



Organization

Luxord

Players gain 2 Munny

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Lexaeus

STR Enemies have +1

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Marluxia

Players gain 1 Fate

*For every 3 Fate played:
Swap this card out with a
new one*





Organization

Xaldin

STR Enemies have -1

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Saix

Players may only
move 1 space at a
time

*For every 3 Fate played:
Swap this card out with a
new one*





Organization

Xigbar

Players gain a Spell

*(You can hold it
beyond your limit)*

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Demyx

Players may choose
1-6 for their
movement

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Zexion

Players draw 1
additional Adventure
Card when resolving
encounters

*For every 3 Fate played:
Swap this card out with a
new one*




Organization

Larxene

MAG Enemies have +1

*For every 3 Fate played:
Swap this card out with a
new one*



