

Small Leather Shield

In-Game Description

A leather covered shield.
Preferred by hunters.

Inferior to metal shields in terms of stability and physical damage reduction, but easy to use and weighing so little that it hardly requires any strength to bear.

Availability

Forest of Fallen Giants treasure. Inside a chest in the room above the Cardinal Tower bonfire.

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
	50/0/0/ 0/0 (Parry/S trike)	0/0	100	10	5/0/0/0 D/-/-/-/- /-	75/35/5 0/60/40	50/40/4 0/40	30	50	0.5

Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed
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Basic

Standard upgrade path.
Requires Titanite.

Name	Damage	Stat Bonuses	Aux Effects Reduction	Damage Reduction	Stability	Materials Cost	Souls Cost
Small Leather Shield +0	50/0/0/0/0	D/-/-/-/-	50/40/40/40	75/35/50/60/40	30	-	-
Small Leather Shield +1	55/0/0/0/0	D/-/-/-/-	51.2/41.5/41.5/41.5	75.6/36.6/51.2/61/41.5	30	1x Titanite Shard	350
Small Leather Shield +2	60/0/0/0/0	D/-/-/-/-	52.5/43/43/43	76.2/38.2/52.5/62/43	31	2x Titanite Shard	440
Small Leather Shield +3	65/0/0/0/0	D/-/-/-/-	53.7/44.5/44.5/44.5	76.8/39.8/53.7/63/44.5	32	3x Titanite Shard	530
Small Leather Shield +4	70/0/0/0/0	D/-/-/-/-	55/46/46/46	77.5/41.5/55/64/46	33	1x Large Titanite Shard	700
Small Leather Shield +5	75/0/0/0/0	D/-/-/-/-	56.2/47.5/47.5/47.5	78.1/43.1/56.2/65/47.5	34	2x Large Titanite Shard	790
Small Leather Shield +6	80/0/0/0/0	D/-/-/-/-	57.5/49/49/49	78.7/44.7/57.5/66/49	34	3x Large Titanite Shard	880
Small Leather Shield +7	85/0/0/0/0	D/-/-/-/-	58.7/50.5/50.5/50.5	79.3/46.3/58.7/67/50.5	35	1x Titanite Chunk	1,050
Small Leather Shield +8	90/0/0/0/0	D/-/-/-/-	60/52/52/52	80/48/60/68/52	36	2x Titanite Chunk	1,140
Small Leather Shield +9	95/0/0/0/0	D/-/-/-/-	61.2/53.5/53.5/53.5	80.6/49.6/61.2/69/53.5	37	3x Titanite Chunk	1,230
Small Leather Shield +10	100/0/0/0/0	C/-/-/-/-	62.5/55/55/55	81.2/51.2/62.5/70/55	38	1x Titanite 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Small Leather Shield +0	31/38/0/0/0	0/0	D/-/C/-/-/-	72.7/53.3/47.7/57.7/37.7	47.7/37.7/37.7/37.7
Magic Small Leather Shield +1	34/42/0/0/0	0/0	D/-/C/-/-/-	73.3/54.5/49/58.7/39.2	49/39.2/39.2/39.2
Magic Small Leather Shield +2	37/46/0/0/0	0/0	D/-/C/-/-/-	74/55.6/50.3/59.8/40.8	50.3/40.8/40.8/40.8
Magic Small Leather Shield +3	40/50/0/0/0	0/0	D/-/B/-/-/-	74.7/56.8/51.6/60.8/42.3	51.6/42.3/42.3/42.3
Magic Small Leather Shield +4	44/53/0/0/0	0/0	D/-/B/-/-/-	75.4/58/52.9/61.9/43.9	52.9/43.9/43.9/43.9
Magic Small Leather Shield +5	47/57/0/0/0	0/0	D/-/B/-/-/-	76.1/59.1/54.2/62.9/45.4	54.2/45.4/45.4/45.4
Magic Small Leather Shield +6	50/61/0/0/0	0/0	D/-/B/-/-/-	76.8/60.3/55.5/64/47	55.5/47/47/47
Magic Small Leather Shield +7	53/65/0/0/0	0/0	D/-/B/-/-/-	77.4/61.5/56.8/65.1/48.6	56.8/48.6/48.6/48.6
Magic Small Leather Shield +8	56/69/0/0/0	0/0	D/-/B/-/-/-	78.1/62.6/58.1/66.1/50.1	58.1/50.1/50.1/50.1
Magic Small Leather Shield +9	59/73/0/0/0	0/0	D/-/B/-/-/-	78.8/63.8/59.4/67.2/51.7	59.4/51.7/51.7/51.7

Magic Small Leather Shield +10	63/77/0/0/0	0/0	D/-/B/-/-	79.5/65/60.7/68.2/53.2	60.7/53.2/53.2/53.2
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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 Small Leather Shield +0	31/0/38/0/0	0/0	D/-/-/C/-/-	72.7/32.7/68.3/57.7/37.7	47.7/37.7/37.7/37.7
Fire Small Leather Shield +1	34/0/42/0/0	0/0	D/-/-/C/-/-	73.3/34.3/69.1/58.7/39.2	49/39.2/39.2/39.2
Fire Small Leather Shield +2	37/0/46/0/0	0/0	D/-/-/C/-/-	74/36/69.9/59.8/40.8	50.3/40.8/40.8/40.8
Fire Small Leather Shield +3	40/0/50/0/0	0/0	D/-/-/B/-/-	74.7/37.7/70.7/60.8/42.3	51.6/42.3/42.3/42.3
Fire Small Leather Shield +4	44/0/53/0/0	0/0	D/-/-/B/-/-	75.4/39.4/71.5/61.9/43.9	52.9/43.9/43.9/43.9
Fire Small Leather Shield +5	47/0/57/0/0	0/0	D/-/-/B/-/-	76.1/41.1/72.2/62.9/45.4	54.2/45.4/45.4/45.4
Fire Small Leather Shield +6	50/0/61/0/0	0/0	D/-/-/B/-/-	76.8/42.8/73/64/47	55.5/47/47/47
Fire Small Leather Shield +7	53/0/65/0/0	0/0	D/-/-/B/-/-	77.4/44.4/73.8/65.1/48.6	56.8/48.6/48.6/48.6
Fire Small Leather Shield +8	56/0/69/0/0	0/0	D/-/-/B/-/-	78.1/46.1/74.6/66.1/50.1	58.1/50.1/50.1/50.1

Fire Small Leather Shield +9	59/0/73/0/0	0/0	D/-/-/B/-/-	78.8/47.8/75.4/6 7.2/51.7	59.4/51.7/51.7/5 1.7
Fire Small Leather Shield +10	63/0/77/0/0	0/0	D/-/-/B/-/-	79.5/49.5/76.2/6 8.2/53.2	60.7/53.2/53.2/5 3.2

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 Small Leather Shield +0	31/0/0/38/0	0/0	D/-/-/-/C/-	72.7/32.7/47.7/7 8.3/37.7	47.7/37.7/37.7/3 7.7
Lightning Small Leather Shield +1	34/0/0/42/0	0/0	D/-/-/-/C/-	73.3/34.3/49/58. 7/39.2	49/39.2/39.2/39. 2
Lightning Small Leather Shield +2	37/0/0/46/0	0/0	D/-/-/-/C/-	74/36/69.9/59.8/ 40.8	50.3/40.8/40.8/4 0.8
Lightning Small Leather Shield +3	40/0/0/50/0	0/0	D/-/-/-/B/-	74.7/37.7/51.6/7 9.9/42.3	51.6/42.3/42.3/4 2.3
Lightning Small Leather Shield +4	44/0/0/53/0	0/0	D/-/-/-/B/-	75.4/39.4/52.9/8 0.5/43.9	52.9/43.9/43.9/4 3.9
Lightning Small Leather Shield +5	47/0/0/57/0	0/0	D/-/-/-/B/-	76.1/41.1/54.2/8 1/45.4	54.2/45.4/45.4/4 5.4
Lightning Small Leather Shield +6	50/0/0/61/0	0/0	D/-/-/-/B/-	76.8/42.8/55.5/8 1.5/47	55.5/47/47/47
Lightning Small Leather Shield +7	53/0/0/65/0	0/0	D/-/-/-/B/-	77.4/44.4/56.8/8 2.1/48.6	56.8/48.6/48.6/4 8.6

Lightning Small Leather Shield +8	56/0/0/69/0	0/0	D/-/-/-/B/-	78.1/46.1/58.1/82.6/50.1	58.1/50.1/50.1/50.1
Lightning Small Leather Shield +9	59/0/0/73/0	0/0	D/-/-/-/B/-	78.8/47.8/59.4/83.2/51.7	59.4/51.7/51.7/51.7
Lightning Small Leather Shield +10	63/0/0/77/0	0/0	D/-/-/-/B/-	79.5/49.5/60.7/83.7/53.2	60.7/53.2/53.2/53.2

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 Small Leather Shield +0	31/0/0/0/38	0/0	D/-/-/-/-/C	72.7/32.7/47.7/57.7/58.3	47.7/37.7/37.7/37.7
Dark Small Leather Shield +1	34/0/0/0/42	0/0	D/-/-/-/-/C	73.3/34.3/49/58.7/59.3	49/39.2/39.2/39.2
Dark Small Leather Shield +2	37/0/0/0/46	0/0	D/-/-/-/-/C	74/36/69.9/59.8/60.4	50.3/40.8/40.8/40.8
Dark Small Leather Shield +3	40/0/0/0/50	0/0	D/-/-/-/-/B	74.7/37.7/51.6/60.8/61.4	51.6/42.3/42.3/42.3
Dark Small Leather Shield +4	44/0/0/0/53	0/0	D/-/-/-/-/B	75.4/39.4/52.9/61.9/62.5	52.9/43.9/43.9/43.9
Dark Small Leather Shield +5	47/0/0/0/57	0/0	D/-/-/-/-/B	76.1/41.1/54.2/62.9/63.5	54.2/45.4/45.4/45.4
Dark Small Leather Shield +6	50/0/0/0/61	0/0	D/-/-/-/-/B	76.8/42.8/55.5/64/64.5	55.5/47/47/47

Dark Small Leather Shield +7	53/0/0/0/65	0/0	D/-/-/-/-/B	77.4/44.4/56.8/6 5.1/65.6	56.8/48.6/48.6/4 8.6
Dark Small Leather Shield +8	56/0/0/0/69	0/0	D/-/-/-/-/B	78.1/46.1/58.1/6 6.1/66.6	58.1/50.1/50.1/5 0.1
Dark Small Leather Shield +9	59/0/0/0/73	0/0	D/-/-/-/-/B	78.8/47.8/59.4/6 7.2/67.7	59.4/51.7/51.7/5 1.7
Dark Small Leather Shield +10	63/0/0/0/77	0/0	D/-/-/-/-/B	79.5/49.5/60.7/6 8.2/68.7	60.7/53.2/53.2/5 3.2

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 Small Leather Shield +0	31/0/0/0/0	7/0	D/-/-/-/-/-	72.7/32.7/47.7/5 7.7/37.7	68.3/37.7/37.7/3 7.7
Poison Small Leather Shield +1	34/0/0/0/0	8/0	D/-/-/-/-/-	73.3/34.3/49/58. 7/39.2	69.1/39.2/39.2/3 9.2
Poison Small Leather Shield +2	37/0/0/0/0	9/0	D/-/-/-/-/-	74/36/50.3/59.8/ 40.8	69.9/40.8/40.8/4 0.8
Poison Small Leather Shield +3	40/0/0/0/0	10/0	D/-/-/-/-/-	74.7/37.7/51.6/6 0.8/42.3	70.7/42.3/42.3/4 2.3
Poison Small Leather Shield +4	44/0/0/0/0	10/0	D/-/-/-/-/-	75.4/39.4/52.9/6 1.9/43.9	71.5/43.9/43.9/4 3.9
Poison Small Leather Shield +5	47/0/0/0/0	11/0	D/-/-/-/-/-	76.1/41.1/54.2/6 2.9/45.4	72.2/45.4/45.4/4 5.4

Poison Small Leather Shield +6	50/0/0/0/0	12/0	D/-/-/-/-/-	76.8/42.8/55.5/6 4/47	73/47/47/47
Poison Small Leather Shield +7	53/0/0/0/0	13/0	D/-/-/-/-/-	77.4/44.4/56.8/6 5.1/48.6	73.8/48.6/48.6/4 8.6
Poison Small Leather Shield +8	56/0/0/0/0	13/0	D/-/-/-/-/-	78.1/46.1/58.1/6 6.1/50.1	74.6/50.1/50.1/5 0.1
Poison Small Leather Shield +9	59/0/0/0/0	14/0	D/-/-/-/-/-	78.8/47.8/59.4/6 7.2/51.7	75.4/51.7/51.7/5 1.7
Poison Small Leather Shield +10	63/0/0/0/0	15/0	D/-/-/-/-/-	79.5/49.5/60.7/6 8.2/53.2	76.2/53.2/53.2/5 3.2

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 Small Leather Shield +0	31/0/0/0/0	0/7	D/-/-/-/-/-	72.7/32.7/47.7/5 7.7/37.7	47.7/58.3/37.7/3 7.7
Bleed Small Leather Shield +1	34/0/0/0/0	0/8	D/-/-/-/-/-	73.3/34.3/49/58. 7/39.2	49/59.3/39.2/39. 2
Bleed Small Leather Shield +2	37/0/0/0/0	0/9	D/-/-/-/-/-	74/36/50.3/59.8/ 40.8	50.3/60.4/40.8/4 0.8
Bleed Small Leather Shield +3	40/0/0/0/0	0/10	D/-/-/-/-/-	74.7/37.7/51.6/6 0.8/42.3	51.6/61.4/42.3/4 2.3
Bleed Small Leather Shield +4	44/0/0/0/0	0/10	D/-/-/-/-/-	75.4/39.4/52.9/6 1.9/43.9	52.9/62.5/43.9/4 3.9

Bleed Small Leather Shield +5	47/0/0/0/0	0/11	D/-/-/-/-	76.1/41.1/54.2/62.9/45.4	54.2/63.5/45.4/45.4
Bleed Small Leather Shield +6	50/0/0/0/0	0/12	D/-/-/-/-	76.8/42.8/55.5/64/47	55.5/64.5/47/47
Bleed Small Leather Shield +7	53/0/0/0/0	0/13	D/-/-/-/-	77.4/44.4/56.8/65.1/48.6	56.8/65.6/48.6/48.6
Bleed Small Leather Shield +8	56/0/0/0/0	0/13	D/-/-/-/-	78.1/46.1/58.1/66.1/50.1	58.1/66.6/50.1/50.1
Bleed Small Leather Shield +9	59/0/0/0/0	0/14	D/-/-/-/-	78.8/47.8/59.4/67.2/51.7	59.4/67.7/51.7/51.7
Bleed Small Leather Shield +10	63/0/0/0/0	0/15	D/-/-/-/-	79.5/49.5/60.7/68.2/53.2	60.7/68.7/53.2/53.2

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>

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