



Known as the 'Moonshade Butterfly', Lilisette is a newer dancer of Troupe Mayakov, of renowned grace and exotic beauty, due to her mixed Hume and Elvaan heritage. However, she has been pursuing the mysterious being known as Cait Sith.

Lilisette is a traveler through the Cavernous Maws, trying to prevent her father, a knight named Sir Ragelise, from dying in battle. She has joined Troupe Mayakov, a dancing troupe performing in San d'Oria during the war. She tries, numerous times, to capture Cait Sith. The leader of the dancing troupe, Alexei Mayakov, often mispronounces her name with a lisp as "Lilithette."

Lilisette is a young, redheaded girl with mixed Hume and Elvaan heritage, giving her an exotic appearance.

Lilisette

CR 1

XP 400

Female Half-Breed (Hume/Elvaan) Dancer 1

NG Medium Humanoid

Init +5; **Senses** Low-Light Vision; **Perception** +6

Defense

AC 17, touch 17, flat-footed 13 (+3 Cha, +3 Dex, +1 dodge); +2 AC while moving at least 10 feet

HP 10 (1d8+2)

Fort +4, **Reflex** +5, **Will** +0 (+2 vs fear spells and effects)

Offense

Speed 30 ft.

Melee Unarmed Strike +3 (1d6+3/x2)

Limit Breaks [Perfect Dance](#), [Trance](#)

Tactics

During Battle Lilisette will attack foes cautiously, preferring to stay in the back and performing battle dances to help her allies. She will avoid rushing ahead alone, instead preferring to help other allies flank opponents so she can unleash her attacks uninterrupted.

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +0; **CMB** +2; **CMD** 15

Feats Dodge, Improved Unarmed Strike, Weapon Focus (Unarmed Strike)

Skills Acrobatics +7, Perception +6, Perform (Dance) +7, Stealth +7

Languages Common

SQ [AC Bonus](#), [Unarmed Strike](#) (1d6), [Battle Dance](#) (7 rounds). [Fleet](#) (+10 feet)

Combat Gear Weighted Hand/Footwraps, Dancing Scarf; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3, 60 gil.

*Lilisette puts her favored class bonus into bonus Skill Ranks.

**If playing in a game that allows traits, Lilisette gains the “Reactionary” and “Competitive” traits.

Lilisette

CR 5

XP 1,600

Female Half-Breed (Hume/Elvaan) Dancer 5

NG Medium Humanoid

Init +6; **Senses** Low-Light Vision; Perception +10

Defense

AC 19, touch 19, flat-footed 14 (+3 Cha, +1 AC Bonus, +4 Dex, +1 dodge); +3 AC while moving at least 10 feet

HP 38 (5d8+10)

Fort +7, **Reflex** +9, **Will** +2 (+2 vs fear spells and effects)

Offense

Speed 30 ft.

Melee Unarmed Strike +9 (1d8+4/20 x2)

Special Abilities [Ki Pool](#) (5 pts), [Beguiling Dance](#) (Will save DC 15)

Limit Breaks [Perfect Dance](#), [Trance](#)

Tactics

During Battle Lilisette will attack foes cautiously, preferring to stay in the back and performing battle dances and mystic dances to help her allies. She will avoid rushing ahead alone, instead preferring to help other allies flank opponents so she can unleash her attacks uninterrupted.

Statistics

Str 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 19

Feats Dodge, Improved Unarmed Strike, Power Attack, Weapon Finesse, Weapon Focus (Unarmed Strikes)

Skills Acrobatics +12, Escape Artist +12, Perception +10, Perform (Dance) +13, Stealth +12

Languages Common

SQ [AC Bonus](#), [Unarmed Strike](#) (1d8), [Battle Dance](#) (15 rounds). [Fleet](#) (+15 feet), [Versatile Dance](#), [Evasion](#), [Ki](#)

[Powers](#) (Ki Metabolism, Sudden Speed), [Mystic Dances](#) (Curing Waltz, Drain Samba), [Uncanny Dodge](#), [Dance of the Vexing Snake](#)

Combat Gear +1 Weighted Hand/Footwraps, Dancing Scarf +1, Belt of Incredible Dexterity +2, Cloak of Resistance +1, Baccus Wine, Hi-Potion x2, Strength Tonic; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

Lilisette

CR 10

XP 9,600

Female Half-Breed (Hume/Elvaan) Dancer 10

NG Medium Humanoid

Init +6; **Senses** Low-Light Vision; **Perception** +15

Defense

AC 22, touch 22, flat-footed 17 (+3 Cha, +2 AC Bonus, +4 Dex, +1 dodge, +2 deflect); +5 AC while moving at least 10 feet

HP 83 (10d8+30)

Fort +13, **Reflex** +14, **Will** +6 (+2 vs fear spells and effects)

Defensive Abilities [Defensive Roll](#) (1/day)

Offense

Speed 30 ft.

Melee Unarmed Strike +15/+10 (1d10+7/20 x2)

Special Abilities [Ki Pool](#) (8 pts), [Beguiling Dance](#) (Will save DC 18), [Contradance](#) (1/day), [Wearying Dance](#) (Will save DC 18), [Fan Dance](#) (1/day, DR 10/-)

Limit Breaks [Perfect Dance](#), [Trance](#)

Tactics

During Battle Lilisette will attack foes cautiously, preferring to stay in the back and performing battle dances and mystic dances to help her allies. She will avoid rushing ahead alone, instead preferring to help other allies flank opponents so she can unleash her attacks uninterrupted.

Statistics

Str 16, **Dex** 18, **Con** 16, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +7/+2; **CMB** +10; **CMD** 24

Feats Dodge, Improved Unarmed Strike, Extra Mystic Dance (Healing Waltz), Mobility, Power Attack, Weapon Finesse, Weapon Focus (Unarmed Strike)

Skills Acrobatics +17, Escape Artist +17, Perception +15, Perform (Dance) +21, Stealth +17

Languages Common

SQ **AC Bonus**, [Unarmed Strike](#) (1d10), [Battle Dance](#) (25 rounds), [Fleet](#) (+20 feet), [Versatile Dance](#), [Evasion](#), [Ki Powers](#) (Aurablast, Furious Defense, Insightful Wisdom, Ki Metabolism, Sudden Speed), [Mystic Dances](#) (Curing Waltz, Curing Waltz II, Curing Waltz III, Divine Waltz, Drain Samba, Healing Waltz), [Uncanny Dodge](#), [Dance of the Vexing Snake](#), [Rain of Blows](#) (+2), [Dancer's Strike](#), [Improved Uncanny Dodge](#), [Dance of the Floating Step](#)

Combat Gear +3 Weighted Hand/Footwraps, Dancing Scarf +3, Belt of Physical Perfection +2, Cloak of Resistance +3, Ring of Protection +2, X-Potion x3, Hi-Potion, Baccus Wine x3; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.

XP 51,200

Female Half-Breed (Hume/Elvaan) Dancer 15

NG Medium Humanoid

Init +8; **Senses** Low-Light Vision; Perception +20

Defense

AC 31, touch 31, flat-footed 24 (+7 Cha, +4 AC Bonus, +6 Dex, +1 dodge, +3 deflect); +7 AC while moving at least 10 feet**HP** 138 (15d8+60)**Fort** +17, **Reflex** +19, **Will** +9 (+2 vs fear spells and effects)**Defensive Abilities** [Defensive Roll](#) (1/day)

Offense

Speed 30 ft.**Melee** Unarmed Strike +22/+17/+12 (2d6+9/20 x2)**Special Abilities** [Ki Pool](#) (14 pts), [Beguiling Dance](#) (Will save DC 24), [Contradance](#) (3/day), [Wearying Dance](#) (Will save DC 24), [Fan Dance](#) (2/day, DR 15/-), [Frightful Dance](#) (Will save DC 24), [Saberdance](#) (1/day)**Limit Breaks** [Perfect Dance](#), [Trance](#)

Tactics

During Battle Lilisette will attack foes cautiously, preferring to stay in the back and performing battle dances and mystic dances to help her allies. She will avoid rushing ahead alone, instead preferring to help other allies flank opponents so she can unleash her attacks uninterrupted.

Statistics

Str 16, **Dex** 22, **Con** 18, **Int** 10, **Wis** 10, **Cha** 24**Base Atk** +11/+6/+1; **CMB** +14; **CMD** 30**Feats** Deflect Arrows, Dodge, Extra Mystic Dance (Healing Waltz), Extra Mystic Dance (Drain Samba II), Extra Mystic Dance (Healing Waltz II), Improved Unarmed Strike, Mobility, Power Attack, Weapon Finesse, Weapon Focus (Unarmed Strike)**Skills** Acrobatics +24, Escape Artist +24, Perception +20, Perform (Dance) +28, Stealth +24**Languages** Common**SQ** [AC Bonus](#), [Unarmed Strike](#) (2d6), [Battle Dance](#) (35 rounds), [Fleet](#) (+25 feet), [Versatile Dance](#), [Evasion](#), [Ki Powers](#) (Aurablast, Diamond Resilience, Diamond Soul, Furious Defense, Insightful Wisdom, Ki Metabolism, Sudden Speed), [Mystic Dances](#) (Curing Waltz, Curing Waltz II, Curing Waltz III, Divine Waltz, Divine Waltz II, Drain Samba, Drain Samba II, Haste Samba, Healing Waltz, Healing Waltz II), [Uncanny Dodge](#), [Dance of the Vexing Snake](#), [Rain of Blows](#) (+4), [Dancer's Strike](#), [Improved Uncanny Dodge](#), [Dance of the Floating Step](#), [Improved Evasion](#), [Dance of Fury](#), [Dance of the Crushing Python](#), [Leaf on the Wind](#), [Dance of the Springing Tiger](#)**Combat Gear** +5 Weighted Hand/Footwraps, Dancing Scarf +5, Gloves of Incredible Dexterity +6, Headband of Inspiring Charisma +6, Muscle Belt, Cloak of Resistance +4, Ring of Protection +3, X-Potion x5, Mega Phoenix, Phoenix Down x2, Baccus Wine x3; **Other Gear** Backpack, Bedroll, 1-pint Flask, Trail Rations x3.