

Fig Faeth

Emily Axford as Fig Faeth

SEASON 1



RACE
Tiefling

CLASS
Bard

LEVEL
5

BACKGROUND
—

STR —	DEX —	CON —	INT —	WIS —	CHA —
ARMOR CLASS 12	HIT POINTS 46	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.

Fig Faeth

FULL SHEET

Skills

- Deception +11
- Perception +2

Saving throws

- Dexterity +4

Features

- **Bardic Inspiration** — Given secretly to Gorgug. E3 01:01:09, E3 01:01:14
- **Song of Rest** — Brennan: plus one d6 on a short rest, usable as many times as you want. E3 01:48:57
- **Song of Rest (played)** — Plays a Song of Rest to Longview; anyone spending hit dice adds a d6. E4 01:06:12, E4 01:06:42
- **Jack of All Trades** — Adds to a raw Intelligence check. E4 00:36:33
- **Infernal (learning)** — Has been trying to learn Infernal since finding out she is a tiefling; knows a couple of words. E4 01:09:25
- **Elvish** — Fig says she speaks Elvish. E6 01:02:55
- **Bardic Inspiration (d6)** — Emily: the Bardic Inspiration she gave is a d6; she gives it with a wink. E8 00:56:24
- **Disguise kit** — Uses her regular disguise kit with a Performance check to pass as a hospital resident. E9 00:57:53
- **Whispers of Terror** — Speak to a humanoid for one minute to seed paranoia; Wisdom save or frightened for one hour (Emily's description). E10 01:20:07
- **Mantle of Whispers** — Fig asks to use it on a day-old corpse; Brennan: not allowed. E11 00:22:48, E11 00:22:55
- **Actor (feat)** — Advantage on Deception when sneaking into the hospital in disguise. E11 01:13:25, E13 00:23:51
- **Fire resistance** — Has resistance to fire damage. E12 00:53:06, E16 01:29:16
- **Bardic Inspiration (last one spent)** — Winks at Gorgug: My last Bardic. E13 00:56:08
- **Font of Inspiration** — Fig asks how it works. E13 00:51:49
- **Darkvision** — Answers "Me too." when Biz is asked about Darkvision. E13 01:50:18
- **Mantle of Whispers (memories)** — Emily: she gets their memories while she inhabits them; Brennan: only surface memories, no deep secrets. E14 01:32:05, E14 01:32:10
- **Countercharm** — Plays a bass line and Countercharms herself, Kristen and Adaine. E14 00:56:33
- **Countercharm (advantage)** — Plays Countercharm as the party runs in, so all have advantage against being frightened or charmed. E15 01:07:52
- **Steal a shadow (reaction)** — Uses a reaction to steal his shadow; the ability is not named here. E16 00:22:44, E16 00:23:24
- **Reckless Shred** — Gives the target disadvantage on its saving throw; used with a 3rd-level Dissonant Whispers. E16 00:19:58
- **Reckless Shred (any damaging spell)** — Disadvantage on all saving throws against damage-dealing spells, anyone's; Fig calls it a barbarian thing. E17 00:26:41, E17 00:40:12

Spells

- **Disguise Self** — Makes herself look like her mother; duration one hour. E1 00:49:12, E1 00:50:33
- **Dissonant Whispers** — 3d6 psychic on a failed save; cast through her bass guitar. E2 00:11:08, E2 00:12:18
- **Thaumaturgy** — Opens a barrel at a distance; flames on the Prayer Chain; fake thrown fire. E3 00:13:10, E3 00:46:20
- **Friends** — Cast on the liquor in her flask. E3 01:12:55
- **Disguise Self (only herself)** — Fig thinks Disguise Self only works on herself. E4 01:10:30
- **Sleep** — 22 hit points' worth of greasers. E4 00:09:40, E4 00:10:26
- **Vicious Mockery** — Cantrip, cast from the rearview mirror. E4 00:26:02
- **Healing Word** — Bonus action heal on Adaine. E4 00:48:47, E4 00:49:09
- **Shatter** — "Shatter aka shred" with a low bass note; 20 damage. E6 00:41:20, E6 00:43:10

- **Minor Illusion** — A fedora for Gilear, a sexy rat, a skateboard on her shoulder. E7 00:23:44, E7 00:44:19
- **Detect Thoughts** — Cast on Gilear. E7 00:21:29
- **Sleep (2nd level)** — Cast at second level, 7d8. E8 00:30:50
- **Suggestion** — Sung at the stone golem; no effect. E8 00:15:26
- **Friends (on Skrank)** — Cast on Skrank. E9 01:23:36
- **Dissonant Whispers (3rd level)** — Cast at third level on Coach Daybreak. E10 00:35:28
- **Fear** — Cone of Fear on four foes; DC 16 Wisdom save. E10 00:19:18, E10 00:19:38
- **Charm Person** — Cast on Madam Silvaine. E11 00:44:43
- **Protection from Fire (ruby guitar pick)** — Once a day from the ruby guitar pick, which also offers Burning Hands or Charm Person. E11 00:40:37, E12 01:26:49
- **Healing Word (3rd level)** — Third-level Healing Word on Fabian, 15. E12 01:26:27
- **Shatter (3rd level)** — Cast at third level, 4d8. E12 01:50:51
- **Dimension Door** — Brennan: she must know where she is going. E14 00:15:34, E14 00:15:37
- **Hellish Rebuke** — Reaction when hit; 16 fire damage on Biz. E14 01:00:23, E14 01:00:51
- **Darkness** — Cast around the party at the arrest; counterspelled. E15 00:15:11
- **Healing Word (2nd level)** — Second-level Healing Word on Riz, 14. E16 01:24:05
- **Dissonant Whispers (4th level)** — Cast at fourth level on Kalvaxus, 22 damage. E17 00:26:41, E17 00:27:15
- **Polymorph** — Fig considers casting it on Kalvaxus, then casts Fear instead. E17 00:42:24

Items

- **Red guitar** — In the corner of her attic room. E1 00:42:02
- **Horn cream** — In her room, for her horns coming in. E1 00:42:02
- **Bass guitar** — Fig: she has a bass guitar. E1 00:42:26
- **Drumsticks** — Fig says she has drumsticks. E1 00:42:26
- **Cigarettes** — Lights up a cigarette. E1 00:45:35
- **Fishnet tights** — Made from Doreen's hairnet. E3 00:11:24
- **Flask** — Peppermint schnapps with Friends cast on it. E3 01:12:55
- **Cloves** — Has time to light up a clove while driving. E4 00:29:37
- **Leather jacket** — Steals a greaser's leather jacket to infiltrate the gang. E4 01:13:05, E4 01:13:09
- **Drumsticks** — lost: gives the drumsticks to Gorgug. E5 00:22:07
- **Silver jewelry** — She is wearing silver jewelry. E6 00:55:14
- **Bill's snuff box** — Bill lets her keep the box. E7 00:03:30
- **Bill's snuff box** — lost: Adaine takes the snuff box away from her. E7 00:13:15
- **Pearl of Life** — Takes the pearl from Sylvester and pockets it. E7 00:56:34
- **Leather jacket (Johnny Spells')** — Wears Johnny Spells' jacket, taken as a spoil of war. E9 00:16:49
- **Disguise kit** — Her regular disguise kit. E9 00:57:53
- **Hospital liquor** — Dwarven vodka, gnomish whiskey, elven wine from the hospital liquor cabinet. E9 01:11:55, E13 00:35:24
- **Ruby guitar pick** — Locker gift reading Gorthalax's Girl. E9 01:18:10
- **Ruby guitar pick (magical)** — Now casts Protection from Fire, Burning Hands or Charm Person once per day. E11 00:40:37
- **Pet oyster** — Little Gilear; it dies and she keeps it. E11 00:49:22, E11 00:55:25
- **Crystal** — Her crystal; records Percival's confession. E13 00:03:10
- **Johnny Spells' burner phone** — She takes it out and reads its messages. E14 01:39:48
- **Skateboard of Sickness** — Arcade loot identified: crafted by dwarves, grants swiftness and abilities to impress one's peers; who takes it is not shown. E15 00:09:27
- **Crystal polaroid book** — Sandra Lynn hands her a picture book of old crystal polaroids. E15 00:28:49
- **Crystal palimpsest** — Pulled from Bill Seacaster's pocket (Sleight of Hand 19). E15 00:33:58
- **Dwarven skateboard** — Kickflips away on her dwarven skateboard; drops it when frightened and rides it again. E16 00:04:16, E16 00:47:04
- **Penelope's crown** — Puts on Penelope's crown. E17 00:19:03