Creighton's Chain Gloves

In-Game Description

Atypical chain gloves.
Belonged to Creighton the Wanderer.

Its design resembles that of the knight order
of the eastern land of Mirrah, but with some
odd differences that catch the eye.

Perhaps it is a finely-crafted imitation.

Availability

- Obtained from Creighton the Wanderer at the end his questline if you choose to kill Mild Mannered Pate in Brightstone Cove Tseldora.
- Sold by Merchant Hag Melentia after killing Creighton the Wanderer.

General Information

Part of Creighton's Set.

Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Attributes Required	Physical DEF Bonus
Creighton's Chain Gloves	32/31/33/32	10/11/5/10	7/12/0/0	6	70	3.4	-/-/-/-	C

Upgrades

Requires Titanite.

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Creighton's Chain Gloves +0	32/31/33/32	10/11/5/10	7/12/0/0	N/A	N/A
Creighton's Chain Gloves +1	35/34/36/35	10/12/5/10	7/13/0/0	1x Titanite Shard	150
Creighton's Chain Gloves +2	38/37/39/38	11/13/6/11	8/14/0/0	2x Titanite Shard	180
Creighton's Chain Gloves +3	41/40/42/41	12/14/6/12	9/15/0/0	3x Titanite Shard	220
Creighton's Chain Gloves +4	44/43/46/44	13/15/7/13	10/16/0/0	1x Large Titanite Shard	290
Creighton's Chain Gloves +5	47/46/49/47	14/15/8/14	11/18/0/0	2x Large Titanite Shard	330
Creighton's Chain Gloves +6	50/49/52/50	15/17/8/15	11/19/0/0	3x Large Titanite Shard	360
Creighton's Chain Gloves +7	53/52/56/53	16/18/9/16	12/20/0/0	1x Titanite Chunk	440
Creighton's Chain Gloves +8	56/55/59/56	17/19/9/17	13/21/0/0	2x Titanite Chunk	470
Creighton's Chain Gloves +9	59/58/62/59	18/19/10/18	14/22/0/0	3x Titanite Chunk	510
Creighton's Chain Gloves +10	63/62/66/63	19/21/11/19	15/24/0/0	1x Titanite Slab	580

Key

Physical Defense:	The Physical Defense attribute dictates how resilient the piece of armor is to a certain physical damage type. The physical stats for a piece of armor are W / X / Y / Z: • W is base Physical DEF • X is defense vs. striking attacks • Y is defense vs. slashing attacks • Z is is defense vs. thrusting attacks
Elemental Defense:	The Elemental Defense attribute dictates how resilient the piece of armor is to a certain elemental damage type. The magical stats for a piece of armor are W / X / Y / Z: • W is defense vs. magic attacks • X is defense vs. fire attacks • Y is defense vs. lightning attacks • Z is defense vs. dark attacks

Resistance:	The Resistance dictate how resilient the piece of armor is to status ailments. The properties for a piece of armor are W / X / Y / Z: • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	Dictates how resilient the piece of armor is to hitstun. A higher poise gives a greater chance that the player will not be interrupted or staggered when hit.
Durability:	The durability of the armor. The effectiveness of the armor will severely deteriorate when the durability falls below a certain threshold, and the armor will become unusable and need to be repaired by a blacksmith once it reaches 0. Durability deterioration that does not reach 0 will be automatically repaired upon resting at a bonfire.
Weight:	The weight of the piece of armor. Note that equipping over certain amounts of your equip burden may alter movement and roll speed, as well as other factors when playing the game.
Attribute Requirements:	Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements. The required attributes are W / X / Y / Z: • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	The influence of the character's Physical DEF stat on the effectiveness of armor worn. The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.