

Stone Parma

In-Game Description

Shield of the castle stone soldiers.

Sir Velstadt could always be found at the King's side, and followed him when he fled. The knights in his service waited patiently for his return, but turned to stone before he did.

Availability

Stone Knight drop.

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
	75/0/0/ 0/0 (Parry/S trike)	0/0	110	15	18/0/0/ 0 D/-/-/-/ /-	100/20/ 20/20/4 5	55/55/8 5/55	55	80	5

Upgrades

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
Stone Parma +0	75/0/0/0/0	0/0	D/-/-/-/-	100/20/20/20/45	55/55/85/55	55	-	-
Stone Parma +1	82/0/0/0/0	0/0	D/-/-/-/-	100/22/22/22/46.3	56.1/56.1/85.3/56.1	55	1x Titanite Shard	430
Stone Parma +2	90/0/0/0/0	0/0	D/-/-/-/-	100/24/24/24/47.7	57.2/57.2/85.7/57.2	56	2x Titanite Shard	540
Stone Parma +3	97/0/0/0/0	0/0	D/-/-/-/-	100/26/26/26/49.1	58.3/58.3/86.1/58.3	57	3x Titanite Shard	640
Stone Parma +4	105/0/0/0/0	0/0	D/-/-/-/-	100/28/28/28/50.5	59.5/59.5/86.5/59.5	58	1x Large Titanite Shard	850
Stone Parma +5	112/0/0/0/0	0/0	D/-/-/-/-	100/30/30/30/51.8	60.6/60.6/86.8/60.6	59	2x Large Titanite Shard	960
Stone Parma +6	120/0/0/0/0	0/0	D/-/-/-/-	100/32/32/32/53.2	61.7/61.7/87.2/61.7	59	3x Large Titanite Shard	1,070
Stone Parma +7	127/0/0/0/0	0/0	D/-/-/-/-	100/34/34/34/54.6	62.8/62.8/87.6/62.8	60	1x Titanite Chunk	1,280
Stone Parma +8	135/0/0/0/0	0/0	D/-/-/-/-	100/36/36/36/56	64/64/88/64	61	2x Titanite Chunk	1,390
Stone Parma +9	142/0/0/0/0	0/0	D/-/-/-/-	100/38/38/38/57.3	65.1/65.1/88.3/65.1	62	3x Titanite Chunk	1,490
Stone Parma +10	150/0/0/0/0	0/0	C/-/-/-/-	100/40/40/40/58.7	66.2/66.2/88.7/66.2	63	1x Titanite Slab	1,700

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 Stone Parma +0	47/57/0/0/0	0/0	D/-/C/-/-/-	97.7/38.3/17.7/17.7/42.7	52.7/52.7/82.7/52.7
Magic Stone Parma +1	51/63/0/0/0	0/0	D/-/C/-/-/-	97.7/39.8/19.7/19.7/44.1	53.8/53.8/83.1/53.8
Magic Stone Parma +2	56/69/0/0/0	0/0	D/-/C/-/-/-	97.8/41.4/21.8/21.8/45.5	55/55/83.5/55
Magic Stone Parma +3	61/75/0/0/0	0/0	D/-/B/-/-/-	97.8/42.9/23.8/23.8/47	56.2/56.2/84/56.2
Magic Stone Parma +4	66/80/0/0/0	0/0	D/-/B/-/-/-	97.9/44.5/25.9/25.9/48.4	57.4/57.4/84.4/57.4
Magic Stone Parma +5	70/86/0/0/0	0/0	D/-/B/-/-/-	97.9/46/27.9/27.9/49.8	58.6/58.6/84.8/58.6
Magic Stone Parma +6	75/92/0/0/0	0/0	D/-/B/-/-/-	98/47.5/30/30/51.3	59.8/59.8/85.3/59.8
Magic Stone Parma +7	80/98/0/0/0	0/0	D/-/B/-/-/-	98.1/49.1/32.1/32.1/52.7	60.9/60.9/85.7/60.9
Magic Stone Parma +8	85/103/0/0/0	0/0	D/-/B/-/-/-	98.1/50.6/34.1/34.1/54.1	62.1/62.1/86.1/62.1
Magic Stone Parma +9	89/109/0/0/0	0/0	D/-/B/-/-/-	98.2/52.2/36.2/36.2/55.5	63.3/63.3/86.5/63.3
Magic Stone Parma +10	94/115/0/0/0	0/0	D/-/B/-/-/-	98.2/53.7/38.2/38.2/57	64.5/64.5/87/64.5

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 Stone Parma +0	47/0/57/0/0	0/0	D/-/-/C/-/-	97.7/17.7/38.3/17.7/42.7	52.7/52.7/82.7/52.7

Fire Stone Parma +1	51/0/63/0/0	0/0	D/-/-/C/-/-	97.7/19.7/39.8/19.7/44.1	53.8/53.8/83.1/53.8
Fire Stone Parma +2	56/0/69/0/0	0/0	D/-/-/C/-/-	97.8/21.8/41.4/21.8/45.5	55/55/83.5/55
Fire Stone Parma +3	61/0/75/0/0	0/0	D/-/-/B/-/-	97.8/23.8/42.9/23.8/47	56.2/56.2/84/56.2
Fire Stone Parma +4	66/0/80/0/0	0/0	D/-/-/B/-/-	97.9/25.9/44.5/25.9/48.4	57.4/57.4/84.4/57.4
Fire Stone Parma +5	70/0/86/0/0	0/0	D/-/-/B/-/-	97.9/27.9/46/27.9/49.8	58.6/58.6/84.8/58.6
Fire Stone Parma +6	75/0/92/0/0	0/0	D/-/-/B/-/-	98/30/47.5/30/51.3	59.8/59.8/85.3/59.8
Fire Stone Parma +7	80/0/98/0/0	0/0	D/-/-/B/-/-	98.1/32.1/49.1/32.1/52.7	60.9/60.9/85.7/60.9
Fire Stone Parma +8	85/0/103/0/0	0/0	D/-/-/B/-/-	98.1/34.1/50.6/34.1/54.1	62.1/62.1/86.1/62.1
Fire Stone Parma +9	89/0/109/0/0	0/0	D/-/-/B/-/-	98.2/36.2/52.2/36.2/55.5	63.3/63.3/86.5/63.3
Fire Stone Parma +10	94/0/115/0/0	0/0	D/-/-/B/-/-	98.2/38.2/53.7/38.2/57	64.5/64.5/87/64.5

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 Stone Parma +0	47/0/0/57/0	0/0	D/-/-/-/C/-	97.7/17.7/17.7/38.3/42.7	52.7/52.7/82.7/52.7
Lightning Stone Parma +1	51/0/0/63/0	0/0	D/-/-/-/C/-	97.7/19.7/19.7/39.8/44.1	53.8/53.8/83.1/53.8
Lightning Stone Parma +2	56/0/0/69/0	0/0	D/-/-/-/C/-	97.8/21.8/21.8/41.4/45.5	55/55/83.5/55
Lightning Stone Parma +3	61/0/0/75/0	0/0	D/-/-/-/B/-	97.8/23.8/23.8/42.9/47	56.2/56.2/84/56.2

Lightning Stone Parma +4	66/0/0/80/0	0/0	D/-/-/-/B/-	97.9/25.9/25.9/44.5/48.4	57.4/57.4/84.4/57.4
Lightning Stone Parma +5	70/0/0/86/0	0/0	D/-/-/-/B/-	97.9/27.9/27.9/46/49.8	58.6/58.6/84.8/58.6
Lightning Stone Parma +6	75/0/0/92/0	0/0	D/-/-/-/B/-	98/30/30/47.5/51.3	59.8/59.8/85.3/59.8
Lightning Stone Parma +7	80/0/0/98/0	0/0	D/-/-/-/B/-	98.1/32.1/32.1/49.1/52.7	60.9/60.9/85.7/60.9
Lightning Stone Parma +8	85/0/0/103/0	0/0	D/-/-/-/B/-	98.1/34.1/34.1/50.6/54.1	62.1/62.1/86.1/62.1
Lightning Stone Parma +9	89/0/0/109/0	0/0	D/-/-/-/B/-	98.2/36.2/36.2/52.2/55.5	63.3/63.3/86.5/63.3
Lightning Stone Parma +10	94/0/0/115/0	0/0	D/-/-/-/B/-	98.2/38.2/38.2/53.7/57	64.5/64.5/87/64.5

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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Stone Parma +0	47/0/0/0/57	0/0	D/-/-/-/-/C	97.7/17.7/17.7/17.7/63.3	52.7/52.7/82.7/52.7
Dark Stone Parma +1	51/0/0/0/63	0/0	D/-/-/-/-/C	97.7/19.7/19.7/19.7/64.2	53.8/53.8/83.1/53.8
Dark Stone Parma +2	56/0/0/0/69	0/0	D/-/-/-/-/C	97.8/21.8/21.8/21.8/65.1	55/55/83.5/55
Dark Stone Parma +3	61/0/0/0/75	0/0	D/-/-/-/-/B	97.8/23.8/23.8/23.8/66	56.2/56.2/84/56.2
Dark Stone Parma +4	66/0/0/0/80	0/0	D/-/-/-/-/B	97.9/25.9/25.9/25.9/67	57.4/57.4/84.4/57.4
Dark Stone Parma +5	70/0/0/0/86	0/0	D/-/-/-/-/B	97.9/27.9/27.9/27.9/67.9	58.6/58.6/84.8/58.6
Dark Stone Parma +6	75/0/0/0/92	0/0	D/-/-/-/-/B	98/30/30/30/68.8	59.8/59.8/85.3/59.8

Dark Stone Parma +7	80/0/0/0/98	0/0	D/-/-/-/-/B	98.1/32.1/32.1/3 2.1/69.7	60.9/60.9/85.7/6 0.9
Dark Stone Parma +8	85/0/0/0/103	0/0	D/-/-/-/-/B	98.1/34.1/34.1/3 4.1/70.6	62.1/62.1/86.1/6 2.1
Dark Stone Parma +9	89/0/0/0/109	0/0	D/-/-/-/-/B	98.2/36.2/36.2/3 6.2/71.5	63.3/63.3/86.5/6 3.3
Dark Stone Parma +10	94/0/0/0/115	0/0	D/-/-/-/-/B	98.2/38.2/38.2/3 8.2/72.5	64.5/64.5/87/64. 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
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Stone Parma +0	47/0/0/0/0	11/0	D/-/-/-/-/-	97.7/17.7/17.7/1 7.7/42.7	73.3/52.7/82.7/5 2.7
Poison Stone Parma +1	51/0/0/0/0	12/0	D/-/-/-/-/-	97.7/19.7/19.7/1 9.7/44.1	74/53.8/83.1/53. 8
Poison Stone Parma +2	56/0/0/0/0	13/0	D/-/-/-/-/-	97.8/21.8/21.8/2 1.8/45.5	74.6/55/83.5/55
Poison Stone Parma +3	61/0/0/0/0	15/0	D/-/-/-/-/-	97.8/23.8/23.8/2 3.8/47	75.3/56.2/84/56. 2
Poison Stone Parma +4	66/0/0/0/0	16/0	D/-/-/-/-/-	97.9/25.9/25.9/2 5.9/48.4	76/57.4/84.4/57. 4
Poison Stone Parma +5	70/0/0/0/0	17/0	D/-/-/-/-/-	97.9/27.9/27.9/2 7.9/49.8	76.6/58.6/84.8/5 8.6
Poison Stone Parma +6	75/0/0/0/0	18/0	D/-/-/-/-/-	98/30/30/30/51.3	77.3/59.8/85.3/5 9.8
Poison Stone Parma +7	80/0/0/0/0	19/0	D/-/-/-/-/-	98.1/32.1/32.1/3 2.1/52.7	78/60.9/85.7/60. 9
Poison Stone Parma +8	85/0/0/0/0	20/0	D/-/-/-/-/-	98.1/34.1/34.1/3 4.1/54.1	78.6/62.1/86.1/6 2.1
Poison Stone Parma +9	89/0/0/0/0	21/0	D/-/-/-/-/-	98.2/36.2/36.2/3 6.2/55.5	79.3/63.3/86.5/6 3.3

Poison Stone Parma +10	94/0/0/0/0	23/0	D/-/-/-/-	98.2/38.2/38.2/3 8.2/57	80/64.5/87/64.5
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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 Stone Parma +0	47/0/0/0/0	0/11	D/-/-/-/-	97.7/17.7/17.7/1 7.7/42.7	52.7/73.3/82.7/5 2.7
Bleed Stone Parma +1	51/0/0/0/0	0/12	D/-/-/-/-	97.7/19.7/19.7/1 9.7/44.1	53.8/74/83.1/53. 8
Bleed Stone Parma +2	56/0/0/0/0	0/13	D/-/-/-/-	97.8/21.8/21.8/2 1.8/45.5	55/74.6/83.5/55
Bleed Stone Parma +3	61/0/0/0/0	0/15	D/-/-/-/-	97.8/23.8/23.8/2 3.8/47	56.2/75.3/84/56. 2
Bleed Stone Parma +4	66/0/0/0/0	0/16	D/-/-/-/-	97.9/25.9/25.9/2 5.9/48.4	57.4/76/84.4/57. 4
Bleed Stone Parma +5	70/0/0/0/0	0/17	D/-/-/-/-	97.9/27.9/27.9/2 7.9/49.8	58.6/76.6/84.8/5 8.6
Bleed Stone Parma +6	75/0/0/0/0	0/18	D/-/-/-/-	98/30/30/30/51.3	59.8/77.3/85.3/5 9.8
Bleed Stone Parma +7	80/0/0/0/0	0/19	D/-/-/-/-	98.1/32.1/32.1/3 2.1/52.7	60.9/78/85.7/60. 9
Bleed Stone Parma +8	85/0/0/0/0	0/20	D/-/-/-/-	98.1/34.1/34.1/3 4.1/54.1	62.1/78.6/86.1/6 2.1
Bleed Stone Parma +9	89/0/0/0/0	0/21	D/-/-/-/-	98.2/36.2/36.2/3 6.2/55.5	63.3/79.3/86.5/6 3.3
Bleed Stone Parma +10	94/0/0/0/0	0/23	D/-/-/-/-	98.2/38.2/38.2/3 8.2/57	64.5/80/87/64.5

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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