

| Realm | Character | Name | Effect |
|-------|------------------|-------------------------------|--|
| Core | Tyro | Scholar's Cleverness | Increases all damage dealt by 30% when exploiting elemental weaknesses |
| I | Warrior of Light | Warrior of the Prophecy | ATK and DEF +13% when equipping a sword |
| II | Firion | Weapons Master | ATK +13% |
| III | Luneth | Unfinished Vessel | 40% chance to double Experience gained at the end of the battle |
| IV | Cecil (Paladin) | Holy Sword of the Blue Planet | Increases Holy damage dealt by 30% |
| V | Bartz | World Traveler | Increases Wind damage dealt by 30% |
| VI | Terra | A Light Named Hope | MAG +13% |
| VII | Cloud | Reclaimed Truth | PHY attacks deal 30% more damage when equipping a sword |
| VIII | Squall | Lonely Young Lion | Increases Ice damage dealt by 30% |
| IX | Zidane | Law of the Tantalus | Thief abilities deal 40% more damage |
| X | Tidus | The Dream that Guides Spira | Increases Water damage dealt by 30% |
| XI | Shantotto | Witch's Laugh | BLK attacks deal 30% more damage when equipping a staff |
| XII | Vaan | Wings of Youth | PHY attacks deal 30% more damage when equipping a dagger |
| XIII | Lightning | Warrior Goddess of Lightning | Increases Lightning damage dealt by 30% |
| XIV | Y'shtola | Matoya's One | DEF and RES +20% when equipping a robe |
| FFT | Ramza | Sky Knight's Heir | Attack turns into an ability (single, 1,60 physical) that deals Lightning damage |

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| I | Sarah | First Princess | MND +25% when equipping a staff |
| II | Maria | A Bow Against the Empire | MAG +15% when equipping a bow |
| III | Refia | Honed Sensibility | PHY attacks deal 30% more damage when equipping a thrown weapon |
| IV | Rosa | Beauty of Baron | MND +25% when equipping a bow |
| V | Lenna | Benevolent Princess | WHT abilities restore 30% more HP |
| VI | Celes | Trail of Love | Spellblade abilities deal 40% more damage |
| VII | Aerith | Quest to Save the Planet | MAG and MND +13% when equipping a rod |
| VIII | Rinoa | The Witch Who Waits | BLK attacks deal 25% more damage |
| IX | Garnet | Will Carved by the Dagger | MAG and MND +13% when equipping a dagger |
| X | Yuna | Wish to Save Spira | SUM attacks deal 30% more damage |
| XII | Ashe | The Right Path to Walk | MAG +15% when equipping a sword |
| XIII | Vanille | Storyteller's Truth | Attack turns into an ability (single, 2,50 magical, WHT type) |
| XIV | Yda | Martial Arts Domain | Attack turns into an ability (group, 0,80 physical) |
| FFT | Agrias | Holy Knight's Beautiful Skill | Knight abilities deal 40% more damage |

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| III | Onion Knight | Eternal Knowledge | MAG and MND +13% when equipping a staff | Direct MC3 | |

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| I | Garland | True Chaos | Increases Dark damage dealt by 30% |
| II | Leon | Knight Clad in Darkness | ATK and DEF +13% when equipping a heavy armor |
| IV | Kain | Jump of Pride | Jump attacks deal ?% more damage |
| V | Krile | Inherited Legacy | MAG +15% when equipping a whip |
| VI | Sabin | Burning Blood of Justice | Monk abilities deal 40% more damage |
| VII | Zack | SOLDIER's Readiness | ATK and DEF +10%, grants Haste at the beginning of the battle |
| VIII | Zell | Chicken-Wuss No More | PHY attacks deal 30% more damage when equipping a fist weapon |
| IX | Beatrix | Veteran General | 24% chance to turn Attack into Saint Cross |
| X | Auron | Unrotten Soul | Samurai abilities deal 40% more damage |
| XII | Balthier | Free Pirate | PHY attacks deal 30% more damage when equipping a gun |
| XIII | Hope | Beyond the Oath | MAG +15% when equipping a thrown weapon |
| XIV | Thancred | Oath to the Leader | ATK and DEF +13% when equipping a dagger |
| FFT | Delita | Path of the Conqueror | DEF and RES +20% when equipping a sword |

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| I | Wol | Palamecia Adventurer | ATK and DEF +?% when equipping a light armor | | | |
| II | Minwu | The Will to Answer Fate | WHT abilities restore 30% more HP | | | |
| III | Arc | Hidden Courage | MAG and MND +13% when equipping a robe | | | |
| IV | Edge | Ancestral Secret | Ninja abilities deal 40% more damage | | | |
| V | Gilgamesh | Formidable Rival | Grants Protect, Shell and Haste at the beginning of the battle | | | |
| VI | Edgar | Brilliant Machinery | Increases Poison damage dealt by 30% | | | |
| VII | Sephiroth | Silver Hero | PHY attacks deal 30% more damage when equipping a katana | | | |
| VIII | Selphie | Committee's Shrewdness | MND +25% when equipping a rod | | | |
| IX | Kuja | Defined Fate | Causes Doom: 60 at the beginning of the battle | | | |
| X | Jecht | Original Ace | ATK and DEF +13% when equipping a fist weapon | | | |
| XI | Ayame | Sharpened Belief | 24% chance to turn Attack into Hailstorm | Not released in Global | | |
| XII | Penelo | Cheerful Understanding One | White Magic abilities deal 30% more damage | | | |
| XIII | Serah | Awakening of Another Power | MAG +15%, DEF -10% | | | |
| XIV | Papalymo | Archmage of the Dawn | MAG and RES +13% when equipping a rod | | | |
| FFT | Mustadio | Rare-Skilled Talent | 20% chance to turn Attack into an ability (single, 1,00 physical) that causes Petrify (100%) | | | |

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| FFT | Orlandeau | Thunder of the Crisis | Grants Thunder God Mode at the beginning of the battle | Direct MC3 | |

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| I | Echo | Perverse Fairy | Causes Blind at the beginning of the battle, MAG +15% | | | |
| II | Leila | Skilled Leader | 24% chance to turn Attack into Thief's Revenge | | | |
| III | Ingus | Honest Warrior | DEF +25% when equipping a shield | | | |
| IV | Rydia | Magic Arts of the Feymarch | MAG and RES +13% when equipping a whip | | | |
| V | Faris | Beautiful Captain | Support abilities deal 40% more damage | | | |
| VI | Locke | True Treasure Hunter | Celerity abilities deal 35% more damage | | | |
| VII | Tifa | Ready to Face the Past | Increases Earth damage dealt by 30% | | | |
| VIII | Quistis | Trepies' Cheer | Increases Poison damage dealt by 30% | | | |
| IX | Vivi | Proof of Life | Increases Fire damage dealt by 30% | | | |
| X | Lulu | Beauty's Collection | MAG +15% when equipping a doll | | | |
| XI | Curilla | Temple Knight Leader | Grants Sentinel at the beginning of the battle | Unknown release state | | |
| XII | Gabranth | Stray Dog's Resolve | DEF +20% | | | |
| XIII | Fang | Gran Pulse's Spear | PHY attacks deal 30% more damage when equipping a spear | | | |
| XIV | Alphinaud | Leader's Quality | MAG and MND +13% when equipping a book | | | |

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| I | Master Monk | Strict Training | Attack turns into Chi Blast |
| II | Gordon | Blooming Dignity | ATK and DEF +13% when equipping a spear |
| III | Desch | Brilliant Way of Life | Attack turns into an ability (single, 2,60 magical) that deals Lightning damage |
| IV | Golbez | Black-Clad Magus | DEF and MAG +13% when equipping a rod |
| V | Galuf | Resolve to Fall | 24% chance to turn Attack into Second Wind Cannon |
| VI | Relm | Talkative Girl | MND +25% when equipping a robe |
| VII | Red XIII | Inherited Soul | PHY attacks deal 30% more damage when equipping an hairpin |
| VIII | Seifer | Ideal Opponent | 24% chance to turn Attack into Gaia Cross |
| IX | Eiko | Performance for Friends | MND +25% when equipping an instrument |
| X | Rikku | Speedy Hunter | 24% chance to turn Attack into Quick Hit |
| XII | Fran | Supreme Archery | PHY attacks deal 30% more damage when equipping a bow |
| XIII | Snow | Unyielding Oath | DEF +25% when equipping a light armor |
| XIV | Minfilia | Stars Spokeswoman | ATK and DEF +13% when equipping a shield |
| FFT | Ovelia | Princess of the Hero King | RES and MND +13% when equipping a robe |

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| I | Matoya | Legendary Witch | BLK attacks deal 30% more damage when equipping a staff |
| II | Josef | Entrusted Ambitions | ATK +15%, DEF -15% |
| IV | Cecil (Dark Knight) | Power of Cursed Darkness | Darkness abilities deal 40% more damage |
| V | Exdeath | Desire for the Void's Power | MAG and RES +13% when equipping a heavy armor |
| VI | Setzer | Wandering Gambler | 24% chance to turn Attack into Rapid Fire |
| VII | Yuffie | Remarkable Shinobi | ATK and MAG +10%, grants Physical Blink 1 at the beginning of the battle |
| VIII | Irvine | Pressure-Exceeding Sniper | Shooter abilities deal 40% more damage |
| IX | Quina | Explorer of the Qu | 60% chance to turn Attack into Drain Strike |
| X | Wakka | Mainstay of the Team | PHY attacks deal 30% more damage when equipping a blitzball |
| XII | Basch | Unwavering Belief | DEF and RES +20% when equipping a shield |
| XIII | Cid Raines | Puppet's Resilience | MAG +15% when equipping a fist weapon |

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| III | Cloud of Darkness | Incarnation of the Void | Attack turns into an ability (single, 2,60 magical) |
| XI | Prishe | Unmatched | Attack turns into an ability (single, 1,98 physical) with three single attacks (0,66 each) |
| XI | Lion | Daughter of Norg | 24% chance to turn attack into Mug Time |
| FFT | Rapha | Sky Mantra Heritage | 24% chance to turn Attack into Hell Thunder |
| FFT | Marach | Nether Mantra Heritage | Attack turns into an ability (single, 2,60 magical) that deals Lightning damage |

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| II | Emperor | Thirst for Domination | 60% chance to turn Attack into Drain |
| IV | Edward | Kind-Hearted Bard | PHY attacks deal 30% more damage when equipping an instrument |
| IV | Palom | Black Magic Talent | MAG +15% when equipping a rod |
| IV | Porom | White Magic Talent | MND +25% when equipping a hat |
| VI | Shadow | Road of Carnage | 24% chance to turn Attack into Doppelblade |
| VI | Cyan | Exceeded Despair | ATK and DEF +13% when equipping a katana |
| VI | Kefka | God of Destruction | MAG +15% when equipping an instrument |
| VII | Cid (VII) | Dream Towards Space | Dragoon abilities deal 35% more damage |
| VII | Reno | Turk Style | 24% chance to turn Attack into Tempest Snipe |
| VII | Vincent | Beyond the Nightmare | DEF and RES +20% when equipping a gun |
| VIII | Laguna | In Charge of Fate | Machinist abilities deal 35% more damage |
| VIII | Fujin | Silver-Haired Heroine | MAG and RES +13% when equipping a thrown weapon |
| VIII | Raijin | Pure-Hearted Hero | 24% chance to turn Attack into Exploding Fist |
| IX | Steiner | True Loyalty | DEF +25% when equipping a heavy armor |
| IX | Freya | Elegant Dragon Knight | 48% chance to turn Attack into Leeching Leap |
| X | Kimahri | Will to Push Through | Attack turns into Jump |
| X | Paine | Quiet Swordswoman | 24% chance to turn Attack into Engulfing Twinstrike |
| XII | Larsa | Unwavering Idealist | ATK and MND +10% |
| XIII | Sazh | Cheerful Pilot | ATK and DEF +13% when equipping a gun |

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| XIII | Noel | Aware Guardian | Grants Haste at the beginning of the battle, ATK and RES +10% |

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| IV | Ceodore | Youth Awakened | ATK and MND +10% | | |
| V | Gogo | Secret of the Famed | MAG and MND +13% when equipping a hat | | |
| XV | Noctis | Strength Led by the Crystal | Attack turns into an ability (single, 2,10 physical) with 0,01 cast time that grants 0 SB points (instead of 50) | Direct MC3 | |

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| II | Guy | Trained Giant | PHY attacks deal 30% more damage when equipping an axe |
| II | Ricard | Pride of Deist | 24% chance to turn Attack into Sky Grinder |
| IV | Yang | Fabul's Strongest Kick | Attack turns into an ability (group, 0,80 physical) |
| IV | Tellah | Sage's Reminiscence | MAG and MND +13% when equipping a staff |
| IV | Fusoya | Keeper of the High Moon | MAG and MND +10% |
| IV | Cid (IV) | Sturdy Father | 20% chance to turn Attack into an ability (single, 1,00 physical) that causes Silence (100%) |
| V | Dorgann | Pride of the Dawn | DEF and RES +20% when equipping a light armor |
| VI | Mog | Brave Moogle | MND +25% when equipping a spear |
| VI | Gau | Wild Boy of the Veldt | 60% chance to turn Attack into an ability (single, 2,20 physical) |
| VI | Strago | Renewed Passion | Attack turns into an ability (group, 2,08 magical) |
| VI | Leo | Resolved Chivalry | DEF and RES +20% when equipping a heavy armor |
| VII | Barret | Oath to the Planet | PHY attacks deal 30% more damage when equipping a gun-arm |
| VII | Cait Sith | Hidden Obligation | MAG and MND +13% when equipping an instrument |
| VII | Angeal | Teacher of Pride | DEF +25% when equipping a bracer |
| VII | Rufus | Ambitious Leader | ATK +15% when equipping a gun |
| VIII | Edea | Heiress of the Witch's Power | Witch abilities deal 35% more damage |
| IX | Amarant | Scarlet Pugilist | Grants Last Stand at the beginning of the battle |
| X | Braska | Link to the Future | MAG +15% when equipping a staff |
| X | Seymour | Insane Obsession | DEF and MAG +13% when equipping a staff |

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| XII | Vayne | Strategic Genius | ATK +13%, grants Magical Blink 1 at the beginning of the battle |
| FFT | Gaffgarion | Old Mercenary | 48% chance to counter PHY attacks with an ability (single, 2,30 physical) that heals the user for 40% of the damage dealt |
| WoFF | Reyn | Resolve to Change the Ending | BLK attacks deal 30% more damage when equipping a thrown weapon |
| WoFF | Lann | Morphing Arm's Power | ATK and DEF +13% when equipping a thrown weapon |