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## How to become a notary in nova scotia

(9L' Wee, Kefuka Paracho?, illuminated. Cefca Palazzo) BossBoss (final)Enemy (cinematic) 35[1][2] (born November 19[1][2]) Listen to what I say-mercy is for wimps! There is a reason they oppose rhymes with mood ... If they get in your way, kill them! Kefka Palazzo Kefka Palazzo (written Cefca in the Japanese version) is a character in Final Fantasy VI. He's the game's main competitor. The court wizard of the Gestahlian Empire, Kefka was their first experimental Magitek Knights, enabling him to use magic. However, the procedure has not yet been perfected and the infusion destroyed Kefka's brain, turning him into a manic harlequin with an unfordable thirst for blood. Chaotic and unpredictable in his quest to cause destruction, Kefka eventually turned against the Emperor Gestal and seized control of the Warring Trinity to become the god of magic, and used their power to destroy the known world. Kefka has been well received critically, and is often considered by critics and analysts to be one of the biggest villains in the Final Fantasy series and video games as a whole. Profile[editing | editing source] Show[editing | editing source] Graphic by yoshitaka Amano. Kefka has long blonde hair tied in a ponytail, worn with a feathered headdress. His face is painted white with red around his eyes and his lips are variably bright red or purple. He's wearing a big, ruffled collar that's mostly yellow with red stripes. His eyes are green. In his original concept art, which has been used as a base for his spin-off appearances, Kefka wears robes with an irregular mix of colors and patterns. The trunk of his robe is a mash-up of white with pink polka dots, black with yellow stripes, and plain purple. She wears a long red cloak with a yellow lining and red triangle trim along the interior and yellow and red tassels along the edge. Emerging from above his left shoulder is a mass of material in different patterns. The largest is white with red triangle trim, and with it are three more samples of the material; yellow with a blue crown-like design, blue with red and white stripes and red lining, and the latter is a solid green. His left sleeve is red with an elbow-length yellow glove that fades to white on the wrist and has green touches along the fingers. Its right sleeve is an inflated purple pattern with red polka dots, and ends above the elbow in a yellow material. His glove is orange with a large cuff and white fingers and red nails, and white swirl patterns as flames emerge from from the cuff and runs up his sleeve. His leggings are red, his left leg runs down in his boot, which is two-toned black with pink and gold lining, and his right foot has the red end over his knee over a single blue tight, and his boot is white with a black triangle trim and pink lining. Both of his boots are pointy and curled. Finally, he has a yellow skirt wrapped around his waist and one by one belt hanging over his right leg, which carries a pattern of black triangles with red lining and half-black, half-white spots. Alternative concept arts depict Kefka in different colored robes with different patterns. Such art was used to base the Kefka sprite as boss in Final Fantasy VI and has influenced his design in some spin-off appearances; the main differences between his usual appearance and this variation are his clothes typically whiter and pinker, his leggings have white and black stripes, and his ruffle collar is white with alternating red and blue triangles instead of yellow with red stripes. Another concept art that served as the basis for Kefka's sprite field in the Super NES release of Final Fantasy VI gives him robes in various shades of green and yellow with red on his right foot. His sprite field in iOS and Steam releases is redesigned to bear a stronger resemblance to his concept art and battle sprites, giving him red and orange robes with a green belt, purple boots, and his cape has green spots along the edge and a larger green pattern along the back of his neck that looks like leaves. On a similar note, Sprite's field gives him a similar skin tone to the rest of the main cast with the only hint in makeup being red spots near his eyes, and in the SNES version he is given slightly grey hair similar to Locke. Concept art of the Kefka gods form for the final imagination XIV. As a god of magic, the only remaining features of Kefka's previous human form are his blonde ponytail and winged headdress. His skin is violet and he is naked except for a purple cloth wrapped around his waist; the exact shade of the skin and sails varies between the illustrations. It is more muscular and in some illustrations has a golden emblem of swirl running along the center of its trunk. Kefka has six wings in this format; the upper two pairs are feather feathers in a pale purple color, and the lower pair is a set of leather feathers, black with a purple gradient lining. The central pair of winged wings is much longer than the other two, and in some illustrations the upper kefka wing pair merges with the middle pair. Personality[editing | editing source] Hee-hee-hee! But what is the fun in disaster when there are no precious lives lost? Kefka Kefka cares nothing about anyone or anything but himself and finds no greater joy in life than in causing suffering and death to others. It has no long-term objective for its destructive actions, the disaster itself is the goal. It handles the feelings of and will be easily found without hesitation, but his purpose in doing so is again usually nothing but his own fun at torturing them. Kefka's need to cause pain leads him to ever greater heights to stigmatize his urges, culminating in the destruction of the entire world and the deaths of countless creatures. Faced with the party in the of the game, Kefa reveals the ultimate revelation he has achieved -- that life makes no sense. All the things that live will die, everything that people care about will be destroyed, and everything they have achieved will be forgotten. Thus, Kefa declares that the struggle to continue living in the face of death is pointless and stupid, and people must accept their fate and surrender to destruction in his hands. When the party refutes its claims with the personal reasons of their lives, Kefka flies into a rage and declares that he will destroy these reasons, and the notions of love and hope are useless and will destroy them as well. Dissidia Final Fantasy and Dissidia 012 Final Fantasy grant a more tragic insight into this mindset: Kefka is so insane and twisted by Magitek's experimentation that he is unable to comprehend love and hope and feels only joy at destruction, and his actions are born of an ever-increasing need to satisfy destructive impulses that are never fully satiated. Eventually he resorts to destroying himself to see if that will ultimately be enough, self-destructing in a mournful cackle. Kefka is flamboyant and childish. He's short and flies in rage with the slightest challenge and has no self-control or restraint. He breaks dark jokes about the atrocities he commits and often breaks into hysterical laughter. He is a narcissist who enjoys crossdressing and admiring his own look in mirrors. Ultimania's state profile enjoys playing with dolls and hates General Leo, who is a morally honest soldier. [Note 1] Although he likes to hurt others, Kefa can't bear to get hurt and the sight of his blood sends him into a violent rage. [3] In the Japanese versions of Final Fantasy VI, Kefka's dialogue places greater emphasis on its childish nature, while Western releases emphasize its hateful and cruel side. In the Japanese version of Final Fantasy VI, he refers to himself with first-person pronouns boku-chin, a pronoun usually reserved for little boys. Skills[editing | source editing] Kefka god form in an FMV (Anthology). Kefka's powers develop throughout Final Fantasy VI as it magically accumulates and absorbs the power from the espers. He prefers ice and poison spells, as well as the drainage spell. When confronted as a cinematic enemy using his sprite field, Kefka handles a Morning Star as his weapon. Kefka has a knack with machines: he uses a Crown Slave to control Terra, operates a pair of cranes to attack the party, and his tower contains extensive factory areas still operated with upgraded forms of imperial machines Before he became a god he was strong enough to neutralize the hesper forces and possessed a spell to kill them immediately and turn them into magic, which he could throw into Esperanto groups after taking a moment to channel his power. At this level of power it could be create convincing illusions about himself and others and fight them for him while he remained hidden. As the god of magic, Kefka possesses some of the strongest magic attacks in the game, and it is this format that spin-off titles usually base on his skillset. Kefka uses Firaga, Blizzarda, and Thundaga, and his heartless angel drains his HP party at 1. He possesses a powerful physical attack called the Havoc Wing, which in spin-offs is depicted as Kefka using his wings to strike. His other attacks include Hyperdrive, sending a wave of explosions along the ground to a target; Trine, using a triangular field of energy to cause diseases condition; Meteor, inviting a swarm of meteors to bomb the party; and Ultima, creating a sphere of energy that grows and explodes. Kefka's ultimate attack on Final Fantasy VI is Forsaken, which attacks the party with a wave of magical energy with a distinct visual effect similar to the tv static. Although he doesn't use it as a boss, Kefka also has the Light of Crisis, a beam of destructive light that shoots from above in his tower to destroy cities that infuriate him. In spin-off titles, Forsaken and Light of Judge are often portrayed as Kefka's Limit Break or as an equivalent engineer. A recurring theme in Kefka's attacks is that they strike at irregular patterns that are difficult to predict, such as Firaga's spells of zigzag in the air before converging on enemies in the Dissidia series. In Final Fantasy XIV it can reverse the areas that affect its spells, leaving the points that would normally strike as safe areas. As a god of magic, Kefka's telekinetic powers are strong enough to hover debris from around the world to form a huge tower to serve as his nest. When the party confronts him it hovers and throws them around with ease. He creates monsters to defend his tower and revives the War Trinity by petrification for the same purpose. He possesses at least a small level of omniscientness, capable of seeing things around the world, and a man in Tzen claims he felt like Kefka was watching him just before the Light of Crisis hit the city. [4] Kefka's Crisis Light is powerful enough to plunge cities into the sea and seriously change the landscape around them, and it is insinually that it can create monsters in its wake. Because of his nature as a god of magic, Kefka is the source of magic in the world, and his death marks the end of magic and the destruction of all the hespers and cooks. When the party faces kefka, it appears ahead using his normal field sprite, but it is in God's form in battle-it is not clear if this is due to technical limitations, or if Kefka is able to shift between his human form and god's form. His appearances in other titles portray him as capable of shifting at will, in whole or in part to reveal his wings to attack with. History[editing | source editing] Early life[editing life[editing] source editing] Before the launch of Final Fantasy VI, Kefka was the first experimental Magitek Knight, a process that gave him the power to shed magic. The process was incomplete, however, and Kefka's mind was damaged, turning him into a devastating lunatic. [5] Kefka became notorious in the Empire for his cruelty, not hessing to murder even women and children. These behaviors alienated Keka from the Imperial soldiers, but they earned the esteem of emperor Gestal and began to trust Kefka with more important missions. [6] Slavery[editing | editing source] Kefka controlling Terra. When word came that a frozen esper had been dug up in the northern city of Narshe, Kefka used a slave crown to take control of terra. As a test of his control over her, Kefka ordered to burn fifty imperial soldiers, which he did; the incident was heard in lands beyond the Empire, sparking rumors of a dangerous witch in their ranks. Kefka sent Terra to Narshe with Biggs and Wedge as her entourage to retrieve the frozen esper. Although all three defeated Narse's guards and found Esper, the creature reacted to Terra's presence, killed Biggs and Wedge, and destroyed the Slave Crown, knocking Terra unconscious. Terra was smuggled out of Narse by Locke, a member of the Returnees, a resistance group that opposes the Empire. The Gestapo sent Kefka to Figaro Castle to investigate Terra's disappearance, while Locke took her there. Figaro's king, Edgar, was a public imperial ally, but secretly supported the Returnees. Edgar pretended to be unaware of Terra's whereabouts when Kefa questioned him, but Kefa wasn't fooled and came back at night and set Figaro on fire. He demanded Edgar bring Terra to him, but Edgar had prepared for Kefka's betrayal and left the castle with Locke and Terra for chocobos, and Figaro Castle burrowed into the desert. Kefka ordered his entourage, two imperial soldiers piloting Magitek armor, to attack them, but the trio defeated them and made their escape. Kefka poisons Doma. Kefka headed to an Imperial Camp on the outskirts of Doma Castle. General Leo was in charge of the siege of the castle, but their efforts were hampered. Kefa intended to usurp Leo's command of the Imperial power and break the impasse by poisoning Doma's water supply. Leo refused to allow Kefka to use such inhumane tactics, but when he was recalled by Emperor Gestal Kfka he implemented his plan. Edgar's brother, Savin, infiltrated the camp with Iron Skion, and when they heard Kepa's intent, they intervened to stop him. The Imperials delayed the two long enough for Kepfa to dump the poison and Doma was decimated. The sole survivor of the massacre, Kyan, joined forces with Sabin and the Returns. Kefka led a larger imperial force to Narse to lay siege to the city and take the frozen esper. Returns-Terra, Locke, Edgar, Savin, and other new allies Celes, a former imperial general, and Gau, a wild child-gathered in Narshe and organized to defend the city. On the rocks above Narshe where the inhabitants of the city had moved the esper, the Returns made their stand against Kefka and his forces, and fought their way through the imperial ranks to defeat Kefka. Keka backed down, vowing he wouldn't forget defeat. Then Terra approached the frozen esper, transformed into a form resembling esper, and flew away. Kefka features Ifrit and Shiva. The Returnees found Terra in the care of an Esper, Ramu, who asked them to infiltrate the Empire's Magitek Research Facility in the capital Vector to free the captives there. Ramuh told the Returnees about magicite, the remains of dead espers who are able to transfer their power to their holder more efficiently than magitek exports of the Empire. At the facility, the Repatriated Keka tortured the weakened Esper Ifrit and Shiva, deeming them drained of power and useless to him. He threw the two in a garbage chug, and the Returns regained their magic and continued to the main research labs. The Returns closed the exhaust pipes, but the espers were drained of excess energy and transformed into mesmerizing. The head of Magitek research, Professor Cid, came to the scene and realized the truth about magitek power. Kefka was nearby and also learned this, and ordered Celes to bring the magicite to him. Kepfa claimed that Seles had forged her apostasy to infiltrate the Returnees, and when the group let their



guard down he ordered a pair of Imperials in Magitek armor to attack. Seles teleported and his men left in a show of devotion, and the team left with Sid. Cid sent them down a mine basket outwards and met with Setzer, owner of the Blackjack airship that had taken them to Vector. Kepfa ran to the Imperial Palace and activated a pair of cranes to attack Blackjack, but the Returns destroyed them and escaped. Head to the Sealed Gate. The Returns learned that Terra was half Esper, and they headed to the Cave to the Sealed Gate that led to Esper's world, so terra could seek help from the Espers to attack the Empire. At the gate, Kefka appeared and taunted them, claiming that he and the Gestapo had allowed Terra to fall into the hands of the Returnees to open the gate for them. As Returns and Kefa struggled, Terra's calls were answered and the gate opened, The Espers ran out and carried Kepfa away. The Espers attacked Vector and decimated the Empire, and by the time the Returners arrived to investigate the aftermath, the Gestapo had learned of Keffa's actions in Doma and imprisoned him for war crimes. Ascension[editing | source editing] Kefka kills Leo. Gestahl called a ceasefire and asked the Returnees to help the Empire to identify rogue espers and get picked up to attend peace talks to end the war. The Returns agreed, and Terra and Locke accompanied an imperial mission led by General Leo to Tachasa, where espers were last spotted. They found the Espers and convinced them to return to Tomasa to meet leo. In the city the two sides had come to an understanding when Kefka appeared with a small contingent of magitek armored soldiers and overpowered the returnees and imperials alike. Kefka told Leo that he was here on the orders of the Gestapo and killed the Espers and grabbed their magic, and then ordered his troops to burn down the city. Leo fought Keka to stop him, and Keffa disappeared and called emperor Gestal. Gestahl appeared to appear before Leo and admitted his real goal was to gain strength, but Gestahl then turned to Kefka, who revealed Leo had been struggling and speaking with hallucinations. Keka pushed Leo to the ground and jumped over him and killed him. Kefka and Gestal in the Warring Triad. As Kepfa enjoyed the power the cook gave him, the Sealed Gate was forced to reopen by another group of Espers who felt the deaths of their friends. They flew to Tachasa to attack Kefka, but he overpowered them and slaughtered them, claiming their magic. Kepfa returned to the Gestal and the two of them entered the world of Esper and found the War Trinity, a trio of ancient fossil gods that had originally created hespers and magic itself. With the power of the Warring Trinity, the Gestal put the island on which the Sealed Gate was located as a Floating Continent, the Trinity at its peak. The Returns flew to the Floating Continent with Blackjack and faced Gestael and Keffa. Celes walked forward to try and speak sense to Gestahl, but he used the power of trinity to paralyze the other Returns and invited Celes to join him and Kefka in governing the world. Keka gave Seles a sword and ordered her to kill the others to prove her faith, but Seles surrounded Kepa and stabbed him. Outraged, Kefka shouted at the Warring Triad and began to react. The Gestapo ordered him to stop, as the Awakening of the Trinity would destroy the world and there was no value in doing so, but Keffa refused. Gestahl tried to knock down Kefka with magic, but his attacks were absorbed by the magic field the Trinity provided. Kefka ordered to show Gestahl their true strength and bolts of divine lightning rained down around them; someone hit gestahl and fatally wounded the emperor, and Kefka kicked him off the edge of continent to his death. Keka set seles aside and moved the Triad, disrupting the balance of power. Shadow arrived and began to push them back into place, pinning Kefka to each other. With the power cut off the Returns were released and escaped to Blackjack in shadow, but it was too late to stop the damage Kefka had done. With their formation, it changed their destroyed, the power of the Warring Trinity was liberated to the world in a chaotic deluge that reshaped the face of the planet, killed countless people and animals, and destroyed Blackjack, scattering the party around the world. In the year that followed, Kefka built a tower in vector's former location, using debris from the imperial city and the rest of the world in its construction. He was at the top of the tower, guarded by the Trinity, and emptied their power to become the god of magic. In the ruined crust of the world, citizens lived in constant fear of Kefa using the Light of Crisis to burn down their city if they displeased him. Kepfa used the light to destroy Mobilez and also attacked South Figaro, although its citizens gathered and re-built the city. He later attacked Jen, but the only disaster caused was the collapse of a mansion. A cult was created dedicated to the cult of Kefka, whose members built their own tower, and citizens all over the world, either fearing the wrath of Kefa or without purpose in their lives, left to join the cult. Drop[editing | source editing] The party faces Kefka. The Returnees gathered and invaded the tower of Keffa, destroying the War Trinity before reaching the top of the tower. They stood in front of Kefka as he demonstrated his strength and told them their lives were meaningless and insignificant. The Returns replied that he was wrong and gave him their reasons for life, but Kefa refused to accept it and turned the Light of Judgment into the world. The Returnees attacked and Kefa fought them in the form of a divine being, but he was defeated and weakened. With Kefka's defeat, the source of magic in the world was gone - the magic of the party collapsed into dust and Terra's power began to fade. With its last strength it led the party out of the tower in their new airship, the Falcon, and escaped the collapse of kefka's tower. Terra survived the destruction of magic because of her bond with Momblyz's orphans, allowing her to remain in the world as a clean man. With Kepfa's death, the world began to rebuild and the Returns tasted their victory. Gameplay[editing | editing source] Main articles: Party member, boss, cinematic enemy, or final boss Kefka fights as boss on five occasions, although only three are real battles. He competes in Narshe and Thamasa as a regular boss, and at the end of the game as the ultimate boss. In the Imperial Camp and cave towards the Sealed Gate, Kefka is confronted as a cinematic enemy in battles that end in cuts once Kefka attacks. there are quite a few dummied statistics on Kefka. Inside the file appears a dummied enemy named Kefka, without kefka's elves. There are also many dummied stats and equipment given to Kefka as a party member, used for the cinematic battles where he fights using his field sprite. If he hacks the party, party, will they be deprived of battle commands during battle? The game will freeze when it's his turn, unless other hacks are used to give him viable combat commands. Music themes[editing | source editing] Problem with the audio sample? Kefa often plays during the first part of the game and during the party's confrontation with him before the final battle. The theme begins with a light, bouncing beat using wind and string instruments, until the background drumbeats and kymbals become more apparent and the theme becomes louder and more dramatic, perhaps a reflection of Kefka's rise to power or his further descent into insanity. Fanatics are the background music for the Cultists Tower and plays during the party's confrontation with Kefka at the top of its tower. It features drumbeats and compositional low male voices (female voices in TOSE performance). Problem with the audio sample? Dancing Mad plays during the final battle with Kefa. One of the biggest musical scores in the series, depending on how many times each segment is repeated, a remix of Dancing Mad from The Black Mages runs for just over a dozen minute-other remixes is even more. The music is divided into four sections, one for each tier of the final battle. The track includes remixes of Kefka, as well as themes from throughout the game. In some official remixes, such as The Distant Worlds performance, the compositionally rendered vocals are replaced with actual vocals in Latin. The lyrics refer to Kefa's role in destroying the world and his insanity. Other impressions[editing | editing source] Main article: Kefka Palazzo other Kefka appearances in Final Fantasy XIV. Kefka has made appearances in the following games of the series Final Fantasy: Non-Final Fantasy guest appearances [editing | editing source] Main article: Kefka Palazzo non-Final Fantasy appearances Mysterious Sir in the Kingdom Hearts Unchained x. Kefka has made key guest appearances in the following non-Final Fantasy games: Non-Final Fantasy appearances [editing | editing source] In The Elder Scrolls III: Morrowind, there is a dungeon called Kefka Burial. In Super Mario RPG: Legend of the Seven Stars, Kefka refers to the Japanese version as one of the wrong answers to Dr. Topper's quiz, namely Who is the ultimate enemy in this adventure? (In the translated versions, this changed to Goomba). Behind the scenes [editing | source editing] Development [editing | editing source] According to Final Fantasy VI director, Yoshinori Kitase, the scene where Kefka has been accompanying his dust soldiers from his shoes was ad-libbed in the script as he felt the original introduction scene was too boring. wrote to give players an early impact that Kefka had a few screws missing. [7] Developers did not initially intend to create a world of destruction. Instead, the plan was for the party to save the world and defeat Kefka just as the world was to be destroyed. However, because the game was coming together more smoothly than expected, developers could free up time to implement another version of the world after its end. [8] In previous versions of Final Fantasy VI, before the player fights Kefka, he says Life .... Hope... Dreams? Where do they come from? And where are they going? This is similar to the title of one of Paul Gauguin's most famous paintings, Where Do We Come From? What are we? Where are we going? A variation of the above quote was used at the Halloween event for Final Fantasy XIV in 2011: Life ... Dreams... Uhp... Where do they come from? And where are they going? This was one of many lines showing that an Imp had spawned for players to interact with the city. Because of the different aspect ratios for their platforms that make the screen smaller, GBA and iOS versions of Final Fantasy VI characters move differently in certain scenes to keep them in context. With Kefa this is more observable during the party's confrontation with him before the final battle - in the Super NES and Playstation releases, Kefka still stands on his perch, but in subsequent releases he moves up and down and the field of energy around him follows him. The Steam version of Final Fantasy VI also maintained this change. Kefka looks at the camera at the Omnia Opera House. In Dissidia Final Fantasy, Kefka breaks the fourth wall during his victory, leaning backwards to make a face on the player as the camera rotates around him. This has become a recurring feature of Kefka in spin-off appearances. In Dissidia NT one of his introverted poses is pretending to crawl over the camera before stopping and turning to face the viewer, and as Victory pose the camera tilts from his seat and Kefka levels it before stepping back to pose with his team. At Opera Omnia he looks at the viewer in the same way as his dissidia NT intro pose when using the Havoc Wing EX Skill. In Final Fantasy XIV Kefka brings his hands together and mimics a gun that shows the party as the camera moves in front of him, and he smiles and fires at the spectator as the battle begins. Pop culture impact[edit | edit source] See also: Final Fantasy in Kefka popular culture is considered one of the most popular villains in Final Fantasy by fans and critics, often compared to Sephiroth in terms of impact and heritage. His cruelty and brutality, dark sense of humor and success in achieving deity and governance around the world for a year before he was killed, are often cited as reasons for his appeal. Video game websites, including IGN, Kotaku, and GameSpy, have consistently ranked Kefka high in the polls of Final Fantasy characters and video game villains and bosses, both in personal-written articles and in reader polls. He is often compared favorably to the Joker by the Batman media, for reasons such as his clown-like appearance, chaotic chaotic and bad laughter. Voice[edit | edit source] Kefka's English voice actor is Dave Wittenberg, who also voices Yazoo in Final Fantasy VII: Advent Children, Amodar in Final Fantasy XIII and Captain Cryptic in Final Fantasy XIII-2. Wittenberg voiced him with a high-pitched and comical top tone that occasionally falls into an intimidating grunt. In Japanese versions, Kefka was expressed by Shigeru Chiba, who also voices Valkus in OVA Final Fantasy: Legend of crystals and Provost Zaidou Tekise in Final Fantasy Agito and Final Fantasy Type-0. Dissidia Final Fantasy was kefka's first case to be vocalized, and Wittenbrg and Chiba have returned to Kefka's voice in all appearances since they have been featured voice acting. Problem with the audio sample? Kefka is known for his high-pitched cackle brand. Kefka often laughs, but usually only cattles before major plot events. As the game progresses the laughter mixes slightly, and in the final battle extends to almost five seconds at the start of the battle, and the normal laughter is often repeated during the rest of the fight. Kefka's trademark is incorporated into the Dancing Mad track and is heard just before the circuit begins to make the track. The example of Dissidia's Laughter Kefka Problem with the sound sample? In Dissidia, Kefka's laugh is performed by his voice actors in a way identical to the synthetic sound effect used in Final Fantasy VI. In Final Fantasy VII the player can hear a lower, slowed version of Kefka's signature laugh if they go to Ghost Square in the Golden Saucer and inspect a person in the corner of the item store. They can also hear this laughter when Tifa and Cloud fall into the life stream, in Mideel. Kefka's laugh also appears in Square's Chrono Trigger when the player speaks with Nolstein Bekkler at the Millennium Fair. The player can also hear it from Ozzie. Zalera, one of Final Fantasy XII Espers, uses a remake of Kefka's laugh in his final attack, Sentencing. Merchandise[editing | source editing] A game based on the god kefka format has been released in the Final Fantasy Master Creatures series. It bears the name Cefca Palazzo. It depicts the final form of Kefka's boss floating over the swirling yellow mist. His typical appearance later appeared as part of Volume 5 of the Creatures KAI series. The Cefca figure released by Master Creatures.The Cefca figurine was released for Volume 5 of the Creatures KAI series. Add a photo to this Gallery collection [editing | editing source] Main article: Kefka Palazzo gallery Etymology and symbolism [editing | editing Kefka can come from Kurt Koffka, a German psychologist who worked on Gestalt psychology. Another possibility is Franz Kafka, known for his stories based on despair, whose writings are considered existential. Palazzo is a common surname of Italian origin and means palace, mansion, or castle. Teh Teh can also be cut into the adjective pazzo, the equivalent of insane. His accent is similar to the word palhaço, which means clown in Portuguese. The Italian term pagliaccio (pronounced: pa-llaà-tcho) for clowns, bears a potentially deliberate resemblance to Kefka's surname and matches his distinctive clothes. The god of Kefka's magic resembles the fallen angel Lucifer, also known as Satan. The similarity was further mentioned in the SNES translation for one of his attacks, Fallen One, one of the names for Lucifer, and the very form called such in Dissidia NT. In addition, the three stages of the Statue of Gods the first part in the role of Satan, as shown in Dante Alygieeri's Hell, before him successively mocked both the concept of Purgatory and Pietà of Michelangelo , and finally appear in its final angelic form. The final form also seems to present an opposite scenario to the famous image of God approaching Adam. while God is depicted arriving with his right hand to connect with Adam and humanity, Kefka recalls his right hand, holding his left in a gesture of revulsion towards the party. In the 2015 arcade game Dissidia, Kefka's default player name is anonymous madcap. A madcap is slang for someone who is crazy, and when used as an adjective it shows that a particular object was eccentric in nature. Kefka's nihilism, and to a lesser extent the disproves of the Returnees of his nihilism, resembles the Japanese concept of only unawareness (which translates into the intransigence of all things), in which there are two perspectives on the same concept. The first, represented by Kefka, is that there is no intrinsic meaning as a result, and the other, proven to a lesser extent by the Returnees, is to seek out the concepts on their own, despite the lack of permanence. Notes[editing | editing source] References[editing | editing source] ]

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