



# **Vandal Hearts: Flames Of Judgment For Xbox Live & Playstation Network**



Konami Digital Entertainment, Inc. today unveiled character details from the upcoming tactical role-playing game, Vandal Hearts: Flame of Judgment for Xbox LIVE® Arcade and the PlayStation®Network. Vandal Hearts: Flames of Judgment is the first next-generation installment of the classic strategic RPG series featuring a swift RPG pace, improved user mechanics and a rich, character-driven storyline.

The game takes place on the continent of Sostegaria, where a war is waging between two opposing

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kingdoms. Driven to defend his homeland, young orphan Tobias Martin recruits his gang of friends to join him in the fight for peace. While avenging loved ones however, the crew faces a threat that is deadlier and closer than they could ever imagine. Using character customization options, players will experience the cast evolving and adapting to various styles of gameplay as the battles carry on. Vandal Hearts has always been known for its strong and memorable characters and Flames of Judgment is no exception.

**Tobias Martin:** Tobias is a war orphan, and a ward of the Church of Restoration. After losing his parents, Tobias grew up on the streets, stealing and brawling to survive. When the Church offered him an education, he jumped at the chance, leaving the street life behind. He isn't sure of much in life, but he thinks he knows right from wrong - a belief that will soon be put to the ultimate test.

**Luce Valenci:** Luce is a knight of the kingdom of Balastrade. Like many youth of her generation, she grew up without her parents - in her case, trapped in a crooked orphanage. When she grew old enough, she led her friends in an escape, and then followed her father's footsteps in the army. Now suffering a low point in her once-stellar military career, Luce tolerates no nonsense and keeps few friends.

**Altyria Jono:** Altyria is a farm girl from the other side of Balastrade's border. Despite being blessed with a loving family, Altyria grew up apart from her peers, finding solace in reading and self-education. When conflict brews, and Altyria's loved ones are scattered, she finds herself truly alone for the first time, and must learn new ways to survive.

**Connor Ganson:** Connor is a career criminal at age sixteen, an unrepentant street thief and con artist. He grew up alongside Tobias Martin, and the two were inseparable friends for years. When Tobias joined the church, Connor declined to follow him, and the two have rarely seen each other since.

**Calvin Atrias:** Calvin is Tobias Martin's younger friend. Timid and awkward, he rarely leaves the sanctuary of the church, at least not alone. With danger closing in, Calvin must choose whether to stay sheltered within the church walls or risk his life to help defend them.

**Gren Silas:** Gren is Luce's right-hand man. Known as "Ten-Men Gren" for his enormous strength, Gren is virtually silent, answers to no one but Luce and obeys her every command without question. No one has ever seen his face - or, if they have, they haven't lived to tell about it.

**Daldren Gray:** Daldren is Balastrade's greatest war hero, and one of the few surviving veterans of the twenty-year war against the rival kingdom of Urdu. Respected across the land for his legendary valor, Daldren still serves in the field to this day, stamping out threats to his land and its people.

**Kelbrun Hale:** Kelbrun is the chief of an infamous bandit gang known as the "Fist of Enkidu." A dishonored war veteran, Kelbrun was stripped of his rank and banished after brutally sacking a defenseless town. His raids and robberies have grown bolder in recent months, and his bandits are better equipped and deadlier than ever. How he came to be so successful so quickly is not yet known.

**Shance Aya:** Shance is the leader of the "Hellhounds", a relentless cabal of infallible bounty hunters. She is known, among those few who know her, for her murderous bloodlust and delightful sense of humor.



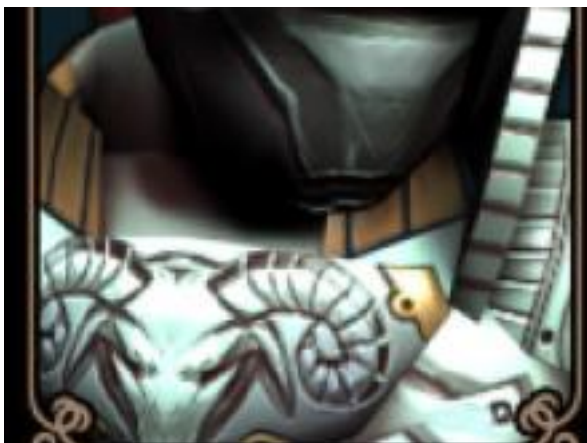
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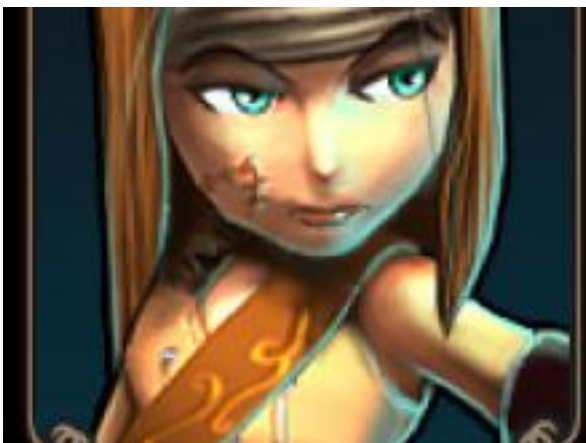
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[6]



[7]



[8]

**Tags:** [Vandal Hearts: Flames Of Judgment](#) [9]  
[Vandal Hearts](#) [10]

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[XBox](#) [11]

[Playstation](#) [12]

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## Links

- [1] <http://shakefire.com/sites/default/files/news/vandal1.jpg>
- [2] <http://shakefire.com/sites/default/files/news/vandal2.jpg>
- [3] <http://shakefire.com/sites/default/files/news/vandal3.jpg>
- [4] <http://shakefire.com/sites/default/files/news/vandal4.jpg>
- [5] <http://shakefire.com/sites/default/files/news/vandal5.jpg>
- [6] <http://shakefire.com/sites/default/files/news/vandal6.jpg>
- [7] <http://shakefire.com/sites/default/files/news/vandal7.jpg>
- [8] <http://shakefire.com/sites/default/files/news/vandal8.jpg>
- [9] <http://shakefire.com/tags/vandal-hearts-flames-of-judgment>
- [10] <http://shakefire.com/tags/vandal-hearts>
- [11] <http://shakefire.com/tags/xbox>
- [12] <http://shakefire.com/tags/playstation>