**Name:** Alekssander

**Race:** Elvaan

**Age:** 19

**Job:** Mystic Knight/Machinist

**Hometown:** Vana'diel

**Resides in:** Midgar

**Height:** 6'4"/193 cm

**Weight:** 190 lbs/86 kg

**Hair Color:** Light Brown

**Eye Color:** Green

**Birthdate:** July 2

**Weapon:** Spellblade

**Skill:** Charge, Tools, Inspect

**Attire:** A white Mystic Knight robe over a gray wifebeater. Dark brown pants and boots. No turban, no mask.

**Story:** Alekssander was orignally an adventuring Black Mage from Vana'diel. While on a quest for Lady Prishe, Alekssander saw a poster which told of a mystery in a well in San d'Oria. According to the poster, there was a strange whirring noise coming from inside the well, and a 100,000 gil reward for anyone who could who could figure out the problem and get rid of it. Intrigued by the mystery and pulled in by the reward, Alekssander went to investigate. Upon reaching San d'Oria, Alekssander noticed a small crowd of other adventurerers gathered around the well. Fighting his way past the crowd, he got to the edge and leaned over to see if he could discern anything, but to no avail. Instead of giving up, he leaned farther over which caused him to accidentally fall into the well. As Alekssander soon found out, the mystery was a strange occurence which until now he thought was mere rumor. What had happenned was a rift had opened up at the bottom of the well, plunging Alekssander into the Void. When he managed to escape some time later, he ended up in Midgar. In this new world however, Alekssander's magic had strangely disappeared. As a Black Mage, he had no other way to defend himself, so in order to give himself another source of protection, he became a weaponsmith and started training with swords and other weapons he'd made. He even opened up a business to sell his weapons, since he was flat broke. This way of life continued on for about eleven months, until Alekssander's magic, without warning, came back. He was thrilled, but felt that he shouldn't just discard his new talents with weaponry. To compromise, he became a Mystic Knight. Seeing his returning magic as a sign, he now searches for a way back to his home world.

**Charges:**

**Fire**

**Blizzard**

**Thunder**

**Poison**

**Tools:**

**Crossbow** - Defense-ignoring attack for half-damage against all enemies.

**Radio** - 50% Chance to confuse an enemy, attacks all enemies.

**Drill** - Defense-ignoring attack against one enemy.

**Limit Break:**

**Spelltools** - Can combine his Charge ability with his Tools ability, and can thus can combine properties of one of each into one attack. For example, Fire + Drill would result in a Fire-elemental defense-ignoring attack against one enemy.