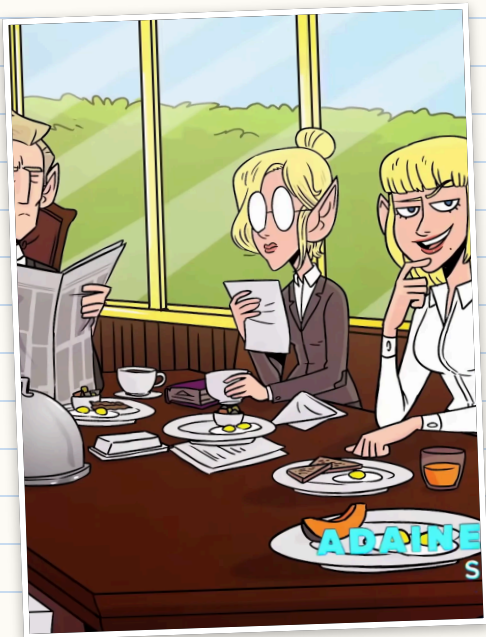


Adaine Abernant

Siobhan Thompson as Adaine Abernant

SEASON 3



RACE

High Elf

CLASS

Wizard (Divination)

LEVEL

14

BACKGROUND

—

STR

+2

DEX

+2

CON

+2

INT

+5

WIS

+2

CHA

+1

ARMOR CLASS

15

HIT POINTS

—

LEVEL

14

PROFICIENCY

—

End of season 3 — 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

- Arcana +9

Saving throws

- —

Features

- **Elven Oracle** — Introduces herself as "Adaine Abernant, Elven Oracle, denim jacket-wearing cool kid." S3E1 00:11:15
- **Familiar: Boggy the Froggy** — Has a familiar, Boggy the Froggy. S3E1 00:11:34
- **Portent** — "Save my good portent rolls." S3E1 00:38:19
- **True Strike via sword** — Bonus-action True Strike through the Sword of Sight, gaining advantage on her first attack. S3E1 00:56:03
- **Third Eye** — After a short rest switches her Third Eye from the Ethereal Plane to seeing invisible creatures and objects within 10 feet. S3E4 00:32:29
- **Job: Oodles of Strudel** — Applies for a job at Oodles of Strudel: two silver pieces per shift, eight-hour shifts. S3E4 01:49:07
- **See Invisibility at all times** — Has See Invisibility on at all times because of Divination. S3E5 00:22:03
- **Job: Oodles of Strudel (terminated)** — Receives a message that her position at Oodles of Strudel is terminated and that she owes the balance. S3E6 00:07:06
- **Wizard downtime research** — In downtime her research (academics 20, research 22) learns a 7th-, 6th-, 5th- and 4th-level wizard spell; she asks for Legend Lore. S3E13 01:38:23, S3E13 01:39:15
- **War Caster** — "I have War Caster", so she has advantage on concentration. S3E19 00:22:13

Spells

- **Mirror Image** — "She currently has Mirror Image going, so that's three Adaines." S3E1 00:11:31
- **Mordenkainen's Faithful Hound** — "I have Mordenkainen's Faithful Hound, so I have an invisible dog called Moggy the Doggy." S3E1 00:11:51
- **True Strike** — Cast as a bonus action using the Sword of Sight. S3E1 00:56:03
- **Chromatic Orb** — Cast against the Night Yorb; she picks thunder damage. S3E1 00:56:50
- **Bigby's Hand** — Casts it as "my second 5th level spell" and uses Grasping Hand. S3E2 00:04:38
- **Shield** — Casts Shield. S3E2 00:12:48
- **Erupting Earth** — Casts a 4th-level Erupting Earth over the two Yorbies that are left, because they are next to each other. S3E2 01:09:53
- **Fly** — Casts Fly on the van. S3E2 01:27:46
- **Booming Blade** — "I don't have Mending, because I took Booming Blade instead." S3E2 01:38:08
- **Friends** — Casts Friends on Kristen and Fig to get them in the car; advantage on the Persuasion check. S3E3 00:14:50
- **Scrying** — "I have Scrying. I don't have it right now." (known, not prepared) S3E4 00:42:23
- **Dimension Door** — Dimension Doors herself and Kristen to Cassandra. S3E5 00:07:04
- **Steel Wind Strike** — Cast after True Strike to attack five of the shatter-stars. S3E5 00:52:45
- **Dispel Magic** — Casts Dispel Magic on Cassandra. S3E5 01:39:22
- **Counterspell** — "I also have Counterspell." S3E5 01:41:28
- **Ray of Frost** — Casts Ray of Frost on the glass / Oisin's drink. S3E6 00:25:51
- **Unseen Servant** — Ritual-casts Unseen Servant to make breakfast sandwiches. S3E6 01:39:17
- **Detect Magic** — Casts Detect Magic as a ritual. S3E7 00:20:34
- **Nondetection** — Casts Nondetection on Kristen. S3E7 00:26:57
- **Identify** — Casts Identify on Grix's body. S3E9 00:34:10
- **Remove Curse** — "I learned this Remove Curse spell" in downtime. S3E10 00:42:22
- **Raulothim's Psychic Lance** — Casts Raulothim's Psychic Lance. S3E12 01:09:38

- **Plane Shift** — Casts Plane Shift by cutting a door with the sword. S3E13 00:07:21
- **Contact Other Plane** — "I have Contact Other Plane. Can I use that to talk to Bakur?" S3E13 01:19:52
- **Nystul's Magic Aura** — Puts an aura on the gem so it looks like an empty palimpsest. S3E13 01:31:14
- **Legend Lore** — Chooses to learn Legend Lore in downtime. S3E13 01:38:49
- **Conjure Minor Elemental** — "Yes, Conjure Minor Elemental." Keeps it going as a concentration spell. S3E14 01:29:29, S3E14 01:31:52
- **Rary's Telepathic Bond** — Ritual-casts it on the party. S3E14 01:30:15
- **Sleep** — Has her dust mephits ready to cast a Sleep spell on whatever comes out; the Sleep is a DC 10 Charisma saving throw. S3E14 01:40:54, S3E14 01:44:57
- **Simulacrum** — "In this downtime, I took Simulacrum." S3E16 00:44:54
- **Detect Thoughts** — Casts Detect Thoughts on Porter. S3E16 01:33:42
- **Misty Step** — Misty Steps to where Fig is. S3E17 02:36:20
- **Sickening Radiance** — Casts Sickening Radiance across Porter's door. S3E17 02:36:26
- **See Invisibility** — Casts See Invisibility. S3E18 00:07:38
- **Comprehend Languages** — Casts it to talk to the vultures. S3E18 00:09:27
- **Silvery Barbs** — Casts Silvery Barbs. S3E18 00:52:56
- **Adaine's Furious Fist** — "I'm gonna do a 5th-level Adaine's Furious Fist." S3E18 01:28:39
- **Synaptic Static** — Casts Synaptic Static (DC 18) from 120 feet, out of Counterspell range. S3E19 01:12:36

Items

- **Jacket of Useful Things** — A creature ("she") goes into the pocket and disappears into the Jacket of Useful Things. S3E2 01:38:56
- **Key to Aelwyn's apartment** — Aelwyn leaves her a key to her apartment in Clearbrook. S3E2 02:27:32
- **Nemesis Ward** — Aelwyn has placed a Nemesis Ward on Adaine's room. S3E2 02:27:51
- **Keys of the synod** — "I could try to use the keys of the synod." S3E4 01:00:54
- **Sword of Sight** — Holds the Sword of Sight in her hand. S3E5 00:21:53
- **Scooter** — "For some reason in my inventory, I have a scooter." S3E11 00:44:26
- **Pipes of the Sewers** — lost: gives the Pipes of the Sewers to Fabian ("I give you the Pipes of the Sewers") S3E11 02:14:15
- **Ear Worm** — Receives the Ear Worm (golden box with a wriggling worm) from Fabian. S3E11 02:16:33
- **Ballot bag** — The duffel bag of ballots lands in Adaine's hands. S3E20 00:50:23