

Who the hell is Cid Highwind Jr.!??

Name: Cid Highwind Jr. [C.J. Blackhawk]

Job: Kid [Bouncer]

Age: 6 [Real age 6, apparent age 19-21]

Weapon: Slingshot [Spear]

Height: 3' 7" [5' 8"]

Birthplace: Rocket Town

Blood Type: B

Cid Jr. (also known as C.J. or just plain Junior) is the daughter (yes, daughter) of Cid and Shera from FF7. Despite her parents' early efforts to get her interested in girl stuff, she flat out refuses to wear a dress for any reason and prefers helping her daddy fix up the Tiny Bronco II to helping her mama make cookies. She has actually flown said aircraft a few times (at low speed and altitude, and with Dad keeping a watchful eye in the back seat, except for one solo. The only spanking Cid Jr. ever received in her life was the time she decided to take the Tiny Bronco II out on her own at age 5 ^_^) and has no trouble handling an ultralight plane on her own. At least one of her knees or elbows has a band-aid on it at all times, due to her love of things that go fast (namely skateboards on steep inclines). When she grows up, she either wants to be a pilot like her dad or an engineer like her mom, and she's got the potential for both.

Cid Jr. has just as much attitude as her old man and has no qualms about telling folks exactly what she thinks about them, although she always calls her parents "sir" and "ma'am" (she just started this on her own; it drives Cid and Shera nuts) she always seems to come up with some unlovely slam to throw at people she doesn't like ("stinky bootie head" being one of her personal favorites). All told, she's a very kawaii little tomboy ^_^.

Grown-up Cid Jr., aka C.J. Blackhawk

Several days after little Cid Highwind Jr. falls into the Lifestream, a mysterious lady is found hiding behind a stack of beer kegs in Branford. She was given a job as a bouncer by the little old (motorcycle-riding, gun-toting) old lady that found her. She wears a T-shirt that says "I [heart] Explosives, a black leather jacket with the word "Blackhawk" on the back and a set of gold pilot's wings pinned on the front, and a pair of aviator's goggles with a pack of girl-cigarettes (Mystique Lights) tucked into the headband; she also wears her hair in a knee-length blonde ponytail, and her green eyes have an eerie glow to them. She claims to be named "C.J. Blackhawk." When asked what C.J. stands for, she either bursts into tears or beats the shit out of whoever's asking, depending on how nice they've been to her and whether or not she thinks it's any of their damn business. She looks tough, but she's really a sweet little thing. But when she gets pissed, watch out...poor Archer of the Turks discovered this after trying to pick her up and getting an atomic wedgie for his trouble!

Who is she? Well, she is none other than the long-lost Cid Highwind Jr., aged 14 years by the massive amounts of Mako energy she was exposed to in the Lifestream. The family resemblance is uncanny. Junior has her mama's eyes and her tiny hands and feet...otherwise she's an exact copy of her dad, right down to the attitude...

Limit Breaks (age 6)

Tantrum: Cid Jr. throws down her weapon, runs at a beastie, and pummels it with six punches; the whole combo does light damage (hey, she's 6 years old)

Stink Bomb: Junior reaches into her pocket, loads a stink bomb into her slingshot, and fires it into a group of enemies causing light damage and sometimes Poison status.

Level 1

Crimson Rage: As with the "Tantrum" Limit Break of her younger days, Junior throws down her weapon, dashes in a red streak towards one enemy, knocks it on its ass and hits it with six punches (a la Tekken 2's tackle-punch combo) and doing moderate damage to it. Also changes her status to Fury; this will not go away till the end of the fight no matter how many

tranquilizers you feed her.

Frag Grenade: Junior pulls a grenade out of pocket space, pulls the pin with her teeth, and hurls it into a group of enemies, damaging all of them.

Level 2

Vault Kick: She thrusts her spear into the ground, propels herself off it like a polevaulter, and flies feet-first right into her enemy's face, doing moderate damage.

Rebel Yell: Pretty similar to Tifa's Beat Rush.

Level 3

Hawk Dive: Cid Jr. leaps high into the air, hangs there a bit as a phantom image of a hawk diving in for the kill appears behind her, and slams into a group of enemies three times. Each hit does pretty serious damage.

Sonic Boom: Similar to Cid Sr.'s Dragon Dive, with cool sound FX of jet engines as she drops out of the sky.

Level 4

Gehenna Missile: Junior pulls out some sort of hand-held radio, says a few words into it, and watches as three Shinra Stingray fighter jets (slightly customized with Jolly Rogers spray-painted over the Shinra emblems on the tail, shark teeth on the nose cones, half-naked chicks on the fuselages, etc.) swoop by and strafe the enemies with 18 missiles. Ouch!

Weapons

Age 6

Toy Slingshot: She starts out with this weapon. It's a standard dime-store wooden slingshot that doesn't do much damage.

Wrist Rocket (Ultimate weapon): Aww yeah. A fancy one with a strap that goes over her arm, letting Junior pull back on the thing even harder. It's the most accurate weapon she gets...for now...

Grown-Up

All spears except the Jupiter Pike, the Dragoon Lance, and Gungnir. In their stead, she has several weapons only she can use: the Saturn Glaive (yes, it looks just like a certain other glaive carried by a certain other Saturn person ^_^), the Naginata (the traditional Japanese womens' weapon) and the Venus Gospel. In addition, she can use some of the lower-end handguns, but they do far less damage for her than for Vincent.

What's her deal with Reeve, anyway!?

Um...he's cute *blush* *wibble* Actually, she's had a crush on him for a long time. What's going to happen now that she's all grown up? Who knows? ^_^

Note: I don't plan on using all this info in "Children of Jenova;" it's more for my benefit, but I figured someone might find it interesting.