



Tifa has dark brown hair, occasionally appearing black, which falls below her waist and is tied at the tips to form a dolphin-tail split.

While deceptively strong, Tifa is empathic and emotionally shy. While identifying and responding to the feelings of others, Tifa does not express her feelings often, and when she does she struggles doing so. Tifa has motherly qualities, acting as a support for others, and keeping the others around her optimistic.

Tifa is a strong hand-to-hand fighter that strive to help others if she can. She often steps in the way of oncoming danger if it benefits her allies or those she view close to her.

Tifa Lockhart

CR 1

XP 400

Female Hume Black Belt 1

NG Medium Humanoid

Init +2; **Senses** Perception +5

Defense

AC 17, touch 13, flat-footed 14 (Armor +4, Dex +2, Dodge +1)

HP 14 (1d10+4)

Fort +5, Reflex +4, Will +1

Offense

Speed 30 feet

Melee Unarmed Strike +5 (1d6+4/x2)

Special Abilities Martial Flexibility (4/day)

Limit Breaks [Hundred Fists](#), [Unstoppable](#)

Tactics

During Battle Tifa fights as a front liner, rushing headlong into battle to thrash her foes with fisticuffs. Tifa will use her Martial Flexibility to give herself different benefits depending on the situation.

Statistics

Str 16, Dex 14, Con 16, Int 12, Wis 12, Cha 11

Base Atk +1; CMB +4; CMD 16

Feats Dodge, Improved Unarmed Strike, Weapon Focus (Unarmed)

Skills Acrobatics +4, Escape Artist +4, Knowledge (Local) +5, Perception +5, Sense Motive +5, Use Magic Device +1

Languages Common, Mooglee

SQ [Martial Cunning](#), [Martial Training](#), [Unarmed Strike](#), Tough Skin (2/- versus non-lethal damage)

Combat Gear Weighted Hand/Footwraps, Chain Shirt, Cure Potion x1; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

*Tifa puts all of her favored class bonus into bonus HP.

**If playing in a game that allows traits, Tifa takes the “Reactionary” and “Unpredictable” traits.

Tifa Lockhart

CR 5

XP 1,600

Female Hume Black Belt 5

NG Medium Humanoid

Init +2; Senses Perception +9

Defense

AC 20, touch 15, flat-footed 16 (Armor +5, Dex +2, Dodge +2, Deflect +1)

HP 54 (5d10+20)

Fort +7, Reflex +6, Will +2

Defensive Abilities [Shrug It Off](#) (13 pts)

Offense

Speed 40 feet

Melee Unarmed Strike +11 (1d8+7/x2)

Special Attacks [Master's Flurry](#) +9/+9 (1d8+7/x2), [Knockout](#) (1/day; DC 16)

Special Abilities [Martial Flexibility](#) (5/day)

Limit Breaks [Hundred Fists](#), [Unstoppable](#)

Tactics

During Battle Tifa fights as a front liner, rushing headlong into battle to thrash her foes with fisticuffs. Tifa will use her Martial Flexibility to give herself different benefits depending on the situation. If she comes against a foe that is particularly troubling for her party, she may attempt to use her Knockout ability.

Statistics

Str 18, **Dex** 14, **Con** 16, **Int** 12, **Wis** 13, **Cha** 11

Base Atk +5; **CMB** +9; **CMD** 21

Feats Combat Expertise, Dodge, Improved Trip, Improved Unarmed Strike, Weapon Focus (Unarmed)

Skills Acrobatics +9, Escape Artist +9, Knowledge (Local) +9, Perception +9, Sense Motive +9, Use Magic Device +5

Languages Common, Mooglee

SQ [Martial Cunning](#), [Martial Training](#), [Unarmed Strike](#), [Martial Art Talents](#) (Fast Movement, Melee Power), [Maneuver Training](#) (Trip +1), [AC Bonus](#) (+1), [Master's Strike](#), [Weapon Mastery](#), Tough Skin (4/- versus non-lethal damage), [Aggression](#)

Combat Gear +1 Chain Shirt, +1 Handwraps, Ability Boost Materia (Lvl 1; +2 STR), Ring of Protection +1, Hi-Potion x3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Tifa Lockhart

CR 10

XP 9,600

Female Hume Black Belt 10

NG Medium Humanoid

Init +2; **Senses** Perception +15

Defense

AC 24, touch 17, flat-footed 19 (Armor +7, Dex +2, Dodge +3, Deflect +2)

HP 114 (10d10+50)

Fort +11, **Reflex** +9, **Will** +5

Defensive Abilities [Shrug It Off](#) (24 pts)

Offense

Speed 40 feet

Melee Unarmed Strike +19/+14 (1d10+10/x2)

Special Attacks [Master's Flurry](#) +17/+17/+12/+12 (1d10+10/x2), [Knockout](#) (2/day; DC 20)

Special Abilities [Martial Flexibility](#) (8/day), [Exploit Weakness](#)

Limit Breaks [Hundred Fists](#), [Unstoppable](#)

Tactics

During Battle Tifa fights as a front liner, rushing headlong into battle to thrash her foes with fisticuffs. Tifa will use her Martial Flexibility to give herself different benefits depending on the situation. If she comes against a foe that is particularly troubling for her party, she may attempt to use her Knockout ability.

Statistics

Str 20, **Dex** 14, **Con** 18, **Int** 12, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +15; **CMD** 27

Feats Combat Expertise, Dodge, Improved Reposition, Improved Trip, Improved Unarmed Strike, Pummeling Style, Weapon Focus (Unarmed)

Skills Acrobatics +14, Escape Artist +14, Knowledge (Local) +14, Perception +15, Sense Motive +15, Use Magic Device +10

Languages Common, Mooglee

SQ [Martial Cunning](#), [Martial Training](#), [Unarmed Strike](#), [Martial Art Talents](#) (Fast Movement, Melee Power, Resiliency, Evasion, Pressure Points), [Maneuver Training](#) (Trip +2, Disarm +1), [AC Bonus](#) (+2), [Master's Strike](#), [Weapon Mastery, Focus](#), Tough Skin (8/- versus non-lethal damage), [Aggression](#), [Aggressive Assault](#), [Burst of Aggression](#)

Combat Gear +3 Chain Shirt, +3 Handwraps, Ability Boost Materia (Lvl 2; +4 STR), Ability Boost Materia (Lvl 1; +2 CON), Ring of Protection +2, Mega Potion x1, X-Potion x1, Phoenix Down x1; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Tifa Lockhart

CR 15

XP 51,200

Female Hume Black Belt 15

NG Medium Humanoid

Init +3; **Senses** Perception +21

Defense

AC 30, touch 20, flat-footed 21 (Armor +9, Dex +3, Dodge +5, Deflect +2)

HP 199 (15d10+105)

Fort +15, **Reflex** +15, **Will** +8

Defensive Abilities [Shrug It Off](#) (41 pts)

Immune Poison, Curse

Offense

Speed 40 feet

Melee Unarmed Strike +27/+22/+17 (2d6+15/x2)

Special Attacks [Master's Flurry](#) +25/+25/+20/+20/+15/+15 (2d6+15/x2), [Knockout](#) (2/day; DC 23), [Awesome Blow](#)

Special Abilities [Martial Flexibility](#) (10/day), [Exploit Weakness](#), [Opportunist](#) (1/round)

Limit Breaks [Hundred Fists](#), [Unstoppable](#)

Tactics

During Battle Tifa fights as a front liner, rushing headlong into battle to thrash her foes with fisticuffs. Tifa will use her Martial Flexibility to give herself different benefits depending on the situation she is in. If she

comes against a foe that is particularly troubling for her party, she may attempt to use her Knockout ability. She also often charges forward, attempting to trip or topple foes to help her allies while unleashing a flurry of masterful fists on her foes.

Statistics

Str 22, **Dex** 16, **Con** 22, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +15; **CMB** +21; **CMD** 34

Feats Combat Expertise, Dodge, Improved Reposition, Improved Trip, Improved Unarmed Strike, Pummeling Bully, Pummeling Charge, Pummeling Style, Weapon Focus (Unarmed), Weapon Specialization (Unarmed).
Skills Acrobatics +20, Escape Artist +20, Knowledge (Local) +19, Perception +21, Sense Motive +21, Use Magic Device +16

Languages Common, Moogole

SQ [Martial Cunning](#), [Martial Training](#), [Unarmed Strike](#), [Martial Art Talents](#) (Fast Movement, Melee Power, Resiliency, Evasion, Pressure Points), [Maneuver Training](#) (Trip +4, Disarm +3, Grapple +2, Sunder +1), [AC Bonus](#) (+4), [Master's Strike](#), [Weapon Mastery, Focus](#), [Advanced Martial Art Talents](#) (Improved Evasion, Reactionary), Tough Skin (10/- versus non-lethal damage), [Aggression](#), [Aggressive Assault](#), [Burst of Aggression](#), [Aggressive Onslaught](#)

Combat Gear +5 Chain Shirt, +5 Handwraps, Champion Belt, Nimble Bracer, Ring of Protection +2, Mega Potion x3, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2