

Fabian Seacaster

Lou Wilson as Fabian Seacaster

SEASON 3



RACE

Half-elf

CLASS

Fighter 6 / Bard 8

LEVEL

14

BACKGROUND

—

STR

+2

DEX

+5

CON

+2

INT

+1

WIS

+2

CHA

+5

ARMOR CLASS

19

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.

Fabian Seacaster

FULL SHEET

Skills

- Acrobatics +13

Saving throws

- —

Features

- **Second Wind** — Fabian uses Second Wind and rolls 16. S3E1 00:35:05
- **Superiority dice and Trip attack** — Fabian adds a superiority die to make an attack a trip attack. S3E1 01:19:42
- **Fandrangor radiant damage** — Burning a spell slot adds 2d6 radiant damage to a Fandrangor attack (a 2nd level slot here). S3E1 01:19:47
- **Fear immunity** — Fabian is immune to being frightened (Brennan rules on Lou's conditional and invites him to describe it). S3E1 01:39:12
- **Protection** — Uses his reaction for Protection to impose disadvantage on an attack against Fig. S3E2 00:15:12
- **Bard multiclass paperwork** — Fabian says he wants to multiclass; Terpsichore: "You already did." She gets the paperwork. S3E3 01:16:34, S3E3 01:17:16
- **Bardic Inspiration** — Lou asks to give Riz Bardic Inspiration (d6). S3E4 00:40:05, S3E4 01:18:47
- **Ms. Jones signs the multiclass paperwork** — Ms. Jones signs Fabian's bard paperwork; he is told he will still do 75% of the fighting track. S3E4 00:57:48
- **Goading Attack** — A Goading Attack: DC 17 Wisdom saving throw. S3E5 00:17:23
- **Defensive Flourish** — A Bardic die from a Defensive Flourish attack is added to his AC. S3E5 00:17:23
- **Action Surge** — Fabian takes Action Surge. S3E5 01:10:54
- **Bardic Inspiration die d8** — Fabian's Bardic Inspiration is now a d8 instead of a d6. S3E8 01:16:44
- **Gold curse immunity** — The solid gold tattoo is magical: immune to any curses attached to gold, including Dragon Madness. S3E13 00:30:09
- **Riposte** — Fabian uses Riposte against a tendril. S3E15 00:29:50
- **Charm immunity** — Fabian has immunity to being Charmed. S3E15 01:09:46
- **Second Wind d10 plus 6** — Second Wind rolls a d10 plus six. S3E15 01:42:29
- **Ghost Step attunement** — Fabian is attuned to his Ghost Step tattoo. S3E19 00:29:43

Spells

- **Faerie Fire** — Cast with the battle silk. S3E1 00:28:20
- **Kinetic Jaunt** — Cast on himself; Lou says it was the bonus action. S3E5 00:16:25, S3E5 00:21:08
- **Feather Fall** — Cast with his battle sheet. S3E8 01:28:54
- **Pyrotechnics** — Cast through the battle sheet using the smoke feature. S3E11 02:51:56
- **Dispel Magic** — Cast at 4th level as a touch spell on Mazey. S3E20 01:10:41

Items

- **The Hangman** — Fabian's infernal motorcycle; he has it ride out in front. S3E1 00:15:59
- **Elven battle silk** — Formerly the elven battle sheet; a longer cloth fluttering out of the window, used to cast spells. S3E1 00:14:07
- **Fandrangor** — Fabian's sword, the Sword of the Elven Kings. S3E1 01:19:21
- **Hand crossbow** — Fabian shoots it twice. S3E2 00:26:35
- **Trust fund** — Mr. Hughes: 20 million gold pieces in Fabian's trust. S3E4 00:23:35
- **Maximum Legend neck tattoo** — Fabian gets a gilded tattoo reading "Maximum Legend" on either side of his neck. S3E10 01:59:41
- **Pipes of the Sewers** — Pan pipes from Adaine; rats will not attack him unless he lets them, and they can be called. S3E11 02:14:15

- **Ear Worm** — Fabian gives it to Adaine in a golden box: 15 charges, Detect Thoughts and Dissonant Whispers. [S3E11 02:16:33](#), [S3E11 02:17:42](#)
- **Solid gold neck tattoo** — A solid gold magical tattoo (gold-curse immunity). [S3E13 00:29:55](#), [S3E13 00:30:09](#)
- **Bakur's Soul Gem** — Fabian holds it in his inventory. [S3E13 01:30:31](#)
- **Talon of the Vulture King** — Attached to Fandrangor. [S3E18 00:08:34](#)
- **Ghost tattoo** — A grandfather clock among wildflowers on the inside of his left forearm. [S3E18 00:24:02](#)