

Target Shield

In-Game Description

Small metal shield with protrusions.

Small shields are very light and easy to use, but have low stability when attacked.

The protrusions on the center of the shield are designed to brush attacks aside and make parrying easier.

Availability

Dark Souls II and *Scholar of the First Sin*: Behind an illusory wall in the Ruin Sentinels boss room in the Lost Bastille.

General Information

Name	Damag e	Counte r Streng th	Poise Damag e	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects Aux Effects Reduct ion	Damag e Reduct ion	Stabilit y	Enchan table
	60/0/0/ 0/0 (Parry/S trike)	100	10	50	2.0	8/12/-/- D/-/-/-/- /-	-/- 50/40/4 0/40	80/30/6 5/50/45	35	Yes

Upgrades

Basic

Standard upgrade path.

Requires Titanite.

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction	Stability	Materials Cost	Souls Cost
Target Shield +0	60/0/0/0/0	0/0	D/-/-/-/-	80/30/65/50/45	50/40/40/40	35	N/A	N/A
Target Shield +1	66/0/0/0/0	0/0	D/-/-/-/-	80.5/31.7/65.8/51.2/46.3	51.2/41.5/41.5/41.5	35	1x Titanite Shard	300
Target Shield +2	72/0/0/0/0	0/0	D/-/-/-/-	81.0/33.5/66.7/52.5/47.7	52.5/43.0/43.0/43.0	36	2x Titanite Shard	380
Target Shield +3	78/0/0/0/0	0/0	D/-/-/-/-	81.5/35.2/67.6/53.7/49.1	53.7/44.5/44.5/44.5	37	3x Titanite Shard	450
Target Shield +4	84/0/0/0/0	0/0	D/-/-/-/-	82.0/37.0/68.5/55.0/50.5	55.0/46.0/46.0/46.0	38	1x Large Titanite Shard	600
Target Shield +5	90/0/0/0/0	0/0	D/-/-/-/-	82.5/38.7/69.3/56.2/51.8	56.2/47.5/47.5/47.5	39	2x Large Titanite Shard	670
Target Shield +6	96/0/0/0/0	0/0	D/-/-/-/-	83.0/40.5/70.2/57.5/53.2	57.5/49.0/49.0/49.0	39	3x Large Titanite Shard	750
Target Shield +7	102/0/0/0/0	0/0	D/-/-/-/-	83.5/42.2/71.1/58.7/54.6	58.7/50.5/50.5/50.5	40	1x Titanite Chunk	900
Target Shield +8	108/0/0/0/0	0/0	D/-/-/-/-	84.0/44.0/72.0/60.0/56.0	60.0/52.0/52.0/52.0	41	2x Titanite Chunk	970
Target Shield +9	114/0/0/0/0	0/0	D/-/-/-/-	84.5/45.7/72.8/61.2/57.3	61.2/53.5/53.5/53.5	42	3x Titanite Chunk	1,050
Target Shield +10	120/0/0/0/0	0/0	C/-/-/-/-	85/47.5/73.7/62.5/58.7	62.5/55.0/55.0/55.0	43	1x Titanite Slab	1,190

Infusions

Magic

Magic upgrade path.

Requires:

- Faintstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Target Shield +0	37/46/0/0/0	0/0	D/-/C/-/-/-	77.7/48.3/62.7/47.7/42.7	47.7/37.7/37.7/37.7
Magic Target Shield +1	41/50/0/0/0	0/0	D/-/C/-/-/-	78.2/49.6/63.6/49.0/44.1	49.0/39.2/39.2/39.2
Magic Target Shield +2	45/55/0/0/0	0/0	D/-/C/-/-/-	78.8/50.9/64.5/50.3/45.5	50.3/40.8/40.8/40.8
Magic Target Shield +3	49/60/0/0/0	0/0	D/-/B/-/-/-	79.3/52.2/65.5/51.6/47.0	51.6/42.3/42.3/42.3
Magic Target Shield +4	52/64/0/0/0	0/0	D/-/B/-/-/-	79.9/53.5/66.4/52.9/48.4	52.9/43.9/43.9/43.9
Magic Target Shield +5	56/69/0/0/0	0/0	D/-/B/-/-/-	80.4/54.7/67.3/54.2/49.8	54.2/45.4/45.4/45.4
Magic Target Shield +6	60/73/0/0/0	0/0	D/-/B/-/-/-	81.0/56.0/68.3/55.5/51.3	55.5/47.0/47.0/47.0
Magic Target Shield +7	64/78/0/0/0	0/0	D/-/B/-/-/-	81.6/57.3/69.2/56.8/52.7	56.8/48.6/48.6/48.6
Magic Target Shield +8	68/83/0/0/0	0/0	D/-/B/-/-/-	82.1/58.6/70.1/58.1/54.1	58.1/50.1/50.1/50.1
Magic Target Shield +9	71/87/0/0/0	0/0	D/-/B/-/-/-	82.7/59.9/71.0/59.4/55.5	59.4/51.7/51.7/51.7
Magic Target Shield +10	75/92/0/0/0	0/0	D/-/B/-/-/-	83.2/61.2/72.0/60.7/57.0	60.7/53.2/53.2/53.2

Fire

Fire upgrade path.

Requires:

- Firedrake Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Target Shield +0	37/0/46/0/0	0/0	D/-/-/C/-/-	77.7/27.7/83.3/47.7/42.7	47.7/37.7/37.7/37.7
Fire Target Shield +1	41/0/50/0/0	0/0	D/-/-/C/-/-	78.2/29.5/83.7/49.0/44.1	49.0/39.2/39.2/39.2
Fire Target Shield +2	45/0/55/0/0	0/0	D/-/-/C/-/-	78.8/31.3/84.1/50.3/45.5	50.3/40.8/40.8/40.8
Fire Target Shield +3	49/0/60/0/0	0/0	D/-/-/B/-/-	79.3/33.1/84.5/51.6/47.0	51.6/42.3/42.3/42.3
Fire Target Shield +4	52/0/64/0/0	0/0	D/-/-/B/-/-	79.9/34.9/85.0/52.9/48.4	52.9/43.9/43.9/43.9
Fire Target Shield +5	56/0/69/0/0	0/0	D/-/-/B/-/-	80.4/36.7/85.4/54.2/49.8	54.2/45.4/45.4/45.4
Fire Target Shield +6	60/0/73/0/0	0/0	D/-/-/B/-/-	81.0/38.5/85.8/55.5/51.3	55.5/47.0/47.0/47.0
Fire Target Shield +7	64/0/78/0/0	0/0	D/-/-/B/-/-	81.6/40.3/86.2/56.8/52.7	56.8/48.6/48.6/48.6
Fire Target Shield +8	68/0/83/0/0	0/0	D/-/-/B/-/-	82.1/42.1/86.6/58.1/54.1	58.1/50.1/50.1/50.1
Fire Target Shield +9	71/0/87/0/0	0/0	D/-/-/B/-/-	82.7/43.9/87.0/59.4/55.5	59.4/51.7/51.7/51.7
Fire Target Shield +10	75/92/0/0/0	0/0	D/-/-/B/-/-	83.2/45.7/87.5/60.7/57.0	60.7/53.2/53.2/53.2

Lightning

Lightning upgrade path.
Requires:

- Boltstone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Target Shield +0	37/0/0/46/0	0/0	D/-/-/-/C/-	77.7/27.7/62.7/68.3/42.7	47.7/37.7/37.7/37.7
Lightning Target Shield +1	41/0/0/50/0	0/0	D/-/-/-/C/-	78.2/29.5/63.6/69.1/44.1	49.0/39.2/39.2/39.2
Lightning Target Shield +2	45/0/0/55/0	0/0	D/-/-/-/C/-	78.8/31.3/64.5/69.9/45.5	50.3/40.8/40.8/40.8

Lightning Target Shield +3	49/0/0/60/0	0/0	D/-/-/-/B/-	79.3/33.1/65.5/70.7/47.0	51.6/42.3/42.3/42.3
Lightning Target Shield +4	52/0/0/64/0	0/0	D/-/-/-/B/-	79.9/34.9/66.4/71.5/48.4	52.9/43.9/43.9/43.9
Lightning Target Shield +5	56/0/0/69/0	0/0	D/-/-/-/B/-	80.4/36.7/67.3/72.2/49.8	54.2/45.4/45.4/45.4
Lightning Target Shield +6	60/0/0/73/0	0/0	D/-/-/-/B/-	81.0/38.5/68.3/73.0/51.3	55.5/47.0/47.0/47.0
Lightning Target Shield +7	64/0/0/78/0	0/0	D/-/-/-/B/-	81.6/40.3/69.2/73.8/52.7	56.8/48.6/48.6/48.6
Lightning Target Shield +8	68/0/0/83/0	0/0	D/-/-/-/B/-	82.1/42.1/70.1/74.6/54.1	58.1/50.1/50.1/50.1
Lightning Target Shield +9	71/0/0/87/0	0/0	D/-/-/-/B/-	82.7/43.9/71.0/75.4/55.5	59.4/51.7/51.7/51.7
Lightning Target Shield +10	75/0/0/92/0	0/0	D/-/-/-/B/-	83.2/45.7/72.0/76.2/57.0	60.7/53.2/53.2/53.2

Dark

Dark upgrade path.
Requires:

- Darknight Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Target Shield +0	37/0/0/0/46	0/0	D/-/-/-/-/C	77.7/27.7/62.7/47.7/63.3	47.7/37.7/37.7/37.7
Dark Target Shield +1	41/0/0/0/50	0/0	D/-/-/-/-/C	78.2/29.5/63.6/49.0/64.2	49.0/39.2/39.2/39.2
Dark Target Shield +2	45/0/0/0/55	0/0	D/-/-/-/-/C	78.8/31.3/64.5/50.3/65.1	50.3/40.8/40.8/40.8
Dark Target Shield +3	49/0/0/0/60	0/0	D/-/-/-/-/B	79.3/33.1/65.5/51.6/66.0	51.6/42.3/42.3/42.3
Dark Target Shield +4	52/0/0/0/64	0/0	D/-/-/-/-/B	79.9/34.9/66.4/52.9/67.0	52.9/43.9/43.9/43.9
Dark Target Shield +5	56/0/0/0/69	0/0	D/-/-/-/-/B	80.4/36.7/67.3/54.2/67.9	54.2/45.4/45.4/45.4
Dark Target Shield +6	60/0/0/0/73	0/0	D/-/-/-/-/B	81.0/38.5/68.3/55.5/68.8	55.5/47.0/47.0/47.0

Dark Target Shield +7	64/0/0/0/78	0/0	D/-/-/-/-/B	81.6/40.3/69.2/56.8/69.7	56.8/48.6/48.6/48.6
Dark Target Shield +8	68/0/0/0/83	0/0	D/-/-/-/-/B	82.1/42.1/70.1/58.1/70.6	58.1/50.1/50.1/50.1
Dark Target Shield +9	71/0/0/0/87	0/0	D/-/-/-/-/B	82.7/43.9/71.0/59.4/71.5	59.4/51.7/51.7/51.7
Dark Target Shield +10	75/0/0/0/92	0/0	D/-/-/-/-/B	83.2/45.7/72.0/60.7/72.5	60.7/53.2/53.2/53.2

Poison

Poison upgrade path.
Requires:

- Poison Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Target Shield +0	37/0/0/0/0	9/0	D/-/-/-/-/-	77.7/27.7/62.7/47.7/42.7	68.3/37.7/37.7/37.7
Poison Target Shield +1	41/0/0/0/0	10/0	D/-/-/-/-/-	78.2/29.5/63.6/49.0/44.1	69.1/39.2/39.2/39.2
Poison Target Shield +2	45/0/0/0/0	11/0	D/-/-/-/-/-	78.8/31.3/64.5/50.3/45.5	69.9/40.8/40.8/40.8
Poison Target Shield +3	49/0/0/0/0	12/0	D/-/-/-/-/-	79.3/33.1/65.5/51.6/47.0	70.7/42.3/42.3/42.3
Poison Target Shield +4	52/0/0/0/0	12/0	D/-/-/-/-/-	79.9/34.9/66.4/52.9/48.4	71.5/43.9/43.9/43.9
Poison Target Shield +5	56/0/0/0/0	13/0	D/-/-/-/-/-	80.4/36.7/67.3/54.2/49.8	72.2/45.4/45.4/45.4
Poison Target Shield +6	60/0/0/0/0	14/0	D/-/-/-/-/-	81.0/38.5/68.3/55.5/51.3	73.0/47.0/47.0/47.0
Poison Target Shield +7	64/0/0/0/0	15/0	D/-/-/-/-/-	81.6/40.3/69.2/56.8/52.7	73.8/48.6/48.6/48.6
Poison Target Shield +8	68/0/0/0/0	16/0	D/-/-/-/-/-	82.1/42.1/70.1/58.1/54.1	74.6/50.1/50.1/50.1
Poison Target Shield +9	71/0/0/0/0	17/0	D/-/-/-/-/-	82.7/43.9/71.0/59.4/55.5	75.4/51.7/51.7/51.7
Poison Target Shield +10	75/0/0/0/0	18/0	D/-/-/-/-/-	83.2/45.7/72.0/60.7/57.0	76.2/53.2/53.2/53.2

Bleed

Bleed upgrade path.
Requires:

- Bleed Stone and 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Target Shield +0	37/0/0/0/0	0/9	D/-/-/-/-	77.7/27.7/62.7/47.7/42.7	47.7/58.3/37.7/37.7
Bleed Target Shield +1	41/0/0/0/0	0/10	D/-/-/-/-	78.2/29.5/63.6/49.0/44.1	49.0/59.3/39.2/39.2
Bleed Target Shield +2	45/0/0/0/0	0/11	D/-/-/-/-	78.8/31.3/64.5/50.3/45.5	50.3/60.4/40.8/40.8
Bleed Target Shield +3	49/0/0/0/0	0/12	D/-/-/-/-	79.3/33.1/65.5/51.6/47.0	51.6/61.4/42.3/42.3
Bleed Target Shield +4	52/0/0/0/0	0/12	D/-/-/-/-	79.9/34.9/66.4/52.9/48.4	52.9/62.5/43.9/43.9
Bleed Target Shield +5	56/0/0/0/0	0/13	D/-/-/-/-	80.4/36.7/67.3/54.2/49.8	54.2/63.5/45.4/45.4
Bleed Target Shield +6	60/0/0/0/0	0/14	D/-/-/-/-	81.0/38.5/68.3/55.5/51.3	55.5/64.5/47.0/47.0
Bleed Target Shield +7	64/0/0/0/0	0/15	D/-/-/-/-	81.6/40.3/69.2/56.8/52.7	56.8/65.6/48.6/48.6
Bleed Target Shield +8	68/0/0/0/0	0/16	D/-/-/-/-	82.1/42.1/70.1/58.1/54.1	58.1/66.6/50.1/50.1
Bleed Target Shield +9	71/0/0/0/0	0/17	D/-/-/-/-	82.7/43.9/71.0/59.4/55.5	59.4/67.7/51.7/51.7
Bleed Target Shield +10	75/0/0/0/0	0/18	D/-/-/-/-	83.2/45.7/72.0/60.7/57.0	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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