

# Sunlight Parma


## In-Game Description

*A small shield depicting a hero of yore.*

*Perhaps these famed champions are no more,  
or perhaps they have no desire (to) appear in  
public view.*

*But their very absence has made tales of their,  
brave deeds all the more alluring, and this  
shield memorializes one of their brethren.*

## Availability

Reward for reaching Rank 1 in the Heirs of the Sun covenant.

## 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	15	7/11/-/-  D/C/-/-/- /-	65/45/3 0/45/40	85/70/7 0/70	35	50	1.5

## Notes

- Remarkable status resistances for a light shield, but awful against physical attacks.
- As of Scholar of the First Sin, it also boasts top-grade lightning defense, tied with the Mastodon Greatshield and Cleric's Small Shield. Whereas the cleric shield can parry spells and has better overall defense, this one is even lighter and can be obtained much, much earlier.
- 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 *Sunlight Warrior, Dark*. Additional image.

# Upgrades

Fold	Unfold	Upgrades	Basic	Magic	Fire	Lightning	Dark	Poison	Bleed
------	--------	----------	-------	-------	------	-----------	------	--------	-------

## Basic

Standard upgrade path.  
Requires Titanite.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Sunlight Parma +0	50/0/0/0/0	D/C/-/-/-	65/45/30/45/40	70/70/70/70	35	-	-
Sunlight Parma +1	55/0/0/0/0	D/C/-/-/-	65.8/46.3/31.7/46.3/41.5	70.7/70.7/70.7/70.7	35	1x Titanite Shard	350
Sunlight Parma +2	60/0/0/0/0	D/C/-/-/-	66.7/47.7/33.5/47.7/43	71.5/71.5/71.5/71.5	36	2x Titanite Shard	440
Sunlight Parma +3	65/0/0/0/0	D/C/-/-/-	67.6/49.1/35.2/49.1/44.5	72.2/72.2/72.2/72.2	37	3x Titanite Shard	530
Sunlight Parma +4	70/0/0/0/0	D/C/-/-/-	68.5/50.5/37/50.5/46	73/73/73/73	38	1x Large Titanite Shard	700
Sunlight Parma +5	75/0/0/0/0	D/C/-/-/-	69.3/51.8/38.7/51.8/47.5	73.7/73.7/73.7/73.7	39	2x Large Titanite Shard	790
Sunlight Parma +6	80/0/0/0/0	D/C/-/-/-	70.2/53.2/40.5/53.2/49	74.5/74.5/74.5/74.5	39	3x Large Titanite Shard	880

Sunlight Parma +7	85/0/0/0/0	D/C/-/-/-	71.1/54.6/42.2/54.6/50.5	75.2/75.2/75.2/75.2	40	1x Titanite Chunk	1,050
Sunlight Parma +8	90/0/0/0/0	D/C/-/-/-	72/56/44/56/52	76/76/76/76	41	2x Titanite Chunk	1,140
Sunlight Parma +9	95/0/0/0/0	D/C/-/-/-	72.8/57.3/45.7/57.3/53.5	76.7/76.7/76.7/76.7	42	3x Titanite Chunk	1,230
Sunlight Parma +10	100/0/0/0/0	D/C/-/-/-	73.7/58.7/47.5/58.7/55	77.5/77.5/77.5/77.5	43	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 Sunlight Parma +0	31/38/0/0/0	0/0	E/D/C/-/-	62.7/63.3/27.7/42.7/37.7	67.7/67.7/67.7/67.7
Magic Sunlight Parma +1	34/42/0/0/0	0/0	E/D/C/-/-	63.6/64.2/29.5/44.1/39.2	68.5/68.5/68.5/68.5
Magic Sunlight Parma +2	37/46/0/0/0	0/0	E/D/C/-/-	64.5/65.1/31.3/45.5/40.8	69.3/69.3/69.3/69.3
Magic Sunlight Parma +3	40/50/0/0/0	0/0	E/D/B/-/-	65.5/66/33.1/47/42.3	70.1/70.1/70.1/70.1
Magic Sunlight Parma +4	44/53/0/0/0	0/0	E/D/B/-/-	66.4/67/34.9/48.4/43.9	70.9/70.9/70.9/70.9
Magic Sunlight Parma +5	47/57/0/0/0	0/0	E/D/B/-/-	67.3/67.9/36.7/49.8/45.4	71.7/71.7/71.7/71.7
Magic Sunlight Parma +6	50/61/0/0/0	0/0	E/D/B/-/-	68.3/68.8/38.5/51.3/47	72.5/72.5/72.5/72.5
Magic Sunlight Parma +7	53/65/0/0/0	0/0	E/D/B/-/-	69.2/69.7/40.3/52.7/48.6	73.3/73.3/73.3/73.3

Magic Sunlight Parma +8	56/69/0/0/0	0/0	E/D/B/-/-	70.1/70.6/42.1/54.1/50.1	74.1/74.1/74.1/74.1
Magic Sunlight Parma +9	59/73/0/0/0	0/0	E/D/B/-/-	71/71.5/43.9/55.5/51.7	74.9/74.9/74.9/74.9
Magic Sunlight Parma +10	63/77/0/0/0	0/0	E/D/B/-/-	72/72.5/45.7/57/53.2	75.7/75.7/75.7/75.7

# 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 Sunlight Parma +0	31/0/38/0/0	0/0	E/D/-/C/-/-	62.7/42.7/48.3/42.7/37.7	67.7/67.7/67.7/67.7
Fire Sunlight Parma +1	34/0/42/0/0	0/0	E/D/-/C/-/-	63.6/44.1/49.6/44.1/39.2	68.5/68.5/68.5/68.5
Fire Sunlight Parma +2	37/0/46/0/0	0/0	E/D/-/C/-/-	64.5/45.5/50.9/45.5/40.8	69.3/69.3/69.3/69.3
Fire Sunlight Parma +3	40/0/50/0/0	0/0	E/D/-/B/-/-	65.5/47/52.2/47/42.3	70.1/70.1/70.1/70.1
Fire Sunlight Parma +4	44/0/53/0/0	0/0	E/D/-/B/-/-	66.4/48.4/53.5/48.4/43.9	70.9/70.9/70.9/70.9
Fire Sunlight Parma +5	47/0/57/0/0	0/0	E/D/-/B/-/-	67.3/49.8/54.7/49.8/45.4	71.7/71.7/71.7/71.7
Fire Sunlight Parma +6	50/0/61/0/0	0/0	E/D/-/B/-/-	68.3/51.3/56/51.3/47	72.5/72.5/72.5/72.5
Fire Sunlight Parma +7	53/0/65/0/0	0/0	E/D/-/B/-/-	69.2/52.7/57.3/52.7/48.6	73.3/73.3/73.3/73.3
Fire Sunlight Parma +8	56/0/69/0/0	0/0	E/D/-/B/-/-	70.1/54.1/58.6/54.1/50.1	74.1/74.1/74.1/74.1
Fire Sunlight Parma +9	59/0/73/0/0	0/0	E/D/-/B/-/-	71/55.5/59.9/55.5/51.7	74.9/74.9/74.9/74.9
Fire Sunlight Parma +10	63/0/77/0/0	0/0	E/D/-/B/-/-	72/57/61.2/57/53.2	75.7/75.7/75.7/75.7

# 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 Sunlight Parma +0	31/0/0/38/0	0/0	E/D/-/-/C/-	62.7/42.7/27.7/63.3/37.7	67.7/67.7/67.7/67.7
Lightning Sunlight Parma +1	34/0/0/42/0	0/0	E/D/-/-/C/-	63.6/44.1/29.5/64.2/39.2	68.5/68.5/68.5/68.5
Lightning Sunlight Parma +2	37/0/0/46/0	0/0	E/D/-/-/C/-	64.5/45.5/31.3/65.1/40.8	69.3/69.3/69.3/69.3
Lightning Sunlight Parma +3	40/0/0/50/0	0/0	E/D/-/-/B/-	65.5/47/33.1/66/42.3	70.1/70.1/70.1/70.1
Lightning Sunlight Parma +4	44/0/0/53/0	0/0	E/D/-/-/B/-	66.4/48.4/34.9/67/43.9	70.9/70.9/70.9/70.9
Lightning Sunlight Parma +5	47/0/0/57/0	0/0	E/D/-/-/B/-	67.3/49.8/36.7/67.9/45.4	71.7/71.7/71.7/71.7
Lightning Sunlight Parma +6	50/0/0/61/0	0/0	E/D/-/-/B/-	68.3/51.3/38.5/68.8/47	72.5/72.5/72.5/72.5
Lightning Sunlight Parma +7	53/0/0/65/0	0/0	E/D/-/-/B/-	69.2/52.7/40.3/69.7/48.6	73.3/73.3/73.3/73.3
Lightning Sunlight Parma +8	56/0/0/69/0	0/0	E/D/-/-/B/-	70.1/54.1/42.1/70.6/50.1	74.1/74.1/74.1/74.1
Lightning Sunlight Parma +9	59/0/0/73/0	0/0	E/D/-/-/B/-	71/55.5/43.9/71.5/51.7	74.9/74.9/74.9/74.9
Lightning Sunlight Parma +10	63/0/0/77/0	0/0	E/D/-/-/B/-	72/57/45.7/72.5/53.2	75.7/75.7/75.7/75.7

# 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 Sunlight Parma +0	31/0/0/0/38	0/0	E/D/-/-/-/C	62.7/42.7/27.7/42.7/58.3	67.7/67.7/67.7/67.7
Dark Sunlight Parma +1	34/0/0/0/42	0/0	E/D/-/-/-/C	63.6/44.1/29.5/44.1/59.3	68.5/68.5/68.5/68.5
Dark Sunlight Parma +2	37/0/0/0/46	0/0	E/D/-/-/-/C	64.5/45.5/31.3/45.5/60.4	69.3/69.3/69.3/69.3
Dark Sunlight Parma +3	40/0/0/0/50	0/0	E/D/-/-/-/B	65.5/47/33.1/47/61.4	70.1/70.1/70.1/70.1
Dark Sunlight Parma +4	44/0/0/0/53	0/0	E/D/-/-/-/B	66.4/48.4/34.9/48.4/62.5	70.9/70.9/70.9/70.9
Dark Sunlight Parma +5	47/0/0/0/57	0/0	E/D/-/-/-/B	67.3/49.8/36.7/49.8/63.5	71.7/71.7/71.7/71.7
Dark Sunlight Parma +6	50/0/0/0/61	0/0	E/D/-/-/-/B	68.3/51.3/38.5/51.3/64.5	72.5/72.5/72.5/72.5
Dark Sunlight Parma +7	53/0/0/0/65	0/0	E/D/-/-/-/B	69.2/52.7/40.3/52.7/65.6	73.3/73.3/73.3/73.3
Dark Sunlight Parma +8	56/0/0/0/69	0/0	E/D/-/-/-/B	70.1/54.1/42.1/54.1/66.6	74.1/74.1/74.1/74.1
Dark Sunlight Parma +9	59/0/0/0/73	0/0	E/D/-/-/-/B	71/55.5/43.9/55.5/67.7	74.9/74.9/74.9/74.9
Dark Sunlight Parma +10	63/0/0/0/77	0/0	E/D/-/-/-/B	72/57/45.7/57/68.7	75.7/75.7/75.7/75.7

# 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 Sunlight Parma +0	31/0/0/0/0	7/0	E/D/-/-/-	62.7/42.7/27.7/42.7/37.7	88.3/67.7/67.7/67.7
Poison Sunlight Parma +1	34/0/0/0/0	8/0	E/D/-/-/-	63.6/44.1/29.5/44.1/39.2	88.6/68.5/68.5/68.5
Poison Sunlight Parma +2	37/0/0/0/0	9/0	E/D/-/-/-	64.5/45.5/31.3/45.5/40.8	88.9/69.3/69.3/69.3
Poison Sunlight Parma +3	40/0/0/0/0	10/0	E/D/-/-/-	65.5/47/33.1/47/42.3	89.2/70.1/70.1/70.1
Poison Sunlight Parma +4	44/0/0/0/0	10/0	E/D/-/-/-	66.4/48.4/34.9/48.4/43.9	89.5/70.9/70.9/70.9
Poison Sunlight Parma +5	47/0/0/0/0	11/0	E/D/-/-/-	67.3/49.8/36.7/49.8/45.4	89.7/71.7/71.7/71.7
Poison Sunlight Parma +6	50/0/0/0/0	12/0	E/D/-/-/-	68.3/51.3/38.5/51.3/47	90/72.5/72.5/72.5
Poison Sunlight Parma +7	53/0/0/0/0	13/0	E/D/-/-/-	69.2/52.7/40.3/52.7/48.6	90.3/73.3/73.3/73.3
Poison Sunlight Parma +8	56/0/0/0/0	13/0	E/D/-/-/-	70.1/54.1/42.1/54.1/50.1	90.6/74.1/74.1/74.1
Poison Sunlight Parma +9	59/0/0/0/0	14/0	E/D/-/-/-	71/55.5/43.9/55.5/51.7	90.9/74.9/74.9/74.9
Poison Sunlight Parma +10	63/0/0/0/0	15/0	E/D/-/-/-	72/57/45.7/57/53.2	91.2/75.7/75.7/75.7

## 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 Sunlight Parma +0	31/0/0/0/0	0/7	E/D/-/-/-	62.7/42.7/27.7/42.7/37.7	67.7/88.3/67.7/67.7
Bleed Sunlight Parma +1	34/0/0/0/0	0/8	E/D/-/-/-	63.6/44.1/29.5/44.1/39.2	68.5/88.6/68.5/68.5

Bleed Sunlight Parma +2	37/0/0/0/0	0/9	E/D/-/-/-	64.5/45.5/31.3/45.5/40.8	69.3/88.9/69.3/69.3
Bleed Sunlight Parma +3	40/0/0/0/0	0/10	E/D/-/-/-	65.5/47/33.1/47/42.3	70.1/89.2/70.1/70.1
Bleed Sunlight Parma +4	44/0/0/0/0	0/10	E/D/-/-/-	66.4/48.4/34.9/48.4/43.9	70.9/89.5/70.9/70.9
Bleed Sunlight Parma +5	47/0/0/0/0	0/11	E/D/-/-/-	67.3/49.8/36.7/49.8/45.4	71.7/89.7/71.7/71.7
Bleed Sunlight Parma +6	50/0/0/0/0	0/12	E/D/-/-/-	68.3/51.3/38.5/51.3/47	72.5/90/72.5/72.5
Bleed Sunlight Parma +7	53/0/0/0/0	0/13	E/D/-/-/-	69.2/52.7/40.3/52.7/48.6	73.3/90.3/73.3/73.3
Bleed Sunlight Parma +8	56/0/0/0/0	0/13	E/D/-/-/-	70.1/54.1/42.1/54.1/50.1	74.1/90.6/74.1/74.1
Bleed Sunlight Parma +9	59/0/0/0/0	0/14	E/D/-/-/-	71/55.5/43.9/55.5/51.7	74.9/90.9/74.9/74.9
Bleed Sunlight Parma +10	63/0/0/0/0	0/15	E/D/-/-/-	72/57/45.7/57/53.2	75.7/91.2/75.7/75.7

## 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>

Revision #1

Created 17 December 2024 08:04:01 by jade

Updated 17 December 2024 08:04:01 by jade