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| Name | Rose Strife |
| Alignment | Returners |
| Race | Hume |
| Job Class | Warrior |
| Weapon | One-Handed Axe-Sword Hybrid |
| Laterality | Right-Handed |
| Height | 5'5" |
| Hair Color | Sandy Brown |
| Eye Color | Bluish Violet with Pink Streaks |
| Vehicle | Tidal Wheels |

**Apperance**: Hair is spiked (like Yuna's) with a pigtail down to her heels, blue tank top and black leather pants, blue arm warmer on each arm, a purple sash covering her left leg, black knee-high boots, dark blue leather jacket with a hood, a black pauldron on her left shoulder.

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**[**[**edit**](http://finalfantasy.wikia.com/wiki/User:Krystal_Tomlin/Rose_Strife?action=edit&section=1)**] ABILITIES**

**Flee**: Rose helps the party escape from battle. Default Ability.   
**Cutting Edge**: Rose strikes one target two times. Default Ability.   
**Slash Blow**: Rose strikes one target in mid-air two times. 20 AP to learn.   
**Quick Hit**: Rose strikes one target with reduced recovery time. 30 AP to learn.   
**Delay Attack**: Rose strikes one target with chances of inflicting Stun. 20 AP to learn.   
**Sky Grander**: Rose strikes one target in mid-air, ignoring enemy Defense. 40 AP to learn.   
**Intimidate**: Rose strikes one target, inflicting heavy damage and Slow status. 60 AP to learn.   
**Flametongue**: Rose strikes one target, inflicting fire-elemental damage. 40 AP to learn.   
**Lightning Steel**: Rose strikes one target, inflicting thunder-elemental damage. 40 AP to learn.   
**Climhazzard**: Rose strikes one target, performing an uppercut slash to inflict heavier damage. 70 AP to learn.   
**Dive Bomb**: Rose strikes one target in mid-air, causing an explosion to deal heavier damage. 70 AP to learn.   
**Cross-Slash**: Rose strikes one target six times, each causing moderate damage. 80 AP to learn.

**[**[**edit**](http://finalfantasy.wikia.com/wiki/User:Krystal_Tomlin/Rose_Strife?action=edit&section=2)**] AUTO-ABILITIES**

**SOS Berserk**: Rose is inflicted with Berserk when her HP is Critical. 30 AP to learn.   
**Slowproof**: Rose is immune to all Slow status effects. 30 AP to learn.   
**Gil Hunter**: Increases chances for Rose to find large amounts of gil in chests. 50 AP to learn.   
**Artful Dodger**: Makes evasions easier for Rose. 20 AP to learn.   
**Double Limit**: Doubles the amount of gauge gain Rose receives. 60 AP to learn.   
**Speed Demon**: Decreases Rose's time between attacks by 40%. 60 AP to learn.   
**Heavy Flight**: Allows Rose to deal more damage from her mid-air attacks. 80 AP to learn.

**[**[**edit**](http://finalfantasy.wikia.com/wiki/User:Krystal_Tomlin/Rose_Strife?action=edit&section=3)**] OVERDRIVE: TSURUGI**

When entering the Overdrive, her swordplay skillset changes to Tsurugi, which possesses her Limit Breaks. The time duration is three rounds, which means Rose could only use three skills. But as she levels up, more rounds are added to the Overdrive. Her signature also changes into a six-piece broadsword.

**Spiral Cut**: Rose flips forward a couple of times before slashing her opponent.   
**Blade Beam**: Rose releases a beam that splits into smaller beams (depends on the amount of enemies) from her blade to strike all her opponents from afar.   
**Meteor Shots**: Rose summons seven meteors to damage all enemies, possibly killing them.   
**Slice & Dice**: Rose dances around consecutively slashing random opponents six times.   
**Spirit Shock**: Rose is surrounded with an electric sphere while summoning a stream of lightning bolts to strike across the enemy party.   
**Omnislash Fury**: Rose rapidly slashes one opponent several times.   
**Comet Dash**: Rose embues her sword in flames before dancing around consecutively slashing random opponents twelve times.   
**Assault Twister**: Rose jumps up in the air, spinning 360 degrees before landing on one opponent a powerful multi-hit combo.

**[**[**edit**](http://finalfantasy.wikia.com/wiki/User:Krystal_Tomlin/Rose_Strife?action=edit&section=4)**] ULTIMATE LIMIT BREAK**

**Omnislash V.7**: Rose glows blue during the whole sequence. The six-piece broadsword comes apart to encircle one or more enemies as she creates mirages of herself while slashing random opponents forteen times before diving downwards for a final strike.

**[**[**edit**](http://finalfantasy.wikia.com/wiki/User:Krystal_Tomlin/Rose_Strife?action=edit&section=5)**] STORY**

Born with high autism, she went comatose for two months when she was subject to experiments that made her into one the the Spirit Knights. Her mother, Victoria Strife, was an advisor the Chancellor of Midgar. However, the two weren't very close as the experiments that Victoria have received (being the Spirit Knight herself) are causing her to slip from sanity. Throughout these next years, many soldiers begin to deteriorate and Rose finds herself in the middle of the impending Chaos, and wonders if the Spirit Knights are losing honor, something that was held of most value amongst the knights. One day, as some of these knights went into Baron to kill innocent people under Victoria's orders, Rose slaughtered them in attempt to prevent it from happening. When Rose confronted her matter about the matter, it soon became an argument then into a sword fight. But the tide turned when Victoria summons a young Esper woman named Terra in attempts to kill Rose, who then makes her escape badly wounded before the finishing blow was dealt.

Unable to withstand her mother's insanity any longer, Rose makes her escape and kills any soldier that got in her way. While hunting for food and gil she comes across [Cloud Rain](http://finalfantasy.wikia.com/wiki/User:NeoBahamutZEROX/My_Character?action=edit&redlink=1), a hume with a blood of an Esper. Despite her somewhat distrust toward Espers (prior to her fight with Terra), both become fast friends and join the Returners in hopes of putting an end to Shinra's treachery. Rose even comes to look up to Cloud as a big brother. Soon the Returners set off for Midgar upon hearing that Terra has been captured, although Rose protests at first. The Returners decide to attack the four Mana reactors and Rose's strategy was to cripple that faction from within. Then Cloud begins to lose control of his Esper powers which would endanger his comrades. However this was not an issue since many attacking soldiers serve as an outlet.

After the battle, the Returners send a video message to the Chancellor of Midgar, and Cloud wears a black helmet and a matching cape to hide his true identity. Calling himself ZERO, Cloud requests that they stop there sinful actions and give them Terra. If they don't give they will blowup each Mana reactor within a day. Will this threat work? And will Rose get to settle a fight with her 'old lady'?

Terra was eventually saved. However, many of the rebels are starting to doubt ZERO's motives. Some believe that Rose ought to be the leader, since she is more focused on saving the people and not just blowing up reactors, which so far have killed many people who were living among it. Rose, too, notices a strange behavior inside ZERO, who was fully devoted in protecting Terra and nothing else. If ZERO starts to falter, will Rose end up taking his place to help save the world?