CHAPTER IV

FINDINGS AND DISCUSSION

4.1. Stereotype of Heroine in Final Fantasy XIII

Stereotype is the representation idea of creator constantly conveyed to the player or viewer. The stereotype in this research focuses on heroine stereotype in Final Fantasy XIII videogames, since the heroines in the game are the female figure, like Lightning, Vanille and Fang. Those three characters will be examined closely to obtain the stereotype occurred in the games and the impact of the stereotype. The stereotype will be identified through the representation of appearance, performance and their interaction with other characters.

4.1.1. Lightning Farron



Figure 4.1. Lightning Farron

One of the female characters represented in video game is Lightning Farron. Lightning is the playable character and considered as protagonist in the story of Final Fantasy XIII. She is displayed as a 21 year old young woman who works as a Guardian Corps (figure 4.1). She has the characteristics of beautiful heroine which is kind of a trend in contemporary video game in an attempt to gain more players. Beauty is one image concerns the way people perceive heroine. The representation of beauty may differ in each heroine that can be identified through facial feature, body, costume, hairstyle, voice, behavior, and movement. Furthermore, through the performance is the challenge for female character to exhibit the specialties as heroine.

The first aspect is facial features. The early concept of Lighting's face is designed as Asian looking, however finally she is presented to resemble the stereotype of western heroine who has symmetry face, white, flawless skin, blue eyes and pointed nose. This type of facial feature is the most common presentation of female hero and also the most popular one. Toriyama as game director revealed that Lightning was made just like Yuna from the previous female hero in Final Fantasy X (Gifford, 2011: par. 4). It means that female facial feature is conventional that follow from the existing one which is both look delicate and have also flawless facial skin without any scar or piercing. However, what distinguished her with previous female character is that she is presented as serious female heroine. Moreover, because of her face, Lightning can indicate as a pioneer of beautiful soldier in Final Fantasy XIII.

Second is body posture. Based on the figure above, the stereotype represented sexy female body shape to show her identity that she is a female character. In a forum of play station universe, the game designer said that the initial concept of Lightning body is macho, but thought that people will not too fond if female main character has more musculature. Eventually, her concept body not as macho as the first concept, but still has a bit muscle to endow her athletic and good fighter (Masamune, 2008: par 3). In addition, her height has known 171 cm and weight is proportional (Square Enix team, 2010: 10). That description allegedly signify Lightning's body type can be categorized as mesomorph since she has characteristics of lean and low body fat, but has bit muscular, thick skin, upright posture, rectangular shaped, wide shoulders. Lightning in the video game presented as a woman who wields a physical strength in her legs and arms to punch and kick and has slim body for easy movement. Thus, it shows that her stature is slim and strapping gesture that supports her role as heroine who has athletic appearance.



Figure 4.2.The costume design of Lightning Farron

Third is the costume. Lightning' costume initially was shirt, beige waistcoat, teal shoulders, strap, small waist bag, leggings, and boots. However, it decided to make the costume would be better if it quite reveal the skin and make it more stylized and uncanny (Yoon, 2008: par. 5). Finally, the costume is presented as a simple of sleeveless shirt, cape, strap, wristband, gloves, mini skirt, small waist bag, scabbard, and boots (figure 4.2). The presentation of her costume shows the stereotype concept of female hero in which emphasized her identity as female since she uses a mini and tight skirt, notably to accentuate the chest, waist, and hips proportions. Due to her outfit's style, it makes her role intriguing as a woman soldier.

Forth, the hairstyle is used to portray Lighting's uniqueness. The early concept of Lightning's color hairstyle was faded crimson. Then it slightly

becomes more faded. The change is intended to make her appearance sweeter (Masamune, 2008: par. 8). Thus, the change made Lighting presented as heroine who has long wavy pink hair. It can be considered as the stereotype of femininity since based on the virtual character design, each of color has connotation meaning. Pink is the color between light of red and light of magenta. Then, it can associate to both meaning, sweetness and powerful. Moreover, pink is also considered to be female's color universally.

Five is voice. Lightning's voices, as Toriyama, a game director, stated in Gifford (2011: par. 5) is one of the difficult processes to decide because they want it to be fit to Lightning's personality. Then, they chose Ali Hillis as dubber of Lightning's character in English version. Hilis is assumed has normal pitch and normal vocal breathiness of female voice that makes her sounded mature and has softer pitch. It means that Lightning require her femininity through adult woman voice. Lightning's voice is empowered of character heroine that is serious.

Besides her voice, when portraying female character, the movement design was taken care in extreme as well (Gifford, 2011: par. 5). Such as, how Lightning's fighting, walking and running. As a soldier, she made to look agile and fast. However, to portray her as elegance female character, her walking movement is look like model walk. The model walk of Lightning aims to show her feminine side as female character. Frequently, the traits walk of character heroine is expected like a lady that delicate and tempting. Nevertheless, it is significant to present her personality as glamour heroine.



Figure 4.3. Lightning to Hope

As explained before that Lightning is presented as a serious character. She is introduced as serious character that kind of individualistic person who have one vision within herself (Masamune, 2008: par. 4). Her individualistic would be portrayed as determined, independent, hard faced, does not like to coddle people and even harsh on herself. Her behavior makes her looking smart, tough and brave. Nevertheless, she was a cold hearted and standoffish person who distances herself with her companions. On the scene (figure 4.3), it shows how she treats Hope as a burden. Hope is a 14 year old boy who also playable character in Final Fantasy XIII. She admitted before that she cannot take care of him anymore. On the other scene, when she met Sazh— a 40 year old man and playable character— in the first occasion on the train who following her to the Hanging Edge. This scene clearly showed that Lighting is presented as a person who only thinks of herself. However, as described above, her behavior used to respond the

attractiveness of character heroine who pushing herself to covers her weakness and detached from sentimental emotion.



Figure 4.4. Relationship Lightning with Hope

Related to the explanation above, Lightning is a hard-hearted character. However, the character Lightning develops. Based on the explanation before about her behavior, it shows that she does not like to be interrupted, only cares of her own business and does not care the others. She just makes herself to go forward without looking her companion left behind. The factor that makes her personality develop is the other character who affecting her thought to be an affectionate and gentle woman.

The cut scenes (figure 4.4) show when she began to make a promise to protect Hope like a mother to her son. There is also a moment when she has made bond with Fang, a 21 year old woman, as her female companion and sisterhood, and her relationship with Snow, a 21 year old man and playable character, as her

male companion to count on. Then, for the other, she got along well and motivated to work together. Thus, based on the scenes above, Lightning is defined to do her gender role as woman character, even though she does not identify in a romantic relationship.

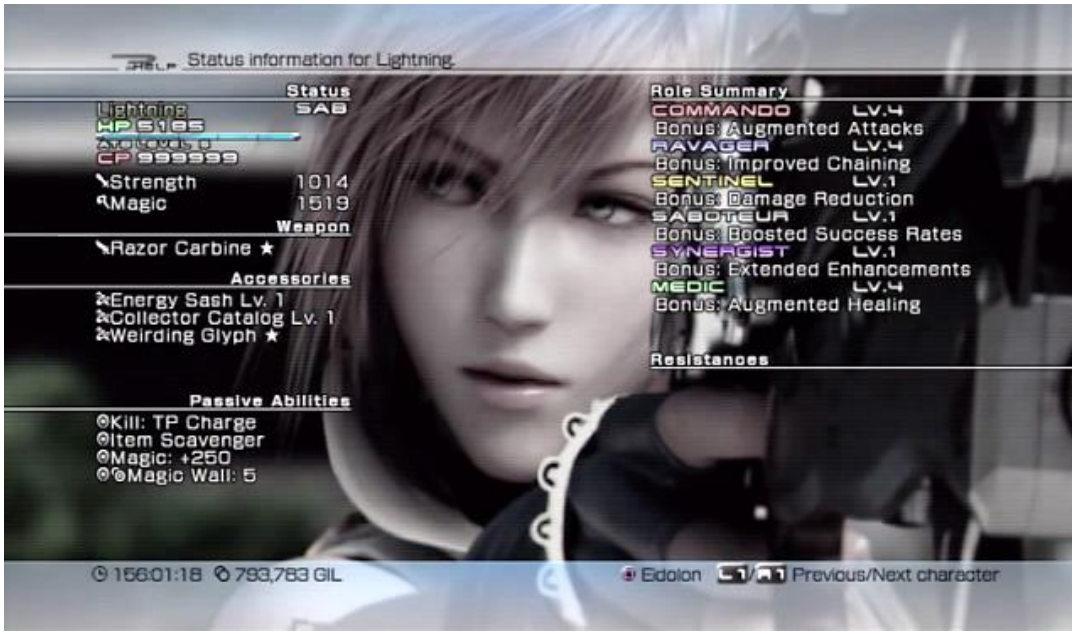


Figure 4.5. Lightning Farron Status Information

The other aspects of the performance are strength, roles, and abilities. That is provided her to maintaining to be masculine as she attempted to portray heroic woman and be able to handle her mission through the game. In Final Fantasy XIII, there is status of characters to shows the detailed information about the strength, health, abilities, resistances, roles and the equipment (figure 4.5). The status would be changed and increased over time whenever she has upgrading, especially for this kind role-playing games rely heavily on statistics, for instance the strength and health useful as her physical stamina to perform in battle performance. Instantly, it also applies to upgrade her supernatural power (magic)

and the abilities she learns through the battle. Thus, the information shows the status power and strength of Lightning Farron as heroine.



Figure 4.6. List of Lightning's Weapon

For the equipment such weapon, Lightning wields some variant weaponry of Gunblade (figure 4.6). The weapon is also designed by Nomura as character designer. He wanted to make special weapon that helps Lightning to accomplish the mission in the battle. Then he thought to combine two weapons between gun and blade, called Gunblade. Gunblade is kind of weapon that rarely used by female character in Final Fantasy game (Sheila, 2003: par. 30). Then, Lightning is the first female character who used Gunblade as her main weapon in Final fantasy XIII. Nomura also added that, he chose Gunblade for Lightning because he thought it suited for her since she is a soldier. To make it variants, he made different design for Gunblade, like Blazefire Saber, Axis Blade, Edged Carbin,

Lifesaber, Gladius, Hauteclaire and Omega. Omega is the high levels weapon that upgrading of Gladius gunblade.



Figure 4.7. Lightning's Weapons Design

The entire weapon also has different designs, capability, and deficiency as it is the aim to make the battle look dynamic (figure 4.7). The use of weapon in Final Fantasy is related to capabilities to aid her in accomplishing her mission. However, even though she has weapon, she cannot totally defense herself if only rely on to weapon. Therefore, when she is encountering the enemies, she needs equipment to resistance from illness. That equipment provides in the game in the form of accessories.

In video game, the accessories mostly obtain in the middle of journey or after battling and save as inventory items. The usage of accessories besides for defense or resistance equipment, it can be used to upgrade the weapon. The accessories of Lightning consist of ring, necklace, armlet, wristband, bangles and gloves that adjust to Lightning's costume. The accessories might present her

feminine stereotype like ring and necklace, but her armlet, wristband, bangles, and gloves, which are considered for male, are commonly worn by character heroine.



Figure 4.8. Lightning's abilities performance

On the battle performance, Lightning holds some dominant roles: Commando and Ravager; while Synergist, Saboteur and Medic are the rest of additional role (Farnworth, 2015: 64). Since she has the roles, she also possesses multiple abilities to use weapon and supernatural power like magic: water, wind, lightning, fire, ruin, and ice (figure 4.8). When she uses weapon, her role would be a Commando that will directly attack the enemies and the magic would be Ravager that wield powerful magic spell to strike the enemies weakness. As described before that Lightning has athletic body and her movement is agile and fast. Then, she also gains the abilities called Army of One that showcased her fast assault technique. From her mode battle performance, it is maintaining her to be masculine as an aggressive character.



Figure 4.9.Summoning Eidolon Performance

So does for Lightning summoning performance. On the figure 4.9, summoning performance is mode of character hero collaboration with Eidolon in the battle. In Final Fantasy game series, summoning is mostly presented to help character hero as her weapon which called Eidolon. Character summoning or Eidolon usually presented as a creature resemble to animals, things, or mythical creature. Lightning's eidolon is Odin, a big white horse. The uniqueness of character summoning in Final Fantasy XIII, it can transform like transformer. In the transformation of Eidolon as the figure above, it will attack the enemies brutally once Lightning called it out. The role of Eidolon is also provoking the enemies while Lightning will attack them.



Figure 4.10.Summoning performance with Odin

On the other of the transformation is the original form called Odin. In the transformation as the figure 4.10, it shows Lightning riding a white big horse and used big weapon. Through her performances with Odin, it seems more masculine as she is represented cool to be knight. As Toriyama stated that for the concept of main character, Lightning Farron is strong woman. Thus, to make her look stronger, the game designer collaborate Lightning with Odin, because Odin represent of her personality as a tough, manly, and fatherly (Square Enix team, 2010: 51).

The elaboration above, Final Fantasy XIII acquired Lightning Farron as lead female hero who has personality of tomboyish while still appears glamour. The characteristic of her appearance that looks feminine, sexy and beauty is a stereotype of contemporary female hero and also serves as popular heroine in the

game. Moreover, her behavior and battle performance clarify her to be female heroic in the game who is ambitious, tough and independent.

4.1.3. Oerba Dia Vanille

In Final Fantasy, another playable female character is Oerba Dia Vanille. She is presented as 19 year old young women (Square Enix team, 2010: 18). She is called Vanille, while Dia is her clan and Oerba is the name of her village. Vanille was made as a mysterious girl because she came from primitive era with unclear identity (Farnworth, 2015: 38). In video game, she is also presented as narrator in Final Fantasy XIII who has important role to convey information that related to her and others character (Square Enix, 2012: 320). As character heroine, the presentation of Vanille is elaborated as follow.



Figure 4.11.Oerba Dia Vanille

The first is facial features. Vanille's facial feature was designed to be beautiful like Lightning. However, the emphasis of her character is her cuteness. The point that makes her cute is her pigtails hair (figure 4.11).For her facial face, she is presented mixed race of Asian and Caucasian that is small and thin, green eyes with double eyelids, small lips, pointed nose, and flawless (Square Enix team, 2010: 19). Mixed race is a person who inherent certain characteristics from different ethnic. There is mentioned that one factor more prominent in physical appearance of mixed race is facial features which includes the combination of skin color, eye color, eye shape, hair color, hair length and texture, lip and nose thick/ thin (Sims, 2012: 63). Moreover, mixed race also define to represent the beauty

through facial feature (Nakashima 1992: 162-180). From the description above, the used concept of mixed race is purposed to make Vanille to look as beautiful heroine. Being beauty heroine means empowering her as a model of modern young female hero in Final Fantasy XIII.

Besides her face, she is represented stereotype of femininity who has thin body as depicted in the figure 4.11 above. Vanille is not depicted like Lightning who has physical strength, however, she has slim with height is 161 cm and proportional weight (Square Enix team, 2010: 18). Based on virtual character design (Sloan, 2015: 8), she can be categorized as ectomorph whose body characteristics are small bones, lean muscle tone, light, little body fat, narrow shoulder and may also have long limbs. Her ectomorph body regarded as ideal female's body proportion who has concept of feminine beauty. Her feminine body appearance is inherent to the model figure heroine that had been appeared in some video game with some allured pose.

Further, she wears a piece of top with tassel, orange short skirt, small case, strap, heavily beast skin on her waist, embellishment like colorful bracelets, necklaces and high heels (figure 4.11). That is a bohemian style with plenty colorful necklace, geometrics, chains, fringes, and other eye-catching designs (Square Enix team, 2010: 18). The costume is presented an exotic bohemian style that supports her identity as mixed race from ancient time. Similar to Lighting, there is an emphasis of women sexuality in her chosen costume. From the appearance of Vanille, it is clearly shown that Vanille's presentation emphasizes female sexual attraction.

As mentioned earlier, her hairstyle is orange-red pigtails hair (figure 4.11). Hairstyling indicates specific characteristics to be character heroine identity. Due to the attempt to present a feisty endearing woman with bright personality, Vanille hairstyling is pigtails (Square Enix team, 2010: 21). Pigtails hairstyle is considered to represent the childish, playful, fun, and possibly innocent character (Tvtrops.org). In addition, her red-orange hair color has also a connotation meaning. Red indicates to power, love, passion, energy, sex and orange indicate to enthusiasm, joy, fun, warmth, and creative (Sloan, 2015: 36). In sum, the presentation of Vanille's hairstyle can be a clue that there is a stereotype for young or immature female. Appear differently as childish look with pigtails, Vanille is projected to be girlish and sweet heroine.

For voice, the team directors choose for Vanille's casting voice that sounded from another accent, like Australia. Georgia van Cuylenburg, an Australian actress, is chosen to dub Vanille voices in English version. During interview with Myouterspace TV in 2010, Georgia admitted that she spent six months for recording Vanille's dialogue. She was directed to produce a high pitch, squeaky and upbeat voice. She also stated that the most difficult is voicing her giggling or moan because making high-pitch sound natural was not easy. However, she commented how she can enhance her voice performance from learning Japanese who has high pitch female character voice. The chosen voice as elaborate above means to underline Vanille's femininity. Her voice is considered as feminine because her voice sounds friendly and soft.

Further, as mentioned before that Vanille means to be girly heroine, it can be identify through her movement, such as how she posing, walking, running and acting. The mode walk of Vanille was presented supple and elegant and for her running and acting was looking charming and attractive. Even her feminine girlishness can perceive in battle performance that shows her wiggling movement.



Figure 4.12.Vanille's behavior

In the presentation of character heroine's manner, Vanille has behavior that contradictive. First, she is presented to be delicate, compassionate, charming, innocent, friendly, attentive, and sentimental (Square Enix, 2012: 320). That is dominating her as great inner person and as her spirit to be a female heroic for others. On the scene (figure 4.12), it shows her compassionate and sentimental feeling to Hope since he lost his mother. Moreover, her innocent presented when she was joking teased by him, she became easily blushing. Other than that, her delicate presented when she attracted to some flowers in her middle journey.

Therefore, based on the description, Vanille's behavior indicates as the emphasis of feminine script of female hero.



Figure 4.13.Vanille's contrast behavior (2)

However, sometimes character heroine also has contrary behavior, like Vanille who is apparently also presented whiny, coward, short minded, and dependent. Even though she was able to be powerful woman, sometimes, in some occasion her behavior presented inversely. Such in the figure 4.13, she was planned to be protected by Fang. Then, in case of that, Vanille is presented as subordinate and need protection from other characters. From the description, it means that Vanille can be regarded as a damsel in distress in certain occasion, which is being female character who needs to be saved and protected by someone. Being damsel in distress does not mean that she is weak. That is proven in the game that Vanille also has an ability to fight on her own. Thus, she presented stereotype of heroine that is feminine plus childish but strong in certain condition.



Figure 4.14.Vanille Status information

In fulfilling her role as a female hero, Vanille is given ability to compete herself in battle performance. The figure 4.14 shows her status that shows the attributes of hero, such as role abilities, weapons, accessories (equipment of resistance). In the game, Vanille is given a weapon binding rod, a kind of foldable fishing rod with multiple lines that can reeled to attack the enemies (Square Enix, 2012: 320). She also has capacity strength and health as status of heroine. That capacity will augment if she has upgraded her ability in battle. Even so for the abilities will obtain as she learns from battling. Moreover, there is also informing about the weapon she wields with rating level. If the level greater, the power will give critical high. So does for the role abilities that will inflict high damage.

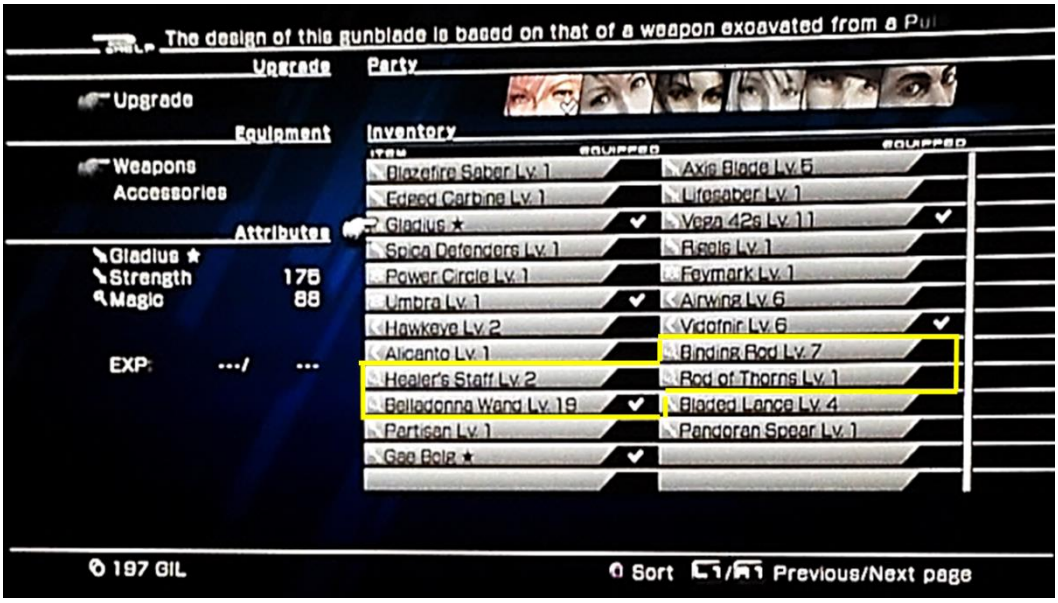


Figure 4.15. List of Vanille's Weapons

The Binding Rod weapon mostly rewards to female characters with magical power in Final Fantasy game. It can give critical hit and damage the enemy in the distance. She has some weapons like Binding Rod, Healer's Staff, Rod of Thorns, Balladona Wand, and so on (figure 4.15). Binding Rod is the custom weapon that she got for the first battle.



Figure 4.16. Vanille's Weapons Design

Moreover, there are also different designs for the weapons (figure 4.16). Each of weapons has quality and superiority depend on the usage, such as for healing, damaging, or poisoning. For the accessories inform in status information is used to as her resistant stuffs, which is part of her outfit attributes includes numerous bracelets, beaded necklaces, silver hoop earrings and an assortment of beads. It can also be upgraded after collected from hunting items or after defeat the enemy.



Figure 4.17.Vanille's abilities performance

Being feminine heroine, Vanille is obtained main role abilities Ravager, Saboteur and Medic (Farnworth, 2015: 64). Ravager is the main abilities to attack the enemies by used magic power and maximize the damage; Saboteur is the other abilities to weaken the enemies; and Medic is the ability to help her ally from curse and illness. The three of her abilities shows her abilities in the battle. Her

role as magician, also makes her provides special abilities called Death as seen in figure 4.17 above which is presented her to be a magician who has a terrible power to kill her enemies instantly, even for the big creature. Thus, it is proven that Vanille who has feminine and childish side has also great abilities.



Figure 4.18.Vanille's performance with Eidolon

Furthermore, she also provides a summoning character or Eidolon, which is a character that help character heroine in the battle (figure 4.18). Vanille's eidolon is called Hecatoncheir (Square Enix, 2012: 320). Hecaton refers to mythical of an earth elemental creature with multiple arms. Once Vanille called it out, Hecatoncheir will attack and protect her from the risk, while Vanille will give help like healing and give damage to weaken the enemy.



Figure 4.19.Vanille's performance with Hecaton in gestalt mode

On the other transform called gestalt mode, it can transform into a bipedal mechanical armed with machine guns (figure 4.19). The presence of Hecaton mode gestalt gives more power to Vanille. The game developer presents her Hecatoncheir as a mighty giant creature that fortifies Vanille's weakness to support her as female hero. Hence, from the description above, it means that her battle performance proven her as heroic heroine which negate her other side as dependent character.

Thus, based on the elaboration above, Vanille is represented as a feminine hero who endowed power. The entirely aspects of her characterization is represented the stereotype of damsel in distress and feminine quality in both her sexual appearance and behavior. The contradictive between her representation as female hero and damsel in distress is due to the presentation in game play and game narrative. In the game play mode, Vanille as female character would be

presents an active role as female character hero in some battle events. While, in game narrative would be present her as feminine female character. Since, in video game, there is different function between game play and game narrative. Game play is where and when the player can performed her as their character hero, and game narrative is contain of main story would be played that the player cannot control it. Therefore, the presence of Vanille in Final Fantasy XIII could be present contradictive because the game system.

4.1.3. Oerba Yun Fang

Oerba Yun Fang is acquired in Final Fantasy XIII as the other playable female characters. She is presented as 21 year old young woman. From her full name, Fang is her nick name, while Yun is her clan and Oerba is the village where she lived (Square Enix, 2012: 321). She is also introduced as mysterious woman same with Vanille who came from nowhere without clear identity (Farnworth, 2015: 39). Despite she was a detested l'Cie, she involved and worked in a division of Military Corps. In the video game, she is a childhood friend of Vanille. The presentation of Fang will describe in detail as followed.



Figure 4.20.Oerba Yun Fang

The first is facial features. Fang's facial feature was designed to be beautiful like Lightning who has Caucasian or western style that symmetrical face (figure 4.20). Her beautiful face is represented to Mediterranean race, one of the sub Caucasian races, that flawless, smooth lips, green eyes, beauty mark beneath her right eye, pointed nose and olive skin tone that looks light brown (Square Enix team, 2010: 33). Mediterranean race is one of the sub races into which the Caucasian was categorized in the late 19th to mid-20th centuries (Murji and Solomos, 2005: 215). As Gundle (2007: 301) stated that there was link to specific kind of feminine beauty to Mediterranean woman that have dark hair and olive skin were recognizably different from other national stereotypes, such as America, French, and England. Thus, Fang indicates she has feminine characteristics

through facial feature. The facial feature means to represent her as beauty female hero following the existed stereotypical heroine.



Figure 4.21.Costume Design Oerba Yun Fang

Second is body appearance (figure 4.21). In the interview, Nomura revealed that during the development, Fang was originally conceived as male character, but the character designer changed the concept become seductive female character. However, in the end, the game designer wants also to display her to be female warrior in the game. Then, they added her bit muscle in arms and thighs; draw a tattoo in her right and l'Cie brand in left shoulder (Square Enix team, 2010: 50-51). It means that she was expected to have important role for her present as female hero in Final Fantasy XIII. Because, the present of female character not simply employ her as target object, but to empower female as a

figure that has an important role in the game. Therefore, she provides as warrior heroine in the game.

Based on the theory of virtual characters design (Sloan, 2015: 5-9), Fang's body type is categorized as mesomorph same as character Lightning who has muscular body, lean, upright posture, wide shoulders, and think skin. She is presented to be height 175 cm with proportional weight (Square Enix team, 2010: 30). Moreover, to emphasize her femininity characteristics, she is presented with voluptuous body. From the description, Fang does not possess a masculine body; instead she is depicted more athletic body to be appropriate female hero while still elicits characteristics of femininity.

Third the costume design. This also serves as sexual appeal. She wears black bra, blue drape warped around her half body, black sleeves, colorful necklace strap, wears purple claw-shaped earrings, fur pelts hanging in a cord belt, and leather open toed knee high boots (figure 4.21). The outfits resembles to the traditional Indian Sari includes a piece of long fabric that wraps over body, short blouse, and adorned with tribal accessories (Square Enix, 2012: 321). From the chosen outfit, it emphasizes her woman sexuality to present as seductive woman. Display as seductive is one of aspects stereotype that promote her as modern heroine.

Forth is hairstyle. Fang has dark raven hair with braid behind her left ear (Square Enix, 2012: 321). There is no much explanation about her hairstyle, but it is said that the hairstyle is presented to look wild fearlessness woman and her black hair is natural color balancing to her skin. Moreover, her hairstyling is

shoulder length hair. About hairstyle that categorized as stereotype is female with black and long hair since black is natural stimuli color that attractive, intelligent, happy, confident, trustworthy, and feminine and long is the most characteristics of feminine (Manning, 2011: 47). From the description, her hairstyling might seem disheveled, but she still looks attractive as wild female hero.

Fifth is voice. The casting voices of Fang, the team directors also chose Australian accent same as Vanille. It is to align her to Vanille as someone who came from the same village. Rachel Robinson, the voice actor of Fang for English version, has been known as the voice actor for many video games. The interview posted by Kikyo and Blitz in Final Fantasy Union at 2010, Rachel admitted that during the casting, Fang was the one hardest role and most complicated to dealt with, like when she had to make heavy groaning screams because that was quite hurt for her throat. But, she continued said that she was grateful to be able dubbing Fang. For the characteristics voice of Fang, she has a rather low, heavy and hoarse pitch with firm voice. Through her voice plays a formidable in emotion like when she groans or shouted harshly. It can be said that her voice is less feminine, but it is part of femininity stereotype.

For the movement concept, Fang is presented same as Lightning, who is agile and fast. As Fang was still following to the earlier concept of male gender, Nomura wanted her boost stronger than Lightning in fighting mode (Square Enix team, 2010: 51). For her walking mode, she is presented to look like Lighting, a model walk which is to emphasize her feminine side.



Figure 4.22. Fang Behavior

In the character's behavior, Fang is individualistic who is cocky, confident, humorist, and sarcastic. Sometimes, her sarcastic humorist becomes ambiguous. For example on the figure 4.22 above, it shows when she appears in the first met with Snow, she began playing flirting to him while she threatens him. From the depiction above, it is indicated her as femme fatale in the game. Femme fatale is the term that commonly identified as female stereotype. Femme fatale describes as a woman who is extremely attractive and quite mysterious. Female who categorizes as femme fatale have attitudes about the use of feminine side to mislead, deceive or seduce. It is presented as alternative to the four traditional female stereotypes determined by male discourse. However, being femme fatale does not mean her to be serious heroine neither treated as sex objects, but Fang play sarcastic humorist words as her genuine power.



Figure 4.23. Fang's relationship

Besides the mentioning characterization behavior above, eventually Fang has compassionate side and fragility inside, although she is depicted as heroic woman. Her compassionate is presented who like to take her caring and protecting the person she cares about, especially towards Vanille. While the fragility could be the confusion and anxiety she experienced. For example on the figure 4.23, Fang put Vanille's safety first by escaping her in the safe place, while she would take on fight the pursuers and after they are reunited, Fang promised to Vanille that she never leave her alone anymore and they would always together.

Moreover, she shows her fragility to Lightning and they admitted to each other for losing someone they care about. The description above means that fang has bonds of sisterhood between other female characters. The sisterhood is displayed to prioritize and promote women power that supports each other.

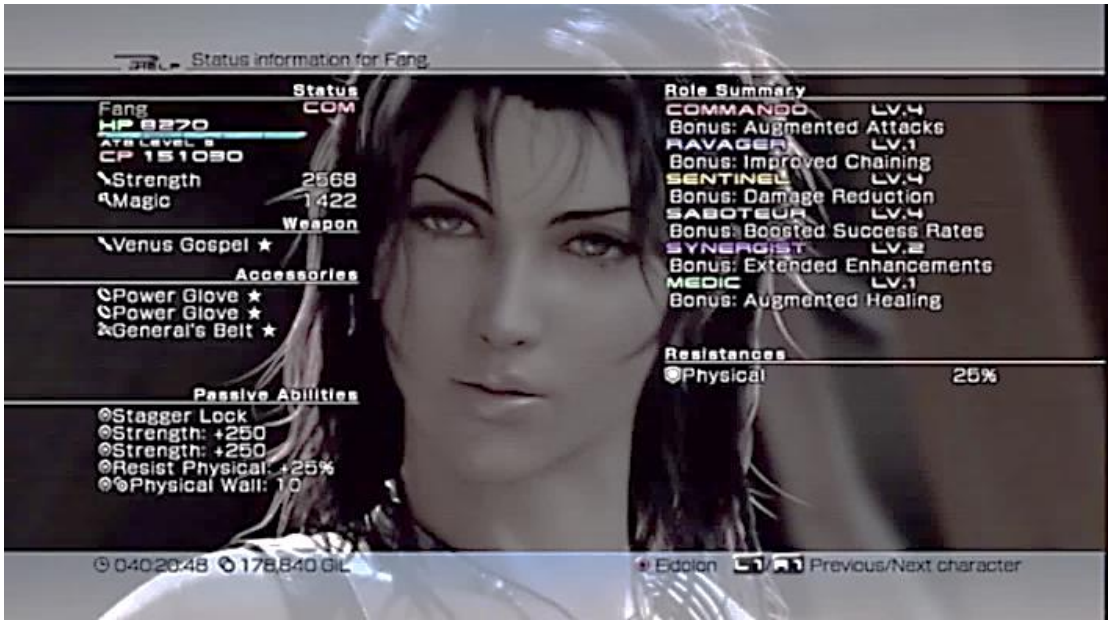


Figure 4.24. Fang Status Information

In the section performance, in the game she is given some attributes for female hero: role abilities, weapon, and accessories resistance (figure 4.24). Through status information, it informs the status of her health, strength, magic power, weapon, accessories, passive abilities, roles and resistances. The health and strength is important to notice first as it will influence her performance in battle. The strength and health can be upgraded after she has practiced in some battle. Moreover, it will take effect as well to the abilities she learns once she has battle. Throughout the performance, she can obtain some items that used to be her passive abilities and accessories resistance. For the accessories resistances, it is part of her adornment she used, like earrings, necklace, gloves, sleeves, and belt. Thus, need to know that Fang as character heroine has chance to enhance her power in battle performance.

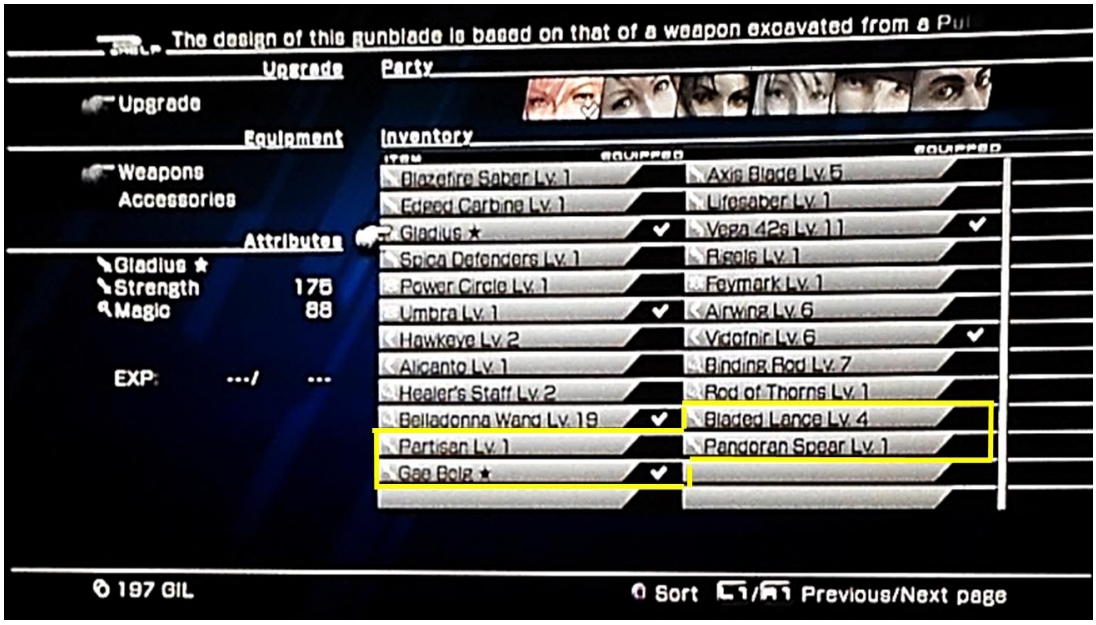


Figure 4.25. List of Fang's Weapons

The weapons she used for fighting is Bladed Lance (figure 4.21), because Fang is a female character who has wielding skill to use spear since she is presented as female warrior (Square Enix, 2012: 321). She has some collecting spears like Bladed Lance, Partisan, Pandora Spear, Gae Bolg, and so on. As can be seen from the figure above, Gae Bolg, marked with star, has upgraded in the high level. Once she has upgraded the weapons, it will gain high damage as well.



Figure 4.26. Fang's Weapons Design

Moreover, the weapon also has variants design and capability (figure 4.26). Fang will obtain the weapon with great quality if she has completed the mission or defeat the enemy. It is said that spear is a weapon that mostly used by male and Fang used it as her weapon to maintain her power.



Figure 4.27. Fang Abilities performance

Fang's main role abilities are includes Commando, Sentinel and Saboteur (Farnworth, 2015: 64). Commando is the role to be offensive and she has to employ brutal physical attack and damage defense of enemies rapidly; Sentinel is the defensive role for the allies which is she has to provide interference by provoking the enemies to attract attention to her; Saboteur is the role to eschew outright attacks with affecting enemies with poison and wide range the ailments. In addition, Fang also possesses with special abilities called Highwind that shown her fast high jump technique with spear attack (figure 4.27). The role abilities

above are to underline her representation like an aggressive masculine. Though she has feminine appearance, in the performance she changes to be wild woman.



Figure 4.28. Fang's Summoning Performance

Furthermore, the game designer give a character Eidolon named Bahamut as her salvation (Square Enix, 2012: 321). Bahamut refers to mythical character which is kind of Dragon and Eagle (figure 4.28). Same as Lightning and Vanille, the presentation of Bahamut Eidolon is to provide the power. When she performs together with Bahamut Eidolon, she was ready to hunt some enemies. Both of them is presented really compact that help to attack all enemies and protect to each other.



Figure 4.29. Fang's Summoning Performance with Bahamut

As well for the collaboration between her and Bahamut as can be seen on the figure 4.29, the transformation is look like a balanced concept to present her as a female heroic. They are united and attack the enemies from the hight position. Somehow, Fang is presented look like a female warrior who capable to control the dragon or big creature like Bahamut.



Figure 4.30. Fang in Ragnarok version

In the last aspects is Fang's extraordinary appearance. Since Fang is an l'cie, she was endowed the power of Ragnarok (Square Enix, 2012: 321). Ragnarok, like Eidolon, is kind of beast mythical creature arises of wrath, which is designed to bring the destruction of the world. In Final Fantasy XIII, Fang is the only one playable character who presented in fantastic appearance that shown through cut scene. In the scene (figure 4.30) shows the transformation beast of Fang caused of her anger emotion blow up from the active power of l'Cie.



Figure 4.31. Concept of Fang in Ragnarok version

When she became Ragnarok, the representation becomes beast face with female body proportion, claws, dark skin with red and yellow ornaments, orange and long bushy hair, and big tail (figure 4.31). From the description, although her appearance totally changed from human into beast, the Ragnarok version still designed to have female body shape, like the busty body.

The elaboration above, Fang is playable female character and presented to be pretty warrior that masculine in Final Fantasy XIII. Although she appears incredible brave to confront the danger, her sexual appearance and her tricky flirting behavior still become her limitation stereotype as the figure of female hero in the game.

4.2. The Impact of Stereotype to Character Heroine in Video Game

In Final Fantasy XIII video game, the stereotype of heroine emphases female that is feminine and strong. However, the way of presenting both characteristics differ in certain degree. Lightning tends to balance both her appearance that is beautiful and flawless face, proportional body, but also agile and fast in the battle. That makes her recognize as tomboyish character. Nevertheless, her serious and independent's character is balance with her instinct to nurture Hope, one of supporting character in the game.

Differ from Lightning who is serious and independent, Vanille is presented as young immature girl. She tends to be more feminine and delicate. It makes her like "damsel in distress" that needs protection from others. However, it does not mean that she cannot protect herself. She has ability to fight and has an eidolon that can enhance her battle performance.

The last heroine, Fang, is the most masculine among the three. She has muscular body, lean, upright posture, and wide shoulders but still maintain female body shape. In regard to her strength, she is stronger and agile than Lightning. She is considered as tough and seductive female.

The presentation of strong but feminine characters corresponds to the presentation of female in third wave feminism. That is the toughness attribute of traditional male action hero is emerged to female character as advocacy of being powerful female hero, yet still appear looking good with dominated characteristics of femininity. Moreover, the presentation of three heroine stereotype can influence to their personalities that are feminine, tomboyish, and more macho.

In sum, the stereotype is used as alternative characteristics which can be considered as powerful female hero. The application of heroine stereotype in Final Fantasy XIII enhances the eligibility of female as a hero since it maintains the characteristics of male hero characteristics. In contrast, the depiction of stereotype above also shows that there is a limitation of what considered being a female hero which also means eliminate characteristic that is not considered to be appropriate to be a hero.