

Cloud Strife

High Concept Aspect: *Ex-Soldier 1st Class*

Troubles Aspect: *Mako Memory*

Aspect 1: *Buster Sword*

Aspect 2: *"If the Price is Right."*

Aspect 3: *Tall Hair Short Fuse*

Skills

Great +4: Fight

Good +3: Athletics, Drive

Fair +2: Physique, Stealth, Will

Average +1: Investigate, Lore, Notice, Provoke

Mediocre +0: Burglary, Contacts, Crafts, Empathy, Rapport, Resources, Shoot

Stunts

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

Limit Break: Once, per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity. If your opponent was already going to take a severe consequence, they must take a severe consequence and a second severe consequence or be taken out.

Pedal to the Medal: You can coax more speed out of your vehicle than seems possible. Whenever you're involved in a contest where speed is the primary factor and you tie with your Drive roll, it's considered a success.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Barret Wallace

High Concept Aspect: *Leader of Avalanche*

Trouble Aspect: *Holding onto the Past with One Hand*

Aspect 1: *"Marlene!"*

Aspect 2: *Cybernetically Enhanced*

Aspect 3: *Ametuer Scholar of Planetary Lore*

Skills

Great +4: Shoot

Good +3: Physique, Athletics

Fair +2: Fight, Lore, Provoke

Average +1: Burglary, Contacts, Empathy, Will

Mediocre +0: Crafts, Deceive, Drive, Investigate, Notice, Rapport, Resources, Stealth

Stunts

Quick on the Draw: You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

Specialist (Planetology): You gain a +2 to all Lore rolls relating to Planetology.

Specialist (Shinra): You gain a +2 to all Lore rolls relating to Shinra.

Tough as Nails: Once per session, at the cost of a Fate Point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence or erase a mild consequence altogether.

Refresh: 2

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Tifa Lockhart

High Concept Aspect: *Empathetic Guardian*

Trouble Aspect: *Secrets of the Past*

Aspect 1: *Bartender from the Sector 7 Slums*

Aspect 2: *Avalanche Member*

Aspect 3: *Fast Fists*

Skills

Great +4: Athletics

Good +3: Fight, Rapport

Fair +2: Empathy, Stealth, Physique, Will

Average +1: Contacts, Crafts, Drive, Resources

Mediocre +0: Burglary, Deceive, Investigate, Lore, Notice, Provoke, Shoot

Stunts

Dazing Counter: When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with a nerve punch or stunning blow. You get to attach the Dazed aspect to your opponent with a free invoke instead of just a boost.

Grappler: +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.

Mixology: Gain +2 to Craft rolls when mixing drinks.

Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Refresh: 2

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Aerith Gainsboroguh

High Concept Aspect: *Last of the Cetra*

Trouble Aspect: *Visions & Whispers*

Aspect 1: *Flower Girl From the Sector 7 Slums*

Aspect 2: *Memories of Zack Fair*

Aspect 3: *“High Five!”*

Skills

Great +4: Rapport

Good +3: Empathy, Will

Fair +2: Contacts, Lore, Notice

Average +1: Athletics, Fight, Physique, Stealth

Mediocre +0: Burglary, Crafts, Deceive, Drive, Investigate, Provoke, Shoot

Stunts

Angelic: Once per session you can reduce someone else’s consequence by one level of severity by succeeding on an Empathy roll with a difficulty of Fair (+2) for a mild consequence, Good (+3) for a moderate consequence, and Great (+4) for severe. You need to talk with the person you’re treating for at least half an hour in order for them to receive the benefits from this stunt, and you can’t use it on yourself.

Nose for Trouble: You can use Empathy rather than Notice to determine your turn order in a conflict, provided you’ve gotten a chance to observe or speak to those involved for at least a few minutes beforehand during this scene.

Strength from Determination: Use Will instead of Physique on any overcome rolls representing feats of strength.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Red XIII

High Concept Aspect: *Specimen Number 13*

Trouble: *Son of a Coward*

Aspect 1: *"You Could Use a Nose Like Mine."*

Aspect 2: *Guardian of Cosmo Canyon*

Aspect 3: *The Last of His Kind*

Skills

Great +4: Notice

Good +3: Athletics, Fight

Fair +2: Physique, Investigate, Lore

Average +1: Empathy, Provoke, Stealth, Will

Mediocre +0: Burglary, Contacts, Crafts, Deceive, Drive, Rapport, Resources, Shoot

Stunts

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

On All Fours: +2 to Athletics rolls when taking action to run, jump, or climb.

Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Biggs

High Concept Aspect: *Afterschool Freedom Fighter*

Trouble Aspect: *Overthinking & Overprotective*

Aspect 1: *Avalanche Member*

Aspect 2: *Former Teacher at Leafhouse School*

Aspect 3: *Avalanche Strategist*

Skills

Great +4: Shoot

Good +3: Lore, Rapport

Fair +2: Athletics, Burglary, Crafts

Average +1: Contacts, Deceive, Drive, Fight

Mediocre +0: Investigate, Notice, Physique, Provoke, Resources, Stealth, Will

Stunts

Called Shot: During a Shoot attack, spend a Fate Point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place the situation aspect on them in addition to hitting them for stress.

Quickdraw: You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

Popular: If you're in an area where you're popular and well-liked, you can use Rapport instead of Contacts. You may be able to establish your popularity by spending a Fate Point, or because of prior justification.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Wedge

High Concept Aspect: *Determined*

Eco-Defender

Trouble Aspect: *Low Self-Esteem*

Aspect 1: *Avalanche Member*

Aspect 2: *Feline Fancier*

Aspect 3: *Big Man, Big Heart*

Skills

Great +4: Contacts

Good +3: Empathy, Rapport

Fair +2: Burglary, Shoot, Stealth

Average +1: Athletics, Drive, Crafts, Fight

Mediocre +0: Deceive, Investigate, Lore, Notice, Physique, Provoke, Resources, Will

Stunts

Animal Lover: Gain +2 to Rapport rolls involving animals.

Quickdraw: You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

Popular: If you're in an area where you're popular and well-liked, you can use Rapport instead of Contacts. You may be able to establish your popularity by spending a Fate Point, or because of prior justification.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Jessie Raspberry

High Concept Aspect: *Avalanche Technical Expert*

Trouble Aspect: *No Civilian Casualties*

Aspect: *Avalanche Member*

Aspect: *Goldsaucer Actress*

Aspect: *Plate Inhabitant*

Skills

Great +4: Crafts

Good +3: Deceive, Investigate

Fair +2: Athletics, Burglary, Rapport

Average +1: Contacts, Empathy, Fight, Resources

Mediocre +0: Drive, Lore, Notice, Physique, Provoke, Shoot, Stealth, Will

Stunts

Always Making Useful Things: You don't ever have to spend a Fate Point to declare you have the proper tools for a particular job using Crafts, even in Extreme situations.

Grenadier: When using the Shoot skill to throw explosives gain a +2 to your Attack roll.

False Security IDs: You are able to use your Craft to roll against Notice checks made when you have assumed a false identity rather than Deceit. Other members of your party may also use your Craft roll in this situation.

Stage Presence: Gain +2 to rolls using Rapport or Deceive if acting ability would be of benefit.

Refresh: 2

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:



Cait Sith/Reeves Tuesti

High Concept Aspect: *Shinra Double Agent*

Trouble Aspect: *Divided Loyalties*

Aspect 1: *Shinra Electric Company Director of Urban Development*

Aspect 2: *Toy Body*

Aspect 3: *Amatuer Fortune Teller*

Skills

Great +4: Deceive

Good +3: Contacts, Resources

Fair +2: Burglary, Empathy, Rapport

Average +1: Crafts, Lore, Investigate, Stealth

Mediocre +0: Athletics, Drive, Fight, Notice, Physique, Provoke, Shoot, Will



Stunts

Lies Upon Lies: +2 to create a Deceive advantage against someone who has already believed one of your lies during this session.

Money Talks: You can use Resources rather than Rapport in any situation where ostentatious displays of wealth might aid your cause.

Specialist (Shinra): You gain a +2 to all Lore rolls relating to Shinra.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:

Cid Highwind

High Concept Aspect: *High Flying Adventurer*

Trouble Aspect: “\$#@!”

Aspect 1: “*I’d Put My Faith in Science.*”

Aspect 2: *Brilliant Engineer*

Aspect 3: *Ace Pilot*



Skills

Great +4: Crafts

Good +3: Drive, Will

Fair +2: Fight, Physique, Provoke

Average +1: Athletics, Empathy, Investigate, Notice

Mediocre +0: Burglary, Contacts, Deceive, Lore, Rapport, Resources, Shoot, Stealth

Stunts

Always Making Useful Things: You don’t ever have to spend a Fate Point to declare you have the proper tools for a particular job using Crafts, even in Extreme situations.

“Hold Together Girl!”: When piloting a vehicle you can negate any negative aspect affecting it by making a Craft roll with a target of +2.

Specialist (Science): You gain a +2 to all Lore rolls relating to science

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:

Vincent Valentine

High Concept Aspect: *Corporate Soldier, Turned Experiment*

Trouble Aspect: *Tortured by Failure & Love*

Aspect 1: *Cerberus*

Aspect 2: *Vessel for Chaos*

Aspect 3: *Ex-Turk*

Skills

Great +4: Shoot

Good +3: Athletics, Physique

Fair +2: Fight, Investigate, Notice

Average +1: Burglary, Lore, Stealth, Will

Mediocre +0: Contacts, Crafts, Deceive, Drive, Empathy, Provoke, Rapport, Resources



Stunts

Called Shot: During a Shoot attack, spend a Fate Point and declare a specific condition you want to inflict on a target, like Shot in the Hand. If you succeed, you place the situation aspect on them in addition to hitting them for stress.

Dirge: Once per session when making an attack action with Shoot you may attack any number of targets within 2 zones dealing full shifts of damage to each target rather than dividing them among the targets. Afterwards you gain the mild consequence of Out of Ammo.

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

Quickdraw: You can use Shoot instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Refresh: 0

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:

Yuffie Kisaragi

High Concept Aspect: *Sly Ninja*

Trouble Aspect: *Materia Thief*

Aspect 1: *Wutai Warrior*

Aspect 2: *Ninja Tools*

Aspect 3: *“Never Trust Shinra!”*

Skills

Great +4: Burglary

Good +3: Stealth, Athletics

Fair +2: Deceive, Fight, Shoot

Average +1: Contacts, Lore, Notice Physique

Mediocre +0: Crafts, Drive, Empathy, Investigate, Provoke, Rapport, Resources, Will

Stunts

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

Ninja Vanish: Once per scene, you can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the Vanished boost on you. While you're vanished no one can attack or create an advantage on you until after they've succeeded at an overcome roll with Notice to suss out where you went. This aspect goes away as soon as you invoke it, or someone makes the overcome roll.

Slippery Target: Provided your in darkness or shadow, you can use Stealth to defend against Shoot attacks from enemies that are at least 1 zone away.

Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Refresh: 2

Stress & Consequences

Physical Stress

Mental Stress



Consequences

Mild:

Moderate:

Severe:

Zack Fair

High Concept Aspect: Soldier 1st Class

Trouble Aspect: "Zack the Puppy"

Aspect 1: Buster Sword

Aspect 2: Squat Champion of Soldier

Aspect 3: Country Boy



Skills

Great +4: Athletics

Good +3: Fight, Physique

Fair +2: Empathy, Rapport, Shoot

Average +1: Contacts, Drive, Stealth, Will

Mediocre +0: Burglary, Crafts, Deceive, Investigate, Lore, Notice, Provoke,

Stunts

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

Limit Break: Once, per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity. If your opponent was already going to take a severe consequence, they must take a severe consequence and a second severe consequence or be taken out.

Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Refresh: 3

Stress & Consequences

Physical Stress

Mental Stress

Consequences

Mild:

Moderate:

Severe:

Sephiroth

High Concept: *Unequaled Soldier 1st Class*

Trouble Aspect: *Whispers of Jenova*

Aspect 1: *Hero of the Wutai War*

Aspect 2: *Clouded Past*

Aspect 3: *Isolated*

Skills

Fantastic +6: Fighting

Super +5: Athletics, Physique

Great +4: Deceive, Investigate, Notice

Good +3: Lore, Provoke, Resources, Stealth

Fair +2: Drive, Rapport, Shoot, Will

Average +1: Burglary, Contacts, Crafts, Empathy

Mediocre +0:

Stunts

Hardcore Parkour: +2 to overcome actions with Athletics if you are in a chase across rooftops or a similar precarious situation.

Limit Break: Once, per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity. If your opponent was already going to take a severe consequence, they must take a severe consequence and a second severe consequence or be taken out.

Masamune: You can use your Fight skill to attack targets within 1 zone.

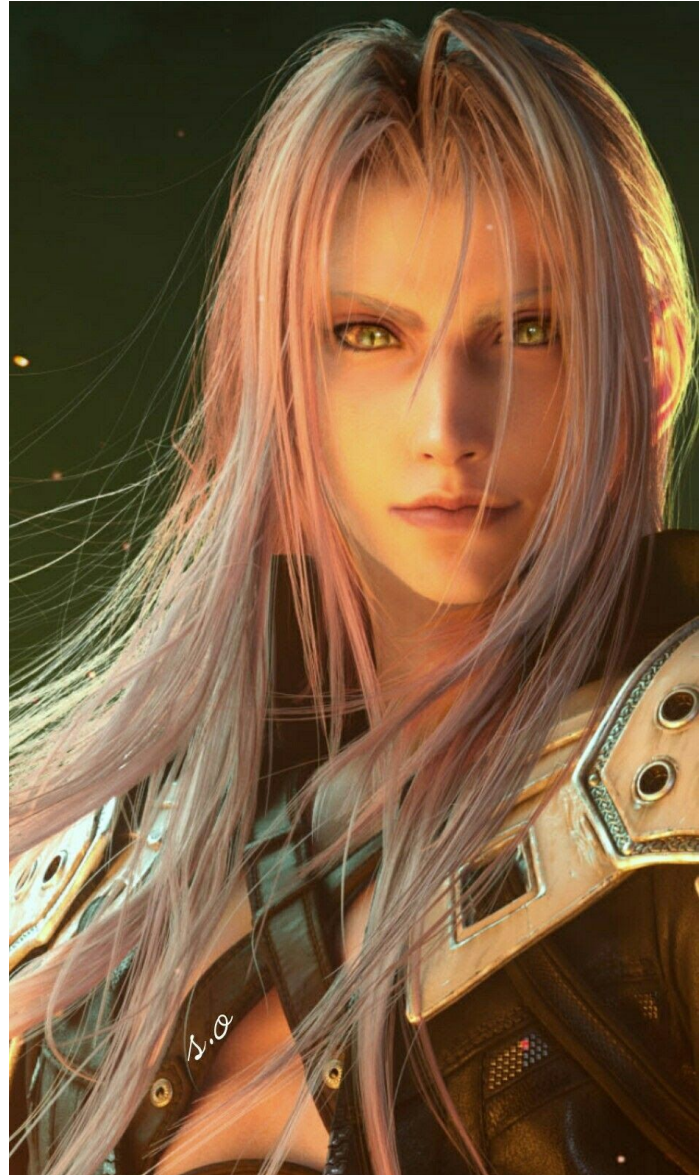
Sprinter: You move 2 zones for free in a conflict without rolling instead of 1, provided there are no situation aspects restricting movement.

Unparalleled: Whenever taking the Fight attack or defend actions gain a +2 to your rolls.

Refresh: 1

Stress & Consequences

Physical Stress



Mental Stress

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Consequences

Mild:

Moderate:

Severe (2):