

Creighton's Set

Image	Name	Physical Defense	Elemental Defense	Resistance	Poise	Durability	Weight	Souls on selling
	Creighton's Steel Mask	40/39/41/40	12/13/7/12	9/15/0/0	6	70	4.3	440
	Creighton's Chainmail	90/88/93/90	27/30/16/27	21/34/0/0	14	70	9.7	700
	Creighton's Chain Gloves	32/31/33/32	10/11/5/0	7/12/0/0	6	70	3.4	510
	Creighton's Chain Leggings	42/41/43/42	13/14/7/13	10/16/0/0	7	70	4.5	620
Total	204/199/210/204	62/68/35/62	47/77/0/0	33	-	21.9	2,270	
Fully Upgraded Total	407/398/423/407	122/136/70/122	94/152/0/0	33	-	21.9	2270	

Location

Obtained from Creighton the Wanderer at the end his quest line if you choose to

- + show full armor image - hide
- + show description - hide description

Description

Creighton's Steel Mask

*Atypical steel mask.
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.*

Creighton's Chainmail

*Atypical chainmail.
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.*

Creighton's Chain Gloves

*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.*

Creighton's Chain Leggings

*Atypical chain leggings.
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.*

Upgrades

Name	Physical Defense	Elemental Defense	Resistance	Materials Cost	Souls Cost
Creighton's Steel Mask +0	40/39/41/40	12/13/7/12	9/15/0/0	N/A	N/A
+1	44/42/45/44	13/14/7/13	9/16/0/0	1x Titanite Shard	500
+2	48/46/49/48	14/15/8/14	10/18/0/0	2x Titanite Shard	630
+3	52/50/53/52	15/17/9/15	11/19/0/0	3x Titanite Shard	750
+4	56/54/57/56	16/18/9/16	12/21/0/0	1x Large Titanite Shard	1000
+5	60/58/62/60	18/20/10/18	13/22/0/0	2x Large Titanite Shard	1130
+6	64/62/66/64	19/21/11/19	14/24/0/0	3x Large Titanite Shard	1250
+7	68/66/70/68	20/22/11/20	15/25/0/0	1x Titanite Chunk	1500
+8	72/70/74/72	21/24/12/21	16/27/0/0	2x Titanite Chunk	1630
+9	76/74/78/76	22/25/13/22	17/28/0/0	3x Titanite Chunk	1750
+10	80/78/83/80	24/27/14/24	18/30/0/0	1x Titanite Slab	2000
Creighton's Chainmail +0	90/88/93/90	27/30/16/27	21/34/0/0	N/A	N/A
+1	/	/	/	1x Titanite Shard	
+2	/	/	/	2x Titanite Shard	
+3	/	/	/	3x Titanite Shard	
+4	/	/	/	1x Titanite Shard	
+5	/	/	/	2x Titanite Shard	
+6	/	/	/	3x Large Titanite Shard	
+7	/	/	/	1x Titanite Chunk	
+8	/	/	/	2x Titanite Chunk	
+9	171/167/177/171	51/57/29/51	39/63/0/0	3x Titanite Chunk	?
+10	180/176/187/180	54/60/31/54	42/67/0/0	1x Titanite Slab	3150
Creighton's Chain Gloves +0	32/31/33/32	10/11/5/10	7/12/0/0	N/A	N/A
+1	35/34/36/35	10/12/5/10	7/13/0/0	1x Titanite Shard	150
+2	38/37/39/38	11/13/6/11	8/14/0/0	2x Titanite Shard	180
+3	41/40/42/41	12/14/6/12	9/15/0/0	3x Titanite Shard	220
+4	44/43/46/44	13/15/7/13	10/16/0/0	1x Large Titanite Shard	290
+5	47/46/49/47	14/15/8/14	11/18/0/0	2x Large Titanite Shard	330
+6	50/49/52/50	15/17/8/15	11/19/0/0	3x Large Titanite Shard	360

+7	53/52/56/53	16/18/9/16	12/20/0/0	1x Titanite Chunk	440
+8	56/55/59/56	17/19/9/17	13/21/0/0	2x Titanite Chunk	470
+9	59/58/62/59	18/19/10/18	14/22/0/0	3x Titanite Chunk	510
+10	63/62/66/63	19/21/11/19	15/24/0/0	1x Titanite Slab	580
Creighton's Chain Leggings+0	42/41/43/42	13/14/7/13	10/16/0/0	N/A	N/A
+1	46/45/47/46	14/15/7/14	10/17/0/0	1x Titanite Shard	490
+2	50/49/51/50	15/16/8/15	11/19/0/0	2x Titanite Shard	610
+3	54/53/56/54	16/18/9/16	12/20/0/0	3x Titanite Shard	740
+4	58/57/60/58	17/19/9/17	13/22/0/0	1x Large Titanite Shard	980
+5	63/61/65/63	19/21/10/19	14/23/0/0	2x Large Titanite Shard	1100
+6	67/65/69/67	20/22/11/20	15/25/0/0	3x Large Titanite Shard	1220
+7	71/69/73/71	21/23/11/21	16/26/0/0	1x Titanite Chunk	1470
+8	75/73/78/75	22/25/12/22	17/28/0/0	2x Titanite Chunk	1590
+9	79/77/82/79	23/26/13/23	18/29/0/0	3x Titanite Chunk	1710
+10	84/82/87/84	25/28/14/25	19/31/0/0	1x Titanite Slab	1950
Fully Upgraded Total	407/398/423/407	122/136/70/122	94/152/0/0	N/A	? souls

Key

<p>Physical Defense:</p>	<p>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:</p> <ul style="list-style-type: none"> • W is base Physical DEF • X is defense vs. striking attacks • Y is defense vs. slashing attacks • Z is is defense vs. thrusting attacks
<p>Elemental Defense:</p>	<p>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:</p> <ul style="list-style-type: none"> • 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:	<p>The Resistance dictate how resilient the piece of armor is to status ailments.</p> <p>The properties for a piece of armor are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is resistance vs. poison • X is resistance vs. bleed • Y is resistance vs. petrification • Z is resistance vs. Hollowing curse
Poise:	<p>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.</p>
Durability:	<p>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.</p>
Weight:	<p>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.</p>
Attribute Requirements:	<p>Determines how high certain attributes must be in order to wear the armor effectively. Most pieces of armor do not have any such requirements.</p> <p>The required attributes are W / X / Y / Z:</p> <ul style="list-style-type: none"> • W is the Strength required • X is the Dexterity required • Y is the Intelligence required • Z is the Faith required
Physical DEF Bonus:	<p>The influence of the character's Physical DEF stat on the effectiveness of armor worn.</p> <p>The possible ratings (from greatest bonus to least bonus) are: S, A, B, C, D, E.</p>

Notes

Your hair will not stick out on the side like Creighton's when he wears helm no mater what hair the character has.

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