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Dragon quest viii hero

The Hero is the silent protagonist in Dragon Quest VIII: Journey of the cursed King (2004). The game was moved to several platforms, currently the last ports were made in 2015 for the Nintendo 3DS. He hasn't been to any other games so far. The hero of DQ VIII is friendly and humble. wears rather casual clothes and can fight with multiple types of weapons and uses great spell variation, including attacks and healing spells. He's accompanied by a mouse named Munchie. He's 18 years old and his default name is Eight. The Hero from Dragon Quest VIII: a Overview Charactername: Hero / Eight Developed /Created by Square-Enix Gameseries: Dragon Quest First seen on: Playstation 2 First Game: Dragon Quest VIII Year first seen: 2004 Last Game: Dragon Quest VIII (2015) Birthplace: Roles and Features: Protagonists Guns : Many Additional Tags: Similar Characters: On: On: See Also: Official Game Art, like Dragon Quest hero promotional images VIII Dragon Quest VIII (2004) Hero game-art-hq in art projects Hero Dragon Quest VIII is not yet part of the Game-Art-HQ community art collaboration Selected hero's fan art from DragonQuest VII Samo The hero of the ditch DQ8,Black Trivia, and his own opinion dragon hero Quest VIII: The Cursed King's Journey is an 18-year-old low-ranking royal guard at Castle Trodain , before becoming a refugee of the kingdom in a prologue. He was one of those small bands that survived the deadly attack on Dhoulmagus, along with King Trode, Princess Medeia and his pet mouse Munchie. As is the tradition of the series, Hero is a silent protagonist to whom the player is supposed to project himself, using him as an avatar to explore and interact with the world of the game. According to the PlayStation 2 version and Super Smash Bros. Ultimate ad captures and user manual, Hero will be given the default name Eight. The hero is a versatile figure, as skilled in armed struggle as he is in using healing spells and supporting magic. His preferred weapons are swords, spears and Boomerangs. Once Monster Arena's ranking E is cleared, he will have the ability to call the monster team at a cost of 10 MP. Every monster team can only be called once per battle. With the help of his trusted partner Munchie and various cheeses, he is also able to unleash breath attacks with various effects. Appearance and personality [edit] Because he has the aforementioned status as a silent protagonist, very little can be said about the character of a man that the player has not decided. However, young people have shown considerable human character in certain surgeries. This is evident from his meeting with Yangus, who accidentally broke the rope bridge he blocked while trying to extort money from King Trode. Instead of allowing the bellicit bandit to fall to his death, the former guard pulled him to safety from Trode's remarkable annoyance. Inches Inches For the heroes of previous games, this Hero dresses very casually and historically consistently, wearing a saffron overcoat with blue tunic, simple red bandana and plain grey pants with brown boots. He is also the second hero in the series whose outfit can be changed in the game if he wears certain gear. Background[edit] Warning: Spoilers! Click expand to view the contentHe is the son of Eltrino and Xia, which makes him half human and half dragovist. This alliance arose when the latter became interested in the human world and decided to explore it. When confronted, Eltrion Xia fell in love with a young man and spent a lot of time with him. Unfortunately, his father, Chen Mui, did not accept the accession of man and Dragovian, feeling that the two races could never develop true love between them, and forced his daughter back to dragovia shrine. Some time after this, Eltrino's body was found near the outskirts of the shrine after defying enormous dangers alone to reach his loved ones. His beloved's death destroyed Xia, and day by day his life force began to fade. Before moving on to Eltrino in the afterlife, however, Xia gave birth to her children in the sanctuary. The boy lived for several years in Dragovians as the Elders' Council discussed what to do with the anomaly, until one day it was decided that his memories would be sealed and that he would be expelled from his people. His grandfather, who realized that youth was his last connection to his daughter, begged permission to follow his grandson. It was decided that he could do so, but only if he was a harmless mouse and never spoke a word to him. One day, as she explores the outskirts of the castle forest, Princess Medea of Trodain discovers that the young boy collapsed into a fever with munchie' help. The young princess asks King Trode to help the boy because he could die in the woods. Eventually, the castle guards will bring hero back to care for him back to health. Medea stays at her bedside until she wakes up, and they then become close friends. As the son of Eltrino, the Hero is also the nephew of King Clavius of Argonia. This blood connection gives him a chance to win Prince Charmles' right to marry Trodain's heir. By the end of the game, he will have become captain of the guard and depending on the player's actions in the Nintendo 3DS version, he will be either King Trode's son-in-law after marrying Princess Medea or Rosalind Albert's son-in-law after marrying Jessica. Since his early teens, Hero grew up in Castle Trodain and eventually served as a security guard for some time before the prologue took place. For much of Dragon Quest VIII, Hero travels with his loyal mouse friend Munchie, King Trode, Princess Medea and Yangus. The hero is eventually joined by Jessica Albert and Angelo, who enlist their help in pursuing and confronting the evil Dhoulmagus. Munchie[edit] Hero Around his pet Munchie, wherever he goes. A very smart Pig-Rat, Munchie is able to get into small spaces and explore areas where the party would otherwise not have access, allowing the player to temporarily control him. If you give him Munchie cheeseware, he'll get special abilities. However, this can only be done twice per battle. Munchie rides most of the time in the pocket of hero's jacket. Munchie only shows his true meaning after the game. Statistics[edit] Hero also has: 25% resistance to zap-based spells and ablists Near total immunity to Curse Abilities[edit] Sword[edit] Name MP Points Target Tension Info Oomph Attack +5 -- 4 -- no Increase the sword attack +5. no Dragon Slash 0 9 one yes Causes 150% damage to dragons (otherwise normal damage). Yes Flame Slash 0 15 one yes Causes 130% damage (reduces if the enemy can withstand fire). Yes, an attack of +10- 22 -- does not increase the attack by 10 when the sword is equipped. No Metal Slash 0 30 one yes Causes 1–2 damage to metal thinnings. No attack +15 -- 40 -- no increase attack on 15 when the sword is equipped. no critical hit percentage up -- 40 -- no Increase critical hit percentage from 1/64 to 1/32. No Falcon Slash 0 52 one yes Slashes one bogey twice, each cut will deal with 75% damage totaling 150% total. First hit Attack +25 -- 66 -- does not increase the offense by 25 when the sword is equipped. no Miracle Slash 4 82 one yes Causes 125% damage and returns HP 50% of damages. The Gigaslash 20 100 group does up to 207–239 damages to each member of the group. no Gigagash 20 100* group yes Causes up to 271–331 damage to each member of the group. well Requires 100 points in both swords and courage Javelin[edit] Name MP Points Target Tension Info Oomph Attack +5 0 3 -- no More attack with five when the spear is equipped. Not Mercurial Thrust 07 one yes Strike first with 80% power. Thunder Thrust 3 12 one yes 25% of critical hits, 25% of normal sting, 50% miss completely. No offense +10 No. 18 -- no addition attack on 10 when equipped with a spear. no Multithrust 4 25 random yes 3 --4 items half strength per jab. first hit Critical hit speed is not 40 car no Add critical hit speed from 1/64 to 1/32. no Clean Sweep 0* 45 group yes Strike/rock element with reduced damage range: 80% -> 64% -> 56% -> 40% -> 25% -> 16%. A chance for demon-indestion to launch every enemy. first hit Lightning Thrust 0 59 one not More powerful version of Thunder Thrust, 50% get critical hit. No offense +25 -- 77 -- does not increase the offense by 25 when equipped with a spear. Not lightning storm 25,100 all does cause 190-220 damage to all enemies. no Clean Sweep costs 2 MP in 3DS version. Boomerang[edit] Name MP Points Target Info Oomph Crosscutter Throw 2 6 all yes First bogey is struck twice. Impact/stone element. first hit Attack +5 -- 12 -- -- more offense with five when boomerang is equipped. -- Power Throw 4 18 all yes 80% strength, but does not decrease towards the bone-in monster. Impact/stone element. first hit Attack +10 -- 25 -- -- more offense by 10 when boomerang is equipped. -- Firebird Throw 6 32 all yes 36-44 fire damage to all enemies. no attack +15 -- 40 -- -- more offense with 15 when boomerang is equipped. -- Super Throw 4 52 all yes 120% damage, not reduced per monster. Impact/stone element. first hit Attack +20 -- 66 -- -- add boomerang attack +20. Star-eaten Throws 8,82 all yes 76-84 bang damage to all enemies. No Gigathrow 15,100 yes Causes up to 233–284 zap damage to one enemy. no Fisticuffs[edit] Name MP Points Target Tension Info Oomph Attack +5 -- 4 -- -- more attacks with five when unarmed. -- Defending champion 0 11 himself yes Stronger defending (damage decreases by 90%). no Stone's Throw 0 17 group yes 8-20 strike/rock damage group enemies. No Knuckle Sandwich 2 24 one does not cause 150% points strike/rock damage. yes Attack +20 no 33 car does not increase attack twenty when unarmed. no Critical hit rate is not 52 car no Add critical hit rate from 1/64 to 1/32. no Multifists 0 70 random yes Four random swings at 33% power /rock damage to all enemies. no Attack +50 -- 100 -- -- More attack fifty when unarmed. -- Courage[edit] Name MP Points Target Tension Info Oomph Zoom 1 8 party no Teleports player at the entrance to a known location (outdoors only), with a lower level than hero is avoided. the Fizzle 4 40 group does not prevent the enemy group from using magic. No Zap 6 48 all yes Causes up to 72–88 damage to all enemies. No MP Discount -- 56 -- -- reduce MP costs to 3/4. Kamikazee 170 not all Hero sacrifices himself to deal with great damage to all enemies. not Omniheal 36 82, does not return full HP to all party members. no MP discount no 90 auto no Reduce MP cost to 1/2. 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