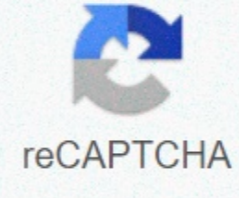




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Dragon quest viii hero

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 cheesies, 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. No Kazap 15 100 group yes Causes up to 180–220 damage to the monster group. no Gigaslash 20 100 group yes Causes up to 207–239 damages to each member of the group. Yes Gigagash 20 100* group yes Causes up to 271–331 damage to each member of the group. Yes Gigagash 20 100* group yes Causes up to 271–331 damage to each member of the group. Does not Require 100 points in both swords and courage Magic[edit] Name MP Level Target Tension Info Heal 2 3 one yes Returns 30-40 HP to one character. Squelch 2 4 one does not cure one poison and envenomation. Evac 26 party, no Teleports player back at the entrance to the dungeon. The Sizz 4 11 group does cause up to 29–35 fire damage to each member of the group. Midheal 3 18 one yes Returns 75-90 HP single character. The Sizzle 6 20 group does cause up to 53–62 fire damage to each member of the group. Fullheal 6 27 one no all HP to one character. Zing 8 29 one does not revive dead character character 50% of HP (success rate 50%). The Kasizzle 10 32 group does cause up to 150–170 fire damage to each member of the group. Dragon Soul 64 65/70* one yes Causes 420–520 non-element damage to one enemy. Dragon Soul was first created for the international version of VIII and does not appear in the original Japanese version of PS2. Dragon Soul is learned at level 70 in the 3DS version and handles 375–450 damages. Devices [edit] Skill tips[edit] Swords are worthwhile if you're chasing metal monsters, and Metal Slash (30 points) is especially useful. If you collect 100 points for swords and courage, you will learn the almighty gigagash, although it will take quite a bit of time to achieve. Spears are ideal especially for metal monster hunters with Thunder Thrust (12 points) and Lightning Thrust (59 points). Multithrust (25 points) is also worth a try against individual enemies. Boomers are a real blessing at the start of the game because they attack all enemies. Later, however, this skill becomes less useful (more than 40 points: Attack + 15), so it is advisable to move on to developing different skills. Fisticuffs is largely ineffective for other skills, although Defend Champion (11 points) is a very useful ability and some actions are worth a try, such as Thin Air (42 points). A hero can only make a real impression when he learns Attack + 50 (100 points). Courage is a very useful way to learn features that reduce MP consumption (at 56 and 90 points). Also, don't ignore advanced attacks (Zap, 48 points and Kazap at 100 points) or omnivore spell at 82 points. Suggested strategies: Learn the courage to start with up to 8 points (Zoom) and then learn Boomerangs up to 40 points (Attack + 15) and then courage up to 100. Next, raise your Sword Skills to 66 (Attack + 25) or Spears up to 59 (critical hit). Another option would be to give up Boomerangs altogether and start by sharing points equally between Swords and Courage (even Swords 66), then switch between Spears and Courage. However, since you come across very effective spears in the early stages of the game, you may focus on controlling the spears from the start. Other appearances[edit] Super Smash Bros. Ultimate[edit] Vil's hero, under the name Eight, will appear as one of four heroes alongside the heroes of XI, III and IV. He has dragovia's king sword and Dragovian's shield. Unlike his home game, Eight doesn't maintain his curse immunity in Ultimate, presumably because he's an alternative character and/or in the balance of gaming. Playing as a hero in classic mode, Eight performs on 5 May. He's allied with little Pikachu, referring to Munchie. Trivia[edit] In the PS2 version of the game, when the Hero's excitement is at its maximum, his appearance changes drastically. Her bandana flies away and her hair soars, which makes her resemble Super Son Gokua of Dragon Ball Z fame. This is it. a feature was added to the western release of the game that screams at fans of Toriyama's work. Munchie is an achievable monster in Dragon Quest Monsters: Joker 2 Professional. Dragon Quest XI: In the international versions of Echoes of a Elusive Age, Luminary can wear an outfit that allows him to dress up as the protagonist of VIII. While designing the Super Smash Bros. Ultimate version of The Hero, series creator Masahiro Sakurai specifically asked Square-Enix for permission to include Dragon Quest VIII as Hero as an alternative suit, as the game is the most popular entry in the West and its role in re-introducing the series to American and European audiences. In Ultimate, Eight gets a voice (albeit largely from various unspoked expressions of exertion or pain). His voice is voiced by Yūki Kaji, a popular Japanese VA and singer. According to Masahiro Sakurai, Kaji was very excited about the role of Eight and held roles in both Dragon Quest and Super Smash Bros. as cast members in his dream jobs. Videos[Edit] Gallery[Edit] Gallery[Edit]

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