.2   | 64.2/44.1/44.1/44.1 |
| Poison Phoenix<br>Parma +2  | 23/0/32/0/0 | 3/0 | C/-/-/C/-/- | 69.3/40.8/88.3/40.8/40.8 | 65.1/45.5/45.5/45.5 |
| Poison Phoenix<br>Parma +3  | 25/0/33/0/0 | 3/0 | C/-/-/C/-/- | 70.1/42.3/88.6/42.3/42.3 | 66/47/47/47         |
| Poison Phoenix<br>Parma +4  | 27/0/35/0/0 | 4/0 | C/-/-/B/-/- | 70.9/43.9/88.9/43.9/43.9 | 67/48.4/48.4/48.4   |
| Poison Phoenix<br>Parma +5  | 29/0/36/0/0 | 4/0 | C/-/-/B/-/- | 71.7/45.4/89.2/45.4/45.4 | 67.9/49.8/49.8/49.8 |
| Poison Phoenix<br>Parma +6  | 31/0/37/0/0 | 4/0 | C/-/-/B/-/- | 72.5/47/89.5/47/47       | 68.8/51.3/51.3/51.3 |
| Poison Phoenix<br>Parma +7  | 33/0/39/0/0 | 5/0 | C/-/-/B/-/- | 73.3/48.6/89.8/48.6/48.6 | 69.7/52.7/52.7/52.7 |
| Poison Phoenix<br>Parma +8  | 35/0/40/0/0 | 5/0 | C/-/-/B/-/- | 74.1/50.1/90.1/50.1/50.1 | 70.6/54.1/54.1/54.1 |
| Poison Phoenix<br>Parma +9  | 37/0/42/0/0 | 5/0 | C/-/-/B/-/- | 74.9/51.7/90.4/51.7/51.7 | 71.5/55.5/55.5/55.5 |
| Poison Phoenix<br>Parma +10 | 39/0/43/0/0 | 5/0 | C/-/-/B/-/- | 75.7/53.2/90.7/53.2/53.2 | 72.5/57/57/57       |

## 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 and 2,000 souls

| Name                      | Damage      | Aux Effects | Stat Bonuses | Damage Reduction         | Aux Effects Reduction |
|---------------------------|-------------|-------------|--------------|--------------------------|-----------------------|
| Bleed Phoenix<br>Parma +0 | 19/0/29/0/0 | 0/2         | C/-/-/C/-/-  | 67.7/37.7/87.7/37.7/37.7 | 42.7/63.3/42.7/42.7   |
| Bleed Phoenix<br>Parma +1 | 21/0/30/0/0 | 0/3         | C/-/-/C/-/-  | 68.5/39.2/88/39.2/39.2   | 44.1/64.2/44.1/44.1   |
| Bleed Phoenix<br>Parma +2 | 23/0/32/0/0 | 0/3         | C/-/-/C/-/-  | 69.3/40.8/88.3/40.8/40.8 | 45.5/65.1/45.5/45.5   |
| Bleed Phoenix<br>Parma +3 | 25/0/33/0/0 | 0/3         | C/-/-/C/-/-  | 70.1/42.3/88.6/42.3/42.3 | 47/66/47/47           |

|                            |             |     |             |                              |                         |
|----------------------------|-------------|-----|-------------|------------------------------|-------------------------|
| Bleed Phoenix<br>Parma +4  | 27/0/35/0/0 | 0/4 | C/-/-/B/-/- | 70.9/43.9/88.9/4<br>3.9/43.9 | 48.4/67/48.4/48.<br>4   |
| Bleed Phoenix<br>Parma +5  | 29/0/36/0/0 | 0/4 | C/-/-/B/-/- | 71.7/45.4/89.2/4<br>5.4/45.4 | 49.8/67.9/49.8/4<br>9.8 |
| Bleed Phoenix<br>Parma +6  | 31/0/37/0/0 | 0/4 | C/-/-/B/-/- | 72.5/47/89.5/47/<br>47       | 51.3/68.8/51.3/5<br>1.3 |
| Bleed Phoenix<br>Parma +7  | 33/0/39/0/0 | 0/5 | C/-/-/B/-/- | 73.3/48.6/89.8/4<br>8.6/48.6 | 52.7/69.7/52.7/5<br>2.7 |
| Bleed Phoenix<br>Parma +8  | 35/0/40/0/0 | 0/5 | C/-/-/B/-/- | 74.1/50.1/90.1/5<br>0.1/50.1 | 54.1/70.6/54.1/5<br>4.1 |
| Bleed Phoenix<br>Parma +9  | 37/0/42/0/0 | 0/5 | C/-/-/B/-/- | 74.9/51.7/90.4/5<br>1.7/51.7 | 55.5/71.5/55.5/5<br>5.5 |
| Bleed Phoenix<br>Parma +10 | 39/0/43/0/0 | 0/5 | C/-/-/B/-/- | 75.7/53.2/90.7/5<br>3.2/53.2 | 57/72.5/57/57           |

# 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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