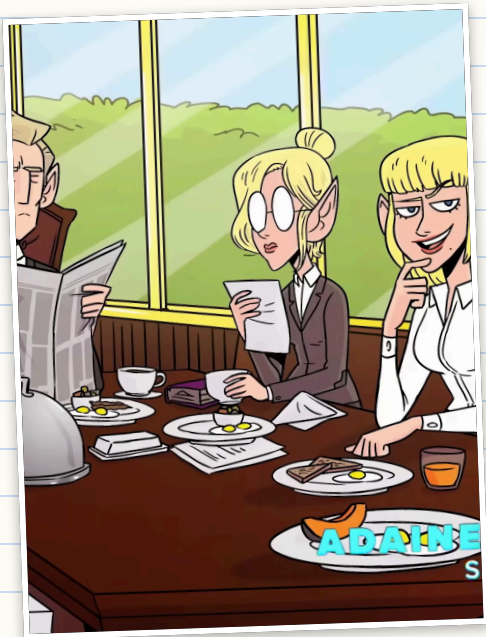


Adaine Abernant

Siobhan Thompson as Adaine Abernant

SEASON 1



RACE

High elf

CLASS

Wizard (Divination (diviner))

LEVEL

5

BACKGROUND

—

STR

-2

DEX

—

CON

—

INT

—

WIS

+2

CHA

—

ARMOR CLASS

12

HIT POINTS

35

LEVEL

5

PROFICIENCY

—

End of season 1 — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Fantasy High wiki (fan project), every value links to its moment on the site.

Adaine Abernant

FULL SHEET

Skills

- Acrobatics +2
- Athletics -2
- Insight +4

Saving throws

- Wisdom +5

Features

- **Panic attacks** — A panic attack condition checked with a Wisdom saving throw; a low roll at the library gives her a full panic attack. E1 00:30:51, E1 01:20:38
- **Arcane Recovery** — After downtime she recovers a first-level spell slot through her arcane recovery ability. E2 00:01:44
- **Ritual casting** — Ritual casts Comprehend Languages to read the note. E3 01:29:51, E3 01:29:53
- **Divination roll (portent)** — Gives Johnny her "3 divination" on his save against Bane, then uses her "high roll" on Ray of Sickness. E4 00:16:00, E4 00:23:42
- **Languages: Infernal** — "I speak Infernal." E4 01:07:37
- **Divination roll (portent)** — Calls it "My portent?" when giving her 16 to Biz. E5 01:22:34
- **Languages** — "I speak Elvish, Elven High Arcana, Draconic and Infernal." E7 00:14:54
- **Spell Sniper (feat)** — Brennan: Adaine has the spell sniper feat, so cover does not bother her; Burning Hands becomes a 30-foot cone with her feat. E8 00:34:29, E8 01:16:59
- **Divination ability: regain a spell** — Casting Clairvoyance makes her regain her Ray of Sickness spell: "With your new divination ability". E11 01:33:12, E11 01:33:16
- **Panic attacks: disadvantage on fear saves** — Her panic attack sets in and she rolls the fear save with disadvantage. E16 00:58:47
- **No disadvantage on fear checks** — With the anxiety meds from Jawbone, "you no longer will roll disadvantage on fear checks". E16 01:16:57
- **Elven Oracle** — Acts "in my capacity as Elven Oracle" in the epilogue. E17 01:15:20

Spells

- **Ray of Sickness** — Cast on Aelwyn under the kitchen table. E1 00:26:18
- **Tasha's Hideous Laughter** — Cast on Aelwyn, who reverses it at her. E1 00:30:10
- **Mage Hand** — Takes the restricted-section book while the librarian's back is turned; pulls Kristen's Bible from the corn. E1 01:20:01, E1 01:48:21
- **Mage Hand** — Takes Doreen's ladle (opposed Intelligence plus proficiency, 22). E2 00:35:13, E2 00:35:33
- **Witch Bolt** — Cast on the corn machine; 1d12 lightning, attack 11 hits. E2 00:16:50, E2 00:17:13
- **Friends** — Cast on the corn ooze; then a gremlin. E2 01:05:26, E2 01:10:44
- **Message** — Messages the teacher she has met down the corridor. E2 01:19:35
- **Mage Hand** — Grabs the crystal and the keys. E3 01:53:11
- **Detect Magic** — Cast on the corn barrel; finds a trace of her own Mage Hand. E3 00:13:24, E3 00:13:27
- **Mending** — Casts mend on their clothes. E3 01:25:35
- **Comprehend Languages** — Ritual cast to read the note. E3 01:29:51
- **Identify** — Cast on the piece of paper. E3 01:34:27
- **Ray of Sickness** — On Johnny: 15 damage, he is poisoned. E4 00:23:53, E4 00:24:04
- **Identify** — Ritual casts Identify on the switchblade. E5 00:15:10
- **Illusory Script** — "I have illusory script." E5 00:53:21
- **Ray of Sickness** — On a werewolf: 10 poison damage. E6 00:25:09
- **Witch Bolt** — Cast as a second level spell (14 to hit). E6 00:48:12, E6 00:48:55
- **Ray of Sickness** — On Ragh: "Don't fuck with my friend, dude!" E7 00:33:06, E7 00:33:12
- **Unseen Servant** — "I can cast Unseen Servant" (proposed). E7 00:32:25

- **Comprehend Languages** — Cast at the factory. E7 01:22:41
- **Tasha's Hideous Laughter** — On Torek; Wisdom save, her spell save DC 14. E8 00:23:30, E8 00:23:37
- **Fire Bolt** — Attack 18 at the half pipe, which catches fire. E8 00:08:03, E8 00:08:18
- **Web** — Improvised into anchor strands (Arcana DC 20). E8 00:59:17, E8 00:59:43
- **Burning Hands** — 3d6 fire in a 30-foot cone with her feat. E8 01:16:59, E8 01:17:28
- **Detect Thoughts** — Cast on Shellford to listen to his surface thoughts. E9 01:24:32
- **Ray of Sickness** — On Coach Daybreak, DC 15 Con save; poisoned. E10 00:46:34
- **Burning Hands** — Cast as a third level spell. E10 00:59:02
- **Fly** — Cast on Gorgug. E10 00:05:12
- **Ray of Sickness** — On Aelwyn; she resists. E11 01:30:01
- **Unseen Servant** — Cast to make notes for her. E11 00:41:43
- **Clairvoyance** — Cast where her parents cannot see it. E11 01:32:57
- **Dispel Magic** — "I cast Dispel Magic on her." Aelwyn is out of sight. E11 01:47:02, E11 01:47:04
- **Tasha's Hideous Laughter** — On Aelwyn, her DC 15; succeeds and she takes the palimpsest. E12 01:53:38, E12 01:53:52
- **Dispel Magic** — Cast on her sister; later readied against Aelwyn. E12 00:04:22, E12 00:59:19
- **Blink** — Casts Blink; vanishes to the Ethereal plane. E12 00:18:57, E12 00:20:02
- **Detect Magic** — Ritual Detect Magic on Zelda. E13 01:03:03
- **Invisibility** — Casts it on herself in front of her father. E13 00:18:58
- **Mage Hand** — Yanks Riz's palimpsest out of the machine (spell attack 15). E14 01:26:10
- **Dispel Magic** — On the hallucinogenic effect; later on Mr. Biz, ending his Illusory Doubles. E14 00:12:21, E14 01:09:35
- **Lightning Bolt** — DC 15; 28 damage, Ragh takes it full, Goldenhoard dodges. E16 00:34:12, E16 00:35:14
- **Ray of Frost** — "It's just a cantrip, it's 2d8 of frost damage." E16 01:19:23
- **Ray of Sickness** — On Kristen, who throws up. E17 01:10:14
- **Locate Person** — Cast on Zayn Darkshadow. E17 01:07:43

Items

- **Crystal orb arcane focus** — Arcane focus once used by a Fallinel warcaster, given by her father; two foot diameter. E1 00:28:48, E1 00:29:22
- **Wards and Watches** — Taken from the restricted section with Mage Hand. E1 01:20:01
- **Wards and Watches** — lost: Goldenhoard has Kristen take the book to Aguefort's office. E1 01:22:14
- **Prep school uniform** — Brennan: "prep school, private school uniform". E2 00:43:15
- **Prep school uniform** — lost the sleeves to the gremlins. E2 01:07:12
- **Doreen's ladle** — Taken with Mage Hand; used as a finesse weapon; left bent. E2 00:35:34, E2 00:43:12
- **Crystal palimpsest and keys** — Grabs the crystal and the keys with Mage Hand. E3 01:53:11, E3 01:53:12
- **Crystal palimpsest** — lost: hands it to Biz, who snaps it in. E5 01:21:09, E5 01:21:30
- **Warlock switchblade comb** — "I do have this warlock switch comb." E5 00:47:39
- **Snuff box** — Takes the snuff box away from Fig (Bill had told her she could keep it). E7 00:13:15, E7 00:03:30
- **Warlock switchblade comb** — lost: offered to Gorthalax, who says "let me hang onto it". E8 01:28:04, E8 01:28:14
- **45 gp gift card** — Gift card to a high-end clothier boutique; not magical (Arcana 23). E9 01:18:51, E9 01:19:01
- **45 gp gift card** — lost: spent at The Gilded Coin. E11 00:49:46, E11 00:49:52
- **Elven waybread** — Eats it at the Gukgaks'. E11 00:30:51
- **Jacket of Useful Things** — Bought with the gift card, with jeans and a T-shirt that has minor divination and abjuration magic. E11 00:46:33, E11 00:46:19
- **The Harpy model** — Small wooden model ship found in Aelwyn's closet. E11 01:41:44
- **Palimpsest (Ostentatia)** — Pulled from Aelwyn's pocket. E12 01:56:29
- **Elven waybread** — Gives some to Gilear. E13 01:40:26
- **The Harpy model** — lost: given to Fabian. E13 01:07:15
- **Arcade item: +1 to AC and saves** — From the arcade prize case; she reads the card: "This is plus one to AC and saves." Which item she keeps is not named. E15 00:11:53
- **Arcade item: +1 to saves** — She confirms she still has "a plus 1 to saves". E16 00:58:57
- **Anxiety meds** — From Jawbone; "put anxiety meds in your inventory". E16 01:16:57
- **Wand** — Pulled from the Jacket of Useful Things; spell attack 25, 13 cold damage to Kalvaxus. E16 01:48:11, E16 01:48:44

- **Wand of Ray of Frost** — Brennan: "It's a wand of Ray of Frost." E17 00:23:28
- **Wand of Ray of Frost** — lost: given to Gorthalax, who makes it a guitar pick. E17 00:26:12
- **Jacket of Useful Things: sandwiches and ice** — Pulls sandwiches, then ice, from the jacket. E17 00:18:13, E17 00:23:07