Man at arms darkest dungeon guide

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Darkest dungeon man at arms guide. Darkest dungeon 2 man at arms guide. Best man at arms skills darkest dungeon. How to use man at arms darkest dungeon "The Man-at-Arms is a seasoned veteran of combat, and has been rewarded for his toil with haunting guilt and stoic resilience in equal measure. Immovable, commanding, and focused, the Man-at-Arms is a unique class because of the introduction to the guard and riposte mechanics he brings, with him being the only character having Riposte (the other being Hound Master) Riposte as a status effect. Then, whenever an enemy attacks you, you will counter-attack and deal damage for as long as you have riposte. Defender is a move that buffs himself with 25% PROT and a party member with the status effect of guard, meaning whenever they are targeted for an attack, the Man-at-Arms will take it instead. Crush the main melee skill he has with a very high CRT mod, although Rampart is a good utility melee skill to use as well. Bellow is a great move to use on him as well since it inflicts a debuff that reduces the SPD and DOD of all enemies, and is very likely to hit. The rest of his moves, Command and Bolster, work by buffing the party with beneficial effects. This means that the Man-At-Arms class can be played either as a tanky defender, an up-front damage dealer, or a buffing tank. Crush / Defender / Bellow / RetributionOR Defender / RetributionOR Defender can be used whenever you have a low-HP party member so that they take no damage while also giving the Man-at-Arms a sizeable PROT buff. Bellow allows you to immediately slow down the enemy party while also reducing their DOD, making it a very good move to use at the beginning of a fight. Retribution should be used whenever you want to defeat an enemy with low health or if you know the enemies will attack a marked Man-at-Arms. The second setup is more for a buffing Man-at-Arms. at-Arms, so you'll want to place him in the backline. Defender should definitely be used in this setup when you don't need to buff your allies. It also comboes well with Retribution, which when used with Defender should definitely be used in this setup when you have a Leper or other low-ACC teammate on your party. Finally, Bolster is a great move that can be used to buff the entire party with some DOD but more importantly some SPD. advertisement Name Image Type Cast From Can Hit Description Crush Melee -/-/X/X X/X/X/- ACC base: 85; CRT mod: 5% Rampart Melee -/-X/X/X X/X/X/- Forward 1; ACC base: 85; DMG mod: -50%; CRT mod: 5%; Target: Knockback 1 (100% base), Stun (100% bas Party: +10 ACC Bolster Buff X/X/X/X Party Party: +5 DOD, +2 SPD Name Image Description Encourage Time Cost: 2; One Companion: Heal 20%, Remove Blight/Bleed. Pep Talk Time Cost: 2; One Companion: +15% Stress Resist. Maintain Equipment Ability maintain equipment.png Time Cost: 4; Self: +10% PROT, +15% DMG. Tactics Time Cost: 4; All Companions: +10 DOD, +3% CRT Instruction Time Cost: 3; One Companions: 10% DMG, (75% chance) +5 CRT.Was this guide helpful?In This Wiki GuideThe David F. Sandbergdirected film, a sequel to the 2019 film Shazam!, continues the story of teenage Billy Batson who, upon reciting the magic word "Shazam!" is transformed into his adult Super Hero alter ego, Shazam!, Continues the story of teenage Billy Batson who, upon reciting the magic word "Shazam!, Continues the story of teenage Billy Batson who, upon reciting the magic word "Shazam!" is transformed into his adult Super Hero alter ego, Shazam! The cast includes Zachary Levi, Jack Dylan Grazer, Asher Angel, Rachel Zegler, Adam Brody, Ross Butler, D.J. Cotrona, Grace Fulton, Meagan Good, Lucy Liu, Djimon Hounsou, and Helen Mirren. Shazam! Fury of the Gods opens December 21, 2022. Check out the teaser trailer for Hocus Pocus 2.It's been 29 years since someone lit the Black Flame Candle and resurrected the 17th-century sisters, and they are looking for revenge. Now, it's up to three high school students to stop the trio of witches from wreaking a new kind of havoc on Salem before dawn on All Hallow's Eve. Bette Midler, Sarah Jessica Parker, and Kathy Najimy reunite for the highly anticipated Disney Plus Original, Hocus Pocus 2. The sequel also stars Doug Jones, Whitney Peak, Lilia Buckingham, Belisa Escobedo, Hannah Waddingham, Tony Hale, Sam Richardson, Juju Brener, Froy Gutierrez, Taylor Paige Henderson, and Nina Kitchen.Directed by Anne Fletcher and written by Jen D'Angelo, Hocus Pocus 2 will debut on Disney+ on September 30, 2022. Edit "The raw strength of youth may be spent, but his eyes hold the secrets of a hundred campaigns. "

The Ancestor The Man-at-Arms is one of the playable strength of youth may be spent, but his eyes hold the secrets of a hundred campaigns. "

The Ancestor The Man-at-Arms is one of the playable strength of youth may be spent, but his eyes hold the secrets of a hundred campaigns." Character Classes in Darkest Dungeon. Description[] "An old, battle-scarred veteran, the Man-at-Arms has seen enough war and bloodshed to last more than a dozen lifetimes. While he can no longer swing his great mace with the force he once could, you should not stand where he swings his mighty weapon. However it is not offense, but his defense that makes the Man-at-Arms such a vital member of any team. His ability to read the enemy's movements allows him to draw fire to himself to defend his allies and then retaliate with surprising force. The battlefield is a chaotic place, and the Man-at-Arms knows how to make himself heard. With his vociferous shouting he can issue vital commands to his men or let out a terrible bellow to strike fear into the enemy's heart. At camp, the Man-at-Arms is a seasoned veteran of combat, and has been rewarded for his toil with haunting guilt and stoic resilience in equal measure. Immovable, commanding, and focused, the Man-at-Arms will always come with the Crush skill. (All buffs and debuffs last for 3 rounds unless otherwise specified.) Rampart Range Rank Target Damage Accuracy Crit mod Effect Self Melee -60% 90 5% Knockback 1 (110% base) Forward 1 Level 3 -60% 100 7% Knockback 1 (120% base) Forward 1 Level 4 -60% 105 8% Knockback 1 (120% base) Forward 1 Level 3 -60% 100 7% Knockback 1 (120% base) Forward 1 Level 4 -60% 105 8% Knockback 1 (120% base) Forward 1 Level 3 -60% 100 7% Knockback 1 (120% base) Forward 1 Level 3 -60% 100 7% Knockback 1 (120% base) Forward 1 Level 4 -60% 105 8% Knockback 1 (120% base) Forward 1 Level 3 -60% 100 7% Knockback Knockback 1 (130% base) Stun (130% base) Forward 1 Level 5 -60% 110 9% Knockback 1 (140% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Rank Target Damage Rank Target Damage Rank Target Damage Accuracy Crit mod Effect Self Ranged -100% base) Forward 1 Sound Char al maa rampart.wav Bellow Range Rank Target Damage Rank Target D levels Level 2 -100% 95 -6 DODGE (110% base) +5% Crits Received while Marked (120% base) +5% Crits Received while Marked (130% base) +5% Crits Received wh 110 -10 DODGE (140% base)-7 SPD (140% base)+5% Crits Received while Marked (140% base) Bolster Rank Target Effect Self +5 DODGE (1 Battle)-10% Stress (1 Battle) Level 3 +7 DODGE (1 Battle)-10% Stress (1 Battle) Level 3 +7 DODGE (1 Battle) Level 4 +8 DODGE (1 Battle)-15% Stress (1 Battle) Level 5 +10 DODGE (1 Battle)-20% Stress (1 Battle) Sound Char maa bolster.wav Limit: 1 Use per Battle \* Man-at-Arms' Riposte has a base ACC of 90, and no CRIT mod. Camping Skills[] "The Man-at-Arms seeks to either practice his strict training regimen himself, or teach it to his companions. Dexterity, damage and unerring accuracy await those fortified enough to endure his lessons. " ~ Survivalist Camping skills are special skills heroes can use while they are camping skills and all heroes have 4 unique camping skills and can only be used once per camp (unless the skill says otherwise). being the exception, having only unique camping skills). Only 4 of these can be equipped at one time. Any Buffs or lasting effects given from a camping skill lasts for 4 battles. Being a military veteran, the Man-at-Arms makes sure that training isn't overlooked even when resting. He can buff himself, one other hero, or even the entire party for almost any stat, including DODGE, CRIT, ACC, and DMG. Tactical Analysis[] The Man-at-Arms is a support unit first and a melee combatant second. While he has his fair share of flexible melee skills, they all tend to hit for middling damage and don't exactly match up with the damage output of more specialized heroes. His most valuable skills are the group buffs: Command and Bolster amplify the offensive ability of the entire party; Bolster in particular lasts the entire battle and provides a very valuable Stress reduction effect for the harder quests. Pairing the Man-at-Arms with the Antiquarian amounts to a good defensive combo, as both classes can apply powerful Dodge buffs to the party. His Defender skill is also a staple, letting him take the hits for a particular party member, and is great for defending marked or dying characters, buying time for the healers to do their work. Retribution also works as a tanking skill, applying a self-mark with Riposte to increase his overall damage output. As he will be taking a lot of blows with these skills in place, it's near-imperative that one pair him with either a Vestal or Occultist to keep him patched up. Trinkets best used with the Man-at-Arms include those that raise his PROT or max HP for best survivability. The Longevity Eyepatch, Life Crystal and the Martyr's Seal are great in this regard; the Tough Ring is also worth considering if you don't mind the DMG penalty. Note that using the Guardian's Shield trinket delegates him to the very back of the formation, where he is restricted only to buffs, debuffs, and guarding, in exchange for greatly increased survivability. If one does so, be sure to use more specialized damage dealers in the party to compensate for the loss of one damage source. Equipment[] "Clad in the heaviest plate, the Man-at-Arms is a mace-wielding heavy hitter. Quick to react and adapt, he is most effective leading the charge, protecting his companions with his unbreakable shield. " ~ Blacksmith Unlike other games, equipment upgrades in Darkest Dungeon are linear, all bought at the Blacksmith. Level 2 Level 3 Level 4 Level 5 Footman's Mace Private's Mace base: 5.0% CRT base: 3 SPD base: 4 SPD base: 3 SPD bas HP base: 49 HP base: 55 Each Hero has Trinkets unique to them that only they can equip. The Man-at-Arms has seven; 2 common, 2 Crimson Court and 1 uncommon, rare and very rare. In the base game, his lower level trinkets are eye-patches and his high level trinkets are shields. The Crimson Court DLC adds a banner and toy soldier. Trinket Image Trinket Name Rarity Class Restriction Origin Dungeon Effect Additional Notes Cleansing Eyepatch Common Man-at-Arms +4 DODGE 5ly Eyepatch Common Man-at-Arms Weald +30% Blight Resist -2 DODGE 5ly Eyepatch Common Man-at-Arms Weald +30% Blight Resist -10% Move Resist Longevity Eyepatch Uncommon Man-at-Arms Rampart Shield Rare Man-at-Arms +4 DODGE 5ly Eyepatch Common Man-at-Arms Handard Common Man-at-Arms Rampart Shield Rare Man-at-Arms Rampart Shield Rare Man-at-Arms Handard Common Man-at-Arms Rampart Shield Rare Man-at-Arms Rampart Shield Arms +40% Move Skill Chance +30% Stun Skill Chance +30% Stun Skill Chance +30% Healing Received if in position 4 +10 DODGE if in both equipped at once yields an additional bonus, which is shown greyed out at the bottom. The origin dungeon for all Trinket Set, however, is only obtainable through her final 6th and 7th nightmare encounters and won't be dropped or given as a reward in the Courtyard. Trinkets you already have will stop dropping, so there's value in not selling the ones you don't like until you get the ones you want. Trinket Image Trinket Name Class Restriction Effect Quote Additional Notes Old Unit Standard Man-at-Arms +15% Stun Skill Chance +20% Debuff Skill Chance +15% Death Blow Resist +10% Stress Riposte: +25% DMG Riposte: +25% DMG Riposte: +10 ACC "Glory days? Hmph." Toy Soldier The Color of Madness DLC added trinkets with a new rarity, Crystalline. Each hero has their own unique crystalline. Each hero has their own unique crystalline. Class Restriction Shard Cost Effect Additional Notes Mirror Shield Crystalline Man-at-Arms 75 Shards +10 DODGE 30% Damage Reflection +20% Stun Resist When attacked, will deal damage to the attack. This damage does not count as an attack from the equipped hero and is not affected by hero buffs nor enemy PROT. Kills from this damage do not count for kill effects such as from the Miller's Pipe or Coat of Many Colors. District Bonus[] The Crimson Court DLC adds Districts to the Hamlet, some of which confer passive benefits to heroes. The gold cost of most Districts in Radiant mode is significantly reduced. The price in Radiant mode is shown in parentheses. Customization[] As for every hero, the Man-at-Arms has four different colour palettes to choose from: red, purple, blue and yellow. Sprites[] Barks[] Landing a Critical Hit[] Outmaneuvered! Now that is a proper flanking! A devil's due! Perfectly executed! This line will not break! We hold as one and strike as one! Becoming Fearful[] H-how flawed, my strategy! We must fall back! We must retreat! The classic strategems elude me! Retreat, damn you! RETREAT! Turn back, we are too far! Stressing Party[] What devilish mind shapes their strategy? I cannot recognize their tactics! What comes?! My mind is blank! How will I counter them?! Switching Position to the Back[] We are exposed! Fall back! We need to change formation! Passing Turn[] Which maneuver? Which strategem?! I am blind to the next move. No! I could overextend myself! Camping Stress[] I have marched in dark campaigns, but this... The shades of those I have slain will not let me sleep. The fire sputters and dims, like my spirit. Getting Hit by Enemy[] All is becoming as I'd feared! My nightmares brought to life! Enemy Missed Self[] Death creeps too slowly! I was frozen in place! Party Member Attack Misses[] Now it will slay us all! You stray from the plan! Party Member Getting Hit[] Spare them! I cannot bear to lose more men! This place is saving me for last. Party Member Missed by Enemy[] They could finish us at any time! See how they taunt us! Refusing to Move[] I cannot avoid my destiny, this is my final stand. This marks the spot where I die. Refusing to Perform Camping Skills[] My mind obsesses over my last defeat. My will flees from the terror of this place. It takes my entire being not to flee this place! Becoming Paranoid[] Dissenters - you spoil my tactics! Eyes down, Private! They aim to sneak up on us! Cowards! Finks! Underminers! You are revealed! Treachery in the ranks! Stressing Party[] You louts willfully spoil my manuevers! Best you aim your weapons away from my back. Do my own cohorts conspire with the enemy? Switching Position to the Back[] Is no position safe?! I will not show my plans! Did you see them shift? We must hold fast! Best I keep my plans from those who would betray me. Random Action[] Forgive me cohorts, I must move discreetly. This is the only way I can escape! I cannot be betrayed if I am unpredictable! Camping Stress[] Tonight, I sleep with one eye open. Heh. I will slay anyone who moves against me this night. Am I to lie beside scheming vipers? Better to strike first against those who would betray you. Attacking Party Member[] Perhaps this will encourage loyalty! I see demons peering from behind your eyes! Traitorous viper! Refusing to Retreat[] Retreat? We will walk right into their trap! Don't you see that this is what they want?! Getting Hit by Enemy[] They know my weaknesses! Party Member Attack Misses[] Who among us has disturbed your aim?! You have sided with our enemies! Party Member Getting Hit[] Because they know our plans! You play the victim to disguise your defection! Party Member Missed by Enemy[] They warned you of their attack! It is said a viper will never strike another of its kin. Refusing to Move[] We are already surrounded, why hasten our end? From here I can see those who would betray me. Refusing to Get Healed[] So eager to heal me? This is medicine?! Such deception. Refusing to Get Buffed[] This is jiggery pokery, be off! I will use my own, thank you! It is not a question of trust, but a matter of survival. Refusing to Perform Camping Skills[] I will not help those who seek to undermine me. Not now, we are surrounded! So one of you can slip a knife in my back? Refusing to Eat while Camping[] Poison is said to be the worst way to die. More craven attempts from my cohorts. Becoming Masochistic[] Let the blows fall! Strategy is born in blood! Another scar is no difference! The sting of injury dulls the grief for my brothers! Wounds are the wages of battle, and I LIKE to get paid! The searing pain is a most invigorating fire! Stressing Party[] A day without pain is a day unlived! Hah, that woke me up! I was counting on you to strike me! Switching Position to the Front[] I will gladly catch their blows! To the line! I live to bleed! One sweet wound is a sweeter stitching later! Random Action[] There is no thrill like the chaos of battle! I invite my glorious end! Wound, by delicious wound! The spirit of battle moves my limbs and guides my will! Camping Stress[] No tailor can rival me for stitching my own flesh. I pray the battle is even bloodier on the morrow. I study my wounds, I learn new tactics. Marking Self[] Here devils! Strike me! STRIKE ME! I lower my shield to invite more sport. Damaging Self[] If you won't inspire me then I will! Just had to pop my shoulder back into place. Ahhh! That's it! Refusing to Retreat[] Finally a battle worthy of us and you lot want to slink away! Not until I have drunk my fill of this battle! Getting Hit by Enemy[] More! MORE! Blood is battle's most savoury spice. Enemy Missed Self[] Blazes, you were so close! Damn, I moved the wrong way. Party Member Getting Hit[] How my envy stirs! A wound is but a smile, depending on how you look at it. Refusing to Move[] And miss the sweet pain of battle? I am here to bleed, and bleed I shall. Refusing to Use Item[] Pain is all I need. Soldiers live to suffer! Refusing to Get Healed[] All this soldier needs is a nip of brandy, thank you. By numbing the pain, I ignore the lesson of the blow. No need for stitches yet! Refusing to Get Buffed[] That would taint the sweet smell of my blood! There is no glory in witchcraft and strange charms! Each wound earned is a lesson learned. Refusing to Perform Camping Skills[] A wounded soldier fights with more vigor. Strive to become one with your pain! I cannot deny you such a delicious experience. Refusing to be Target of Camping Skills[] I use the hurt to embolden my tactics. No finer muse than pain. Refusing to Eat while Camping[] I would save myself for the feast of our return! Hunger keeps me sharp on the field. Becoming Abusive[] To me, weaklings! Watch and learn! Am I the only one here who has been in battle?! Truth is, most of you won't survive this. You are like a gaggle of pathetic recruits! Incompetent fools! Stressing Party[] And to think I hold the line for you pukes! Go on! Trip and fall on your own swords! You would scatter like corpseflies if it wasn't for my drilling! Random Action[] I will keep my plan to myself, recruits. None of you have the right to order me. I don't need to justify my actions to you whelps. Camping Stress[] Which of you imbeciles has taken up smoking dung? I wonder how many of you curs think you have truly earned this rest. Your snoring distracts my planning! Attacking Party Member[] Back to your place in formation! Out of my way! Don't trip me up! The rod is a dog's best tutor! Party Member Attack Hits[] You are attacking out of turn! You dolt, never attack without knowing the plan! Party Member Attack Hits[] I cannot say I will miss you, oaf. Fortune favours the brave, and spits on the coward. Refusing to Move[] Such insubordination! And where would the green recruit like me to stand? Refusing to Perform Camping Skills[] Don't waste my time! Would it end your whinging? There is no balm for cowardice. Refusing to be Target of Camping Skills[] Back, clumsy oaf! Vex me not with such insistence!Becoming Selfish[] Don't you dare forget who has been keeping us all alive! Maybe I'll reveal my strategems, maybe I won't. I am the backbone of this unit! I am the ranking officer! They think I am the ranking officer! They think I am the most stitches, I'll take the greatest share! Give that here, for I am the shield between you and the grave! Switching Position to the Front[] You cannot lead as I can! It is I who will guide us! I suppose it falls to me to hold this position! Switching Position to the Back[] Of course this is part of the plan! I can see more of the battle from there! Someone else hold the line! Passing Turn[] This is the best move, for me. A veteran knows when it is time to march and when it is time to march and when it is time to rest. This is part of my strategy, do not question me. Random Action[] Give way to the commanding officer! When you have my experience, then you can shape the strategy! This is how my plan must be executed! Camping Stress[] Let me rest so I can save your worthless hides on the morrow. Pray I am still here to guide you when you awaken. Quit moaning, left you plenty of stew. Getting Hit by Enemy[] I require a bandage, NOW! They strike at the greatest threat! Party Member Attack Misses[] It all falls to me! I will show you how a true professional advances! Refusing to Perform Camping Skills[] I am busy with planning! No gain in it for me! Never disturb an officer. Becoming Hopeless[] I cannot bear the weight of keeping you all alive. When did I become Death's right hand? I am a dull weapon wielded by the wicked hand of Fate! I am haunted by visions of my betrayed men! I knew only to follow orders! Forgive me brothers! Stressing Party[] I feel like I am but a child playing soldier. What palsy rattles my shield? Is this the end? I should have died with my brothers! Switching Position to the Back[] I am out of your way now. My position was ill-chosen. I cannot hold them back. I cannot lead. Passing Turn[] Can I face every soldier's fate? My heart is too heavy, my feet are made of lead. After so many campaigns, now my spirit is defeated. Random Action[] Here, or there it matters not. My experience deserts me in this place of despair. It doesn't matter what we do in this charnel house. Camping Stress[] It is clear we are not made to survive this place. I am not fit to lead you. Leave me here to die. This is the grave I deserve, buried in the sins of war. My tactics are ill suited to this place. I am not fit to lead you. Leave me here to die than suffer this regret I bear. Damaging Self[] Why can't I just finish it?! Let my body feed the soil. Refusing to Retreat[] This old soldier knows this is his final skirmish. The omens are poor. We are finished either way. Refusing to Get Healed[] Nothing can cure the disease of Time. I am not meant to continue. I would rejoin my departed brothers. Refusing to Get Buffed[] A reminder of how weak I truly am. Despair infects everything in this place. Save it for those who will survive. Refusing to be Target of Camping Skills[] I would only make things worse. I must reflect on my deeds. Begone, I cannot help. Refusing to be Target of Camping Skills[] I would only make things worse. Pointless and inefficient. No cure for this cursed old fool. Refusing to Eat while Camping[] I have no will to eat. My stomach is knotted with despair. Becoming Irrational[] The flutes! Can no one else hear them?! My stitches whisper recipes for the most delicious stew! Someone has stolen my third hand! The ball of my mace reflects the fires of Hell.. How curious you can see me, for I am long dead. Stressing Party[] The creaks of my armor mutter such ribald verses. One skin for water, another for grog, or perhaps a skull will do... Someone help take off this flesh, I wish to fly! Switching Position to the Front[] Retreat, NO - CHARGE! Hee hee... I see my eye there as it sees me! The ground dances on my feet! Switching Position to the Back[] Ants!! My armor is full of ants! I saw the funniest dance the other day, can I show you? This! This is the spot! Bring me my shovel! Passing Turn[] Hold still! Birds are nesting in our skulls! I am caught in the spell of those damnable flutes... My muscles follow another! Random Action[] Hup! 2-3-4! My tactics have taken us upstream the River of Time! And..NOW! Camping Stress[] Our mouths are filled with soldiers holding spears of bone. My skin is the only bedroll I need. But I might take yours if it gets cold. I sold my other eye to pay for this lovely belt. Marking Self[] I thirst and only mine own blood will do! I am stitching a design in my flesh, strike me here! Attacking Party Member[] There is an imp on your shoulder! I command you to be struck by me! Damaging Self[] This mace is too dull, see? I will require additional armour. You have just witnessed the ultimate strategem! Refusing to Retreat[] I have never seen such maneuvers! I would stay! It is rude to interrupt an officer's strategem. Getting Hit by Enemy[] Good! Now the ringing is back! That should do it! Enemy Missed Self[] Hah! Don't they know I'm a ghost? A-la-la-dee and la-da-daaah! Party Member Attack Misses[] All part of the dance, all part of the dance, all part of the dance... I command we all be friends and explore this place together! Party Member Getting Hit] The customs in this place are strange beyond words. The sharp things always find the soft things... Party Member Missed by Enemy [] Look at how the wind plays with us all. The old unwritten rule to never let the enemy miss. Refusing to Move [] Not the time, not the season, not the passed wind. Hush! I hear my missing eye calling! Refusing to Perform Camping Skills[] What cockledoodledoo is this? My mace disagrees, and I agree with it. Already dead! Refusing to Perform Camping Skills[] It screams at us from the very centre of the universe! You really can't hear them, can you? Refusing to Eat while Camping[] I only eat food that has distinguished itself in battle! My teeth marched off yesterday, perhaps some gruel instead? Becoming Stalwart[] I was reborn through the blood and betrayal of my own kin! Hear me brothers! I can feel their blessings! Our cause unites us! Becoming Courageous[] Hah! Behind me! None shall pass! All into formation and we are made invincible! Reducing Party Stress[] It seems there are miracles, but I am no saint. Lean on me, you need not ask. Becoming Focused[] Yes! Our victory is assured through these tactics! I am one with my mace! I am one with my shield! Buffing a Party Member[] Strike while they are exposed! Heed my strategem and you will crush them. Becoming Powerful[] I am forgiven! I am free! We are as one! None can stop us! Buffing Party[] Let us press together! They are exposed by our manoeuvers! Becoming Vigorous[] I am your wall! Fear nothing! That's it! Upwards and onwards warriors! Self Healing[] Ah! My heart roars to serve alongside such stalwarts! For a moment, my soul's quilt is lifted. For a moment is lifted is lifted. For a moment is lifted i article or section may contain spoilers about the final boss. You might want to avoid reading further if you don't want to spoil the surprise for yourself! Trivia[] Both the Man-at-Arms introduced two new mechanics to the game when he was added: guarding and ripostes. The predetermined name of the Man-at-Arms is Barristan the Bold, a character from the book series A Song of Ice and Fire. Barristan the Bold is a famed knight, now well past his glory days, and sometimes called Barristan the Old, similar to how the Man-at-Arms is past his glory days. The guild text refers to Man-at-Arms' shield as a buckler, but it is actually a heater shield. The level 3 mace and plated mail are named "Master Sergeant Major being a higher rank in real life than Master Sergeant. One of the Man-at-Arms' names is 'Pipin'. This could be a reference to the Berserk character of the same name Comic[]

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