



Alisaie is a sixteen-year-old Elvaan with white hair and blue eyes. She wears a large delta-shaped earring on her right ear and dark violet half robes. She wears a red ribbon in her pony-tail to distinguish herself from her twin brother.

Alisaie is strong-willed, cynical, compassionate, and at times, emotional. By her own admission, her brother was always the more clever of the two while she is more direct. Alisaie has little interest in the affairs of the city-state's politics, finding their petty political power struggles tiresome.

She has a humorous side, often teasing her brother and making cynical comments. Although this seems like petty sibling rivalry, it shows that she knows and understands her brother unlike anyone else. Alisaie resents being compared to her brother or being mistaken for a boy. She deeply cares for her brother, much like how he does for her.

Alisaie is more pragmatic and direct than her brother, most often concerned with the possible ramifications of a mission.

Alisaie Leveilleur

CR 1

XP 400

Female Elvaan Red Mage 1

CG Medium Humanoid

Init +2; **Senses** Low-Light Vision; Perception +3

Defense

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

HP 10 (1d8+2); **MP** 4

Fort +3, **Reflex** +2, **Will** +3

Defensive Abilities [Keen Senses](#), [Arcane Focus](#)

Offense

Speed 30 ft.

Melee Rapier +2 (1d6+1/18-20 x2)

Ranged Ray +2 (spells)

Special Attacks [Spell Combat](#)

Limit Breaks [Dual Spellcasting](#), [Flexibility](#)

Red Mage Spells Known (CL 1st, Concentration +4 [+2 when casting defensively])

1st – Aero (DC 14), Cure (DC 14), Deflect, Fire (DC 14), Stone (DC 14), Thunder (DC 14)

0th – Detect Magic, Read Magic

Tactics

During Combat Alisaie will fight her foes, up-close and personal with her rapier, using her spell combat to utilize her spells while casting defensively, but will also fling spells from a distance if the situation calls for it. Alisaie will heal her allies if she feels she needs to but prefers to save her spells for her enemies.

Statistics

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +0; **CMB** +1; **CMD** 13

Feats Extra MP

Skills Acrobatics +6, Bluff +7, Diplomacy +7, Knowledge (Arcana) +5, Perception +3, Spellcraft +5

Languages Common, Elvaan, and 1 more

SQ [Martial Background](#) (Rapier), [Noble Upbringing](#), [Hatred](#), [Red Magery](#) (Spell Combat Expertise +1), [Ruby Knowledge](#), [Spell Proficiency](#)

Combat Gear Rapier, Haramaki, Ghost Hand x2, Healing Spring; **Other Gear** 1-Pint Flask, Backpack, Bedroll, Trail Rations x3.

*Alisaie puts her favored class bonus into extra Hit Points.

**If playing in a campaign that allows traits, Alisaie gains the “Reactionary” and “Arcane Revitalization” traits.

Alisaie Leveilleur

CR 5

XP 1,600

Female Elvaan Red Mage 5

CG Medium Humanoid

Init +2; **Senses** Low-Light Vision; Perception +8

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

HP 40 (5d8+15); MP 17

Fort +7, Reflex +4, Will +6

Defensive Abilities [Keen Senses](#), [Arcane Focus](#)

Offense

Speed 30 ft.

Melee +1 Rapier +7 (1d6+2/18-20x2)

Ranged Ray +5 (spells)

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (5 points), [Ruby Arcana](#) (Arcane Accuracy), [Quick Cast](#) (1/day), [Convert](#) (1/day)

Limit Breaks [Dual Spellcasting](#), [Flexibility](#)

Red Mage Spells Known (CL 5th, Concentration +9 [+2 when casting defensively])

2nd – Aero II (DC 16), Cure II (DC 16), Fire II (DC 16), Stone II (DC 16), Thunder II (DC 16)

1st – Aero (DC 15), Cure (DC 15), Deflect, Enspell, Fire (DC 15), Protect, Quick Step, Shell, Stone (DC 15), Thunder (DC 15)

0th – Detect Magic, Guidance, Read Magic

Tactics

During Combat Alisaie will fight her foes, up-close and personal with her rapier, using her spell combat to utilize her spells while casting defensively, but will also fling spells from a distance if the situation calls for it. Alisaie will heal her allies if she feels she needs to but prefers to save her spells for her enemies.

Statistics

Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 18

Base Atk +3; CMB +4; CMD 16

Feats Dodge, Extra MP, Weapon Finesse

Skills Acrobatics +5, Bluff +12, Diplomacy +12, Knowledge (Arcana) +9, Perception +8, Spellcraft +9, Use Magic Device +9

Languages Common, Elvaan, and 1 more

SQ [Martial Background](#) (Rapier), [Noble Upbringing](#), [Hatred](#), [Red Magery](#) (Spell Combat Expertise +2), [Ruby Knowledge](#), [Spell Proficiency](#), [Quick Leaner](#) (Extend Spell), [Armored Mage](#) (Medium)

Combat Gear +1 Rapier, +1 Chain Shirt, Headband of Alluring Charisma +2, Cloak of Resistance +1, Ether x2, Wand of Offensive Prescience (50 charges); Other Gear 1-Pint Flask, Backpack, Bedroll, Trail Rations x3.

Alisaie Leveilleur

CR 10

XP 9,600

Female Elvaan Red Mage 10

CG Medium Humanoid

Init +2; Senses Low-Light Vision; Perception +12

Defense

AC 22, touch 15, flat-footed 19 (+7 armor, +2 Dex, +1 dodge, +2 deflect)

HP 80 (10d8+30); MP 47

Fort +11, Reflex +7, Will +11

Defensive Abilities [Keen Senses](#), [Arcane Focus](#)

Offense

Speed 30 ft.

Melee +3 Rapier +13/+8 (1d6+5/18-20 x2)

Ranged Ray +11 (spells [+2 Damage])

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (9 points), [Ruby Arcana](#) (Arcane Accuracy, Prescient Attack, Accurate Strike), [Quick Cast](#) (2/day), [Convert](#) (2/day)

Limit Breaks [Dual Spellcasting](#), [Flexibility](#)

Red Mage Spells Known (CL 10th, Concentration +14 [+2 when casting defensively])

4th – Imperilra (DC 18), Raise

3rd – Aera (DC 17), Cura, Fira (DC 17), Haste, Protect II, Stonera, Thundara (DC 17)

2nd – Aero II (DC 16), Cure II (DC 16), Fire II (DC 16), Imperil (DC 16), Restore, Stone II (DC 16), Thunder II (DC 16)

1st – Aero (DC 15), Cure (DC 15), Deflect, Enspell, Fire (DC 15), Protect, Quick Step, Shell, Stone (DC 15), Thunder (DC 15)

0th – Detect Magic, Guidance, Read Magic, Stabilize

Tactics

During Combat Alisaie will fight her foes, up-close and personal with her rapier, using her spell combat to utilize her spells while casting defensively, but will also fling spells from a distance if the situation calls for it. Alisaie will heal her allies if she feels she needs to but prefers to save her spells for her enemies. Alisaie tries to Imperil her foes before attacking them with elemental spells. Alisaie will buff her allies if she knows combat is approaching.

Statistics

Str 12, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 19

Base Atk +7/+2; **CMB** +8; **CMD** 22

Feats Dodge, Extra MP, Fencing Grace, Focused Spell, Weapon Finesse

Skills Acrobatics +9, Bluff +17, Diplomacy +17, Intimidate +12, Knowledge (Arcana) +15, Perception +12, Spellcraft +15, Use Magic Device +12

Languages Common, Elvaan, and 2 more

SQ [Martial Background](#) (Rapier), [Noble Upbringing](#), [Hatred](#), [Red Magery](#) (Spell Combat Expertise +2, Ruby Knowledge +1), [Ruby Knowledge](#), [Spell Proficiency](#), [Quick Learner](#) (Extend Spell, Weapon Bond (Ray), Improved Weapon Bond (Ray), [Armored Mage](#) (Medium, Shield), [Improved Spell Combat](#), [Clear Mind](#).

Combat Gear +3 Rapier, +3 Chain Shirt, Headband of Mental Superiority +2, Ring of Protection +2, Cloak of Resistance +2, X-Ether x2, Hi-Ether; **Other Gear** 1-Pint Flask, Backpack, Bedroll, Trail Rations x3.

Alisaie Leveilleur

CR 15

XP 51,200

Female Elvaan Red Mage 15

CG Medium Humanoid

Init +3; **Senses** Low-Light Vision; Perception +17

Defense

AC 26, touch 17, flat-footed 22 (+9 armor, +3 Dex, +1 dodge, +3 deflect)

HP 165 (15d8+90); MP 98

Fort +16, Reflex +10, Will +13

Defensive Abilities [Keen Senses](#), [Arcane Focus](#); Immune Curse, Silence

Offense

Speed 30 ft.

Melee +5 Rapier +20/+15/+10 (1d6+10/18-20 x2)

Ranged Ray +15 (spells [+2 Damage])

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (16 points), [Ruby Arcana](#) (Arcane Accuracy, Prescient Attack, Accurate Strike, Devoted Blade, Reflection), [Quick Cast](#) (3/day), [Convert](#) (3/day), [Doublecast](#) (1/day)

Limit Breaks [Dual Spellcasting](#), [Flexibility](#)

Red Mage Spells Known (CL 15th, Concentration +22 [+2 when casting defensively])

5th – Aeroga (DC 22), Curaga, Firaga (DC 22), Protect III, Stonega (DC 22), Thundaga (DC 22)

4th – Esuna, Enspellra, Guard, Imperilra (DC 21), Raise, Restora, Stoneskin

3rd – Aera (DC 20), Aero III (DC 20), Cura, Fira (DC 20), Fire III (DC 20), Haste, Protect II, Stonera (DC 20), Stone III (DC 20), Thundara (DC 20), Thunder III (DC 20)

2nd – Aero II (DC 19), Cure II (DC 19), Fire II (DC 19), Imperil (DC 19), Restore, Shield, Stone II (DC 19), Thunder II (DC 19)

1st – Aero (DC 18), Cure (DC 18), Deflect, Enspell, Fire (DC 18), Protect, Quick Step, Shell, Stone (DC 18), Thunder (DC 18)

0th – Detect Magic, Guidance, Read Magic, Stabilize, Torchlight

Tactics

During Combat Alisaie will fight her foes, up-close and personal with her rapier, using her spell combat to utilize her spells while casting defensively, but will also fling spells from a distance if the situation calls for it. Alisaie will heal her allies if she feels she needs to but prefers to save her spells for her enemies. Alisaie tries to Imperil her foes before attacking them with elemental spells, often using her Focused Spell metamagic feat. Alisaie will buff her allies if she knows combat is approaching.

Statistics

Str 12, Dex 16, Con 20, Int 14, Wis 14, Cha 24

Base Atk +11/+6/+1; CMB +12; CMD 28

Feats Dodge, Extra Arcane Pool, Extra MP, Fencing Grace, Focused Spell, Lunge, Weapon Finesse, Weapon Specialization (Rapier)

Skills Acrobatics +11, Bluff +25, Diplomacy +25, Intimidate +15, Knowledge (Arcana) +20, Knowledge (History) +10, Perception +17, Spellcraft +20, Use Magic Device +15

Languages Common, Elvaan, and 2 more

SQ [Martial Background](#) (Rapier), [Noble Upbringing](#), [Hatred](#), [Red Magery](#) (Spell Combat Expertise +2, Ruby Knowledge +2), [Ruby Knowledge](#), [Spell Proficiency](#), [Quick Learner](#) (Extend Spell, Weapon Bond (Ray), Improved Weapon Bond (Ray), Bonus Metamagic Feat (Quicken Spell), [Armored Mage](#) (Medium, Shield), [Improved Spell Combat](#), [Clear Mind](#), [Fighter Training](#), [Jack-of-All-Trades](#), [Greater Spell Combat](#)

Combat Gear +5 Rapier, +5 Chain Shirt, Personality Ring, Ring of Protection +3, Headband of Mental Prowess +2, Belt of Incredible Dexterity +2, Cloak of Resistance +2, X-Ether x3; Other Gear 1-Pint Flask, Backpack, Bedroll, Trail Rations x3.