

Small Shields

These shields can be used to parry enemy attacks, and are more effective than Normal Shields.

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
	Benhar t's Parma	52/0/0/ 0/0 (Parry/ Strike)	100	10	60	2.0	7/0/0/0 D/C/-/- /-/-	-/- 50/50/ 50/50	80/50/ 40/50/ 50	40	Yes
	Buckle r	60/0/0/ 0/0 (Parry/ Strike)	100	10	50	1.5	7/13/0/ 0 D/-/-/- /-/-	0/0 50/40/ 40/40	75/30/ 65/50/ 50	30	Yes
	Cleric's Parma	47/0/0/ 0/0 (Spell Parry/S trike)	100	10	50	1.5	7/7/0/0 -E/-/- /-/-	0/0 30/30/ 30/30	50/70/ 75/75/ 65	20	Yes
	Cleric's Small Shield	25/0/0/ 34/0 (Spell Parry/S trike)	100	10	60	2.5	8/12/0/ 0 -D/-/- /C/-	0/0 40/40/ 40/40	75/70/ 75/90/ 65	30	Yes
	Crimso n Parma	50/0/0/ 0/0 (Parry/ Strike)	100	10	40	1.0	6/0/0/0 D/-/-/- /-/-	0/0 30/25/ 25/25	75/40/ 20/45/ 45	35	Yes
	Cursed Bone Shield	23/0/2 7/0/0 (Spell Parry/S trike)	100	10	70	3.0	12/12/ 0/0 E/D/- /C/-/-	0/0 30/30/ 60/60	85/70/ 85/70/ 70	30	???

	Foot Soldier Shield	42/0/0/ 0/0 (Parry/ Strike)	100	10	40	1.5	6/0/0/0 D/-/-/-/- /-	-/- 30/25/ 25/25	60/55/ 20/35/ 20	20	???
	Golden Falcon Shield	45/0/0/ 0/0 (Parry/ Strike)	100	10	50	2.0	7/10/0/ 0 D/D/-/- /-/-	0/0 20/20/ 20/20	80/65/ 65/65/ 65	35	No
	Iron Parma	65/0/0/ 0/0 (Parry/ Strike)	100	10	80	3.0	10/0/0/ 0 D/-/-/-/- /-	0/0 30/30/ 30/30	85/30/ 65/65/ 50	45	Yes
	Llewell yn Shield	73/0/0/ 0/0 (Parry/ Strike)	100	10	60	2.5	9/7/0/0 C/B/-/- /-/-	0/0 50/50/ 45/45	90/75/ 70/70/ 70	45	Yes
	Magic Shield	22/40/ 0/0/0 (Spell Parry/S trike)	100	10	60	2.0	8/14/0/ 0 -/D/C/- /-/-	0/0 10/10/ 10/10	85/95/ 70/70/ 70	25	Yes
	Maniki n Shield	35/0/0/ 0/0 (Parry/ Strike)	100	10	40	1.5	9/12/0/ 0 C/C/-/- /-/-	0/0 65/65/ 65/65	85/35/ 35/35/ 35	40	Yes
	Phoeni x Parma	22/0/3 4/0/0 (Parry/ Strike)	100	10	50	2.5	9/10/0/ 0 C/-/- /C/-/-	-/- -/-/-/-	70/40/ 90/40/ 40	40	???
	Small Leathe r Shield	50/0/0/ 0/0 (Parry/ Strike)	100	10	70	0.5	5/0/0/0 D/-/-/-/- /-	0/0 50/40/ 40/40	75/35/ 50/60/ 40	30	Yes
	Sunlig ht Parma	50/0/0/ 0/0 (Parry/ Strike)	100	15	50	1.5	7/11/0/ 0 D/C/-/- /-/-	-/- 85/70/ 70/70	65/45/ 30/90/ 40	35	Yes

	Target Shield	60/0/0/0/0 (Parry/Strike)	100	10	50	2.0	8/12/0/0 D/-/-/-/-/-	0/0 50/40/40/40	80/30/65/50/45	35	Yes
	Transgressor's Leather Shield	25/0/0/0/34 (Parry/Strike)	100	10	70	3.0	7/0/0/0 D/-/-/-/-/-	-/- 50/40/40/40	75/35/50/60/90	45	???
	Varangian Shield	52/0/0/0/0 (Parry/Strike)	100	10	70	3.0	9/11/0/0 D/E/-/-/-/-	0/0 60/60/60/60	80/40/40/40/20	40	???
	Watcher's Shield	40/0/0/0/0 (Parry/Strike)	100	10	70	3.0	8/11/0/0 C/C/-/-/-/-	-/- 40/40/50/50	95/65/65/90/80	40	???

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:	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:	<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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