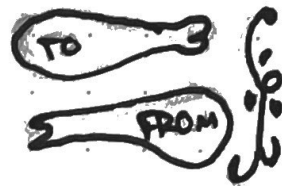
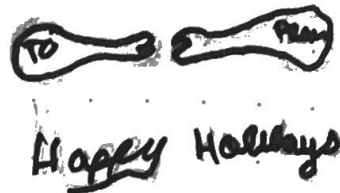


SEASONAL IDENTITY



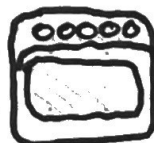
Santa
Baby
Pass the
Gravy



THATS JUST GRAVY - PAPER
SANTA BABY, PASS THE GRAVY - CARD

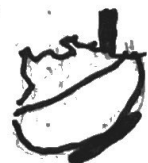


That's
just
Gravy



That's
just
Gravy

That's
just
Gravy



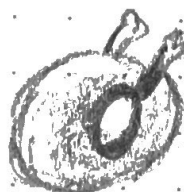
POTATO'S



TURKEY
LEG



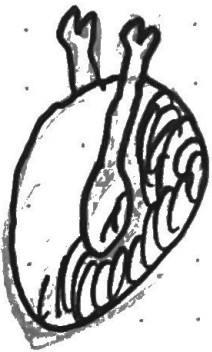
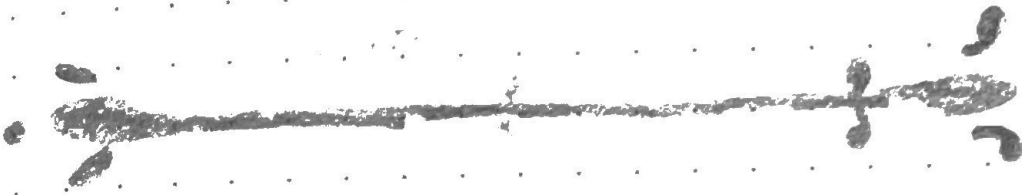
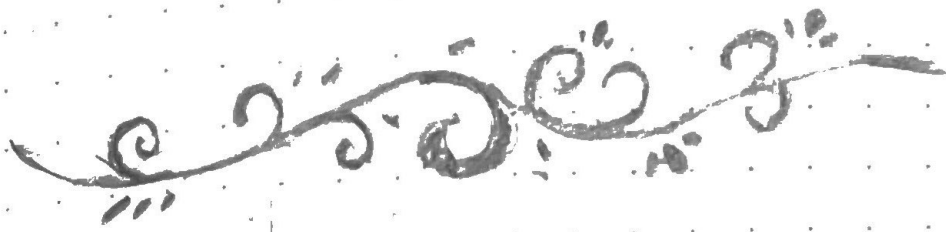
STOVE



TURKEY

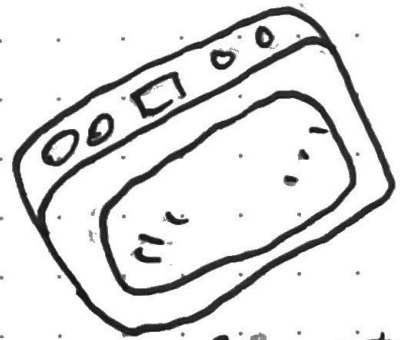
GRAVY
BOAT

SEASONAL IDENTITY - FLOURISH



That's just

Gravy



Merry
CHRISTMAS



Santa
Baby

Hey there
Baby

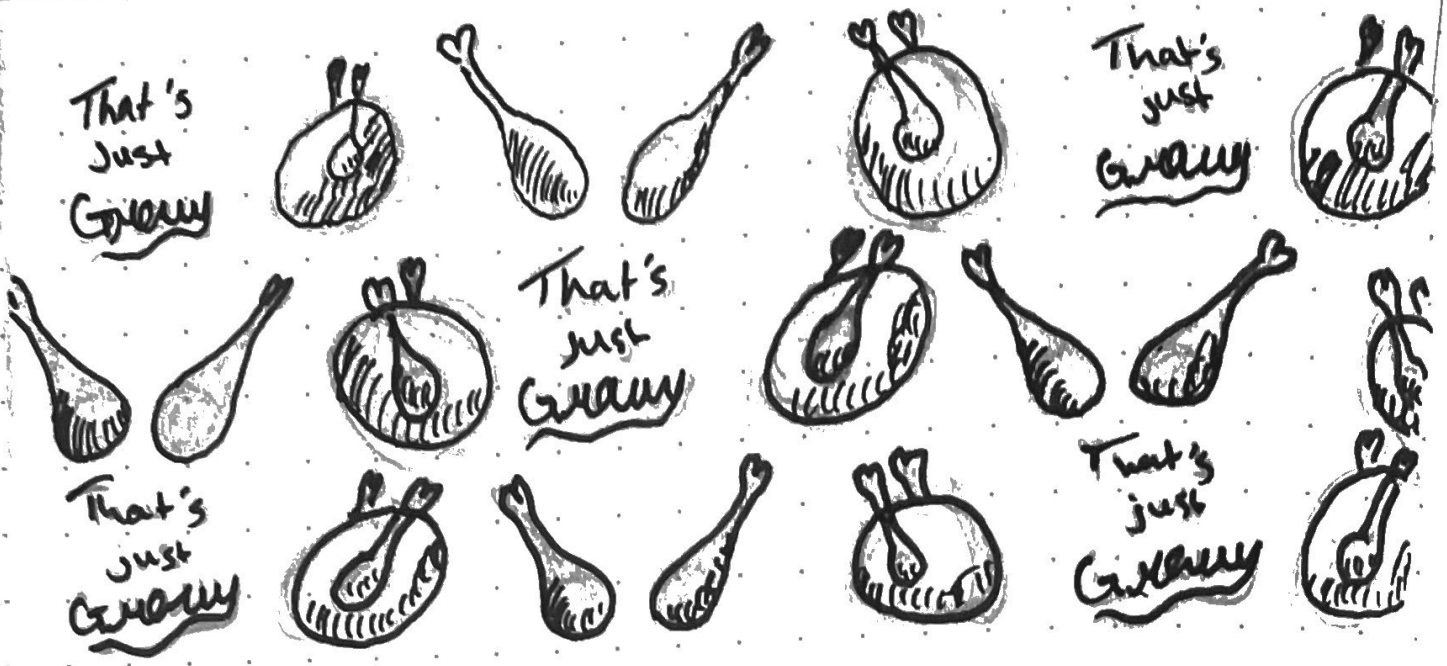
now
PASS
the
Gravy

Send
me
Gravy

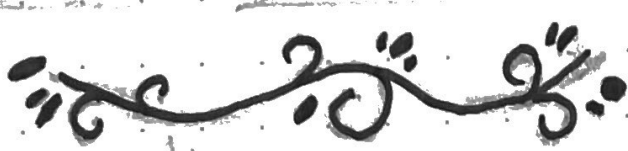
Pass
the
Gravy

MORE BREATH + LINEWORK

SAME LINE WEIGHTS



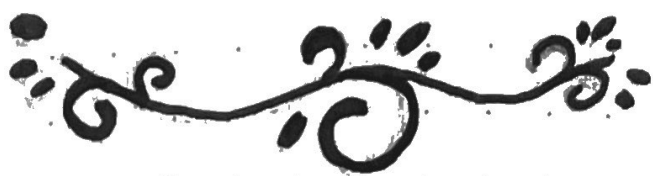
WRAPPING PAPER



Hey there
Baby



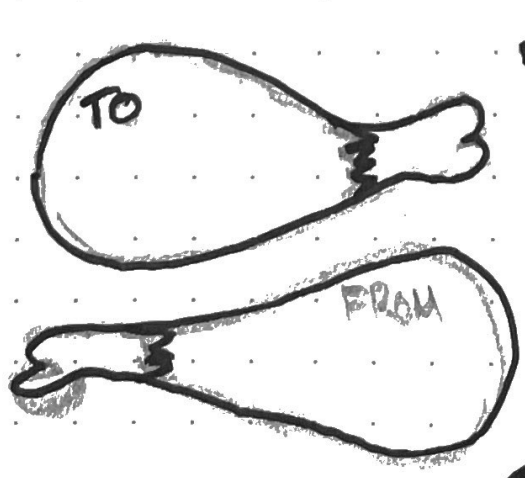
FRONT



Pass the
Gravy



BACK



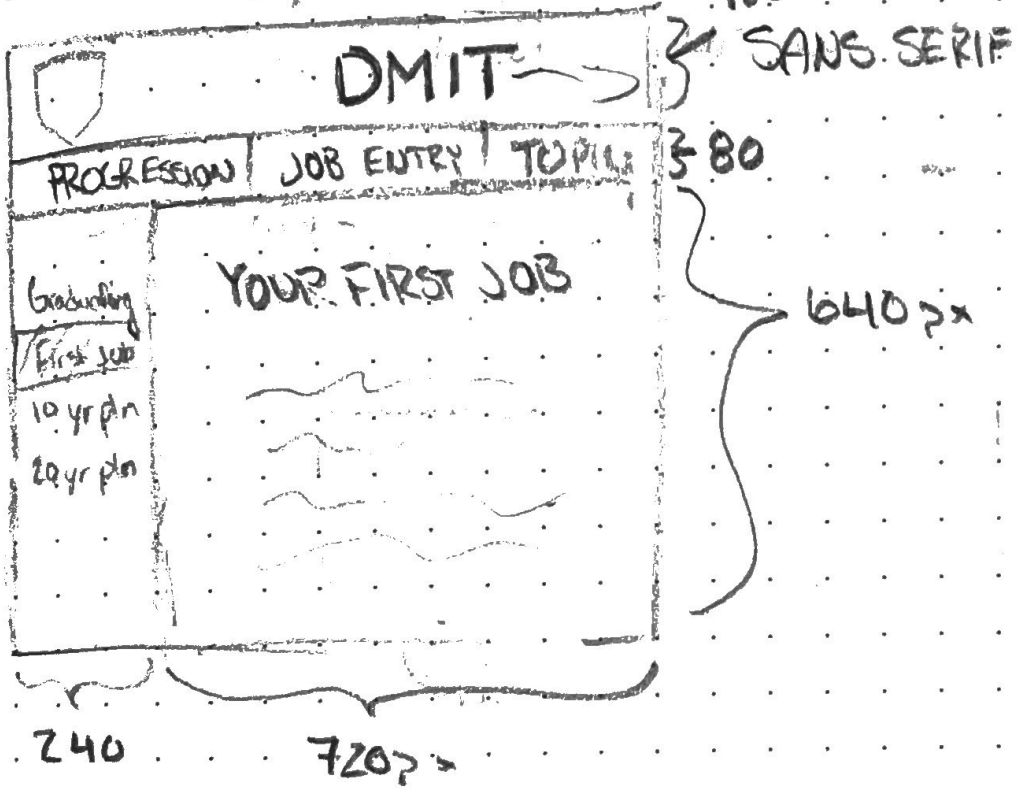
GIFT TAG

Happy
Holidays

TO/FROM GREASE SLAKE

COMMUNICATIONS - TEAM PROJECT

- DMIT - NAIT COLOURS - BLUE - WHITE
- 1 - NAIT LOGO
- WHITE SPACE - SPARSE INFO - TARGET GRADUATES/STUDENTS
- 960
- 160

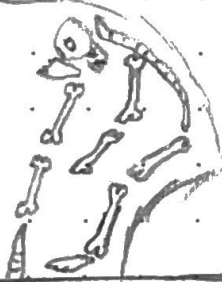


PANEL 8

- COLOUR / - RAINBOW
 - LEGS
 INCLUSIVE / CORPORATE - RETAIL / SUFFOCATING
 THINK DIFFERENT - APPLE - MACINTOSH
 - GRANNY SMITH
 - COLOURFUL
 OPPOSITE - CONTRAST
 GREY / COLOURLESS
 UNINSPIRED / - DEAD
 - UNEVENTFUL
 - PARASITE / - BUG
 - WASTING / - WORM
 - LEGS
 CREATIVE / - CUSTOMER
 - PUBLIC
 - OUTSIDE
 - DUALITY
 - ASHES / - BONES
 - DECAY / - SKELETON / INSIDE
 - DUST

BROWN
DRY
CRACK

THINK
DIFFERENT



THINK
"OFF"

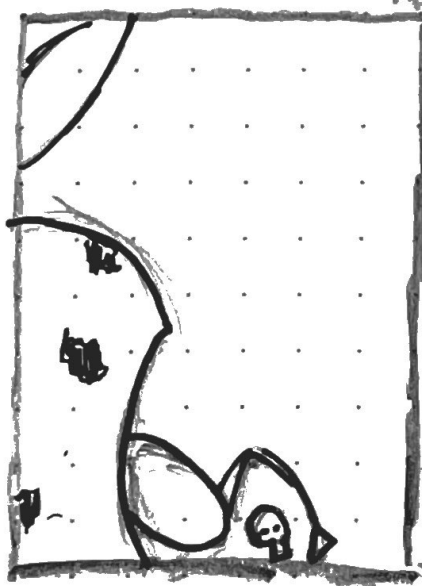


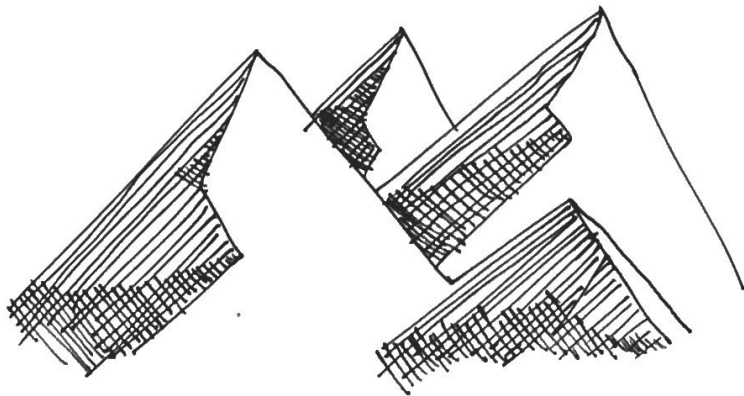
LIVING THE
DREAM



SHRIVELLED
ROTTING

CONSUME
TXT MSG





PANEL 9 - VEINS OF GOLD

EXPLOSION / HEALING - FORGIVENESS

POWER / UNIFICATION

VEINS OF GOLD - DRAGONHOOT - MOUNTAIN - ORE VEINS - STONE

TEARS - LOVE

CONFUSION / ACCEPTANCE

REAL VEINS - BLOOD - DROPS - BLEED
HAND - VAMP



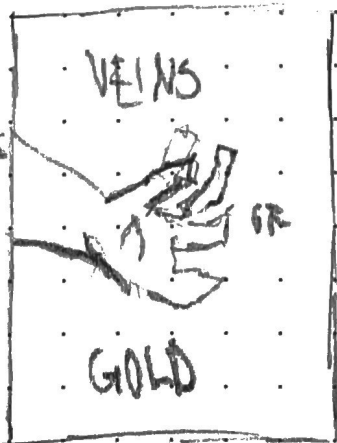
GOLD VEINS
RISING FOR SUPPORT



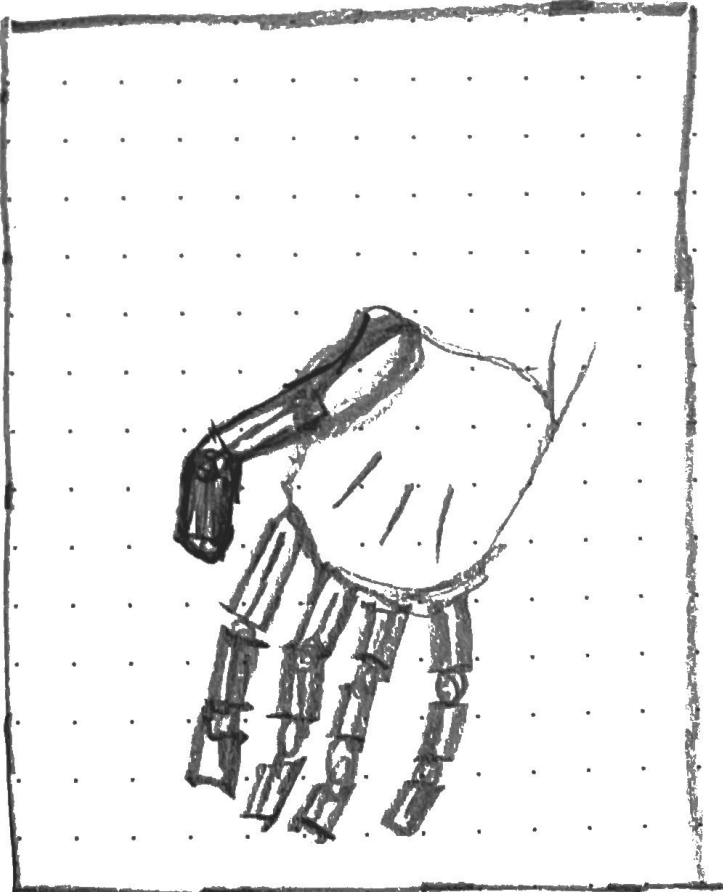
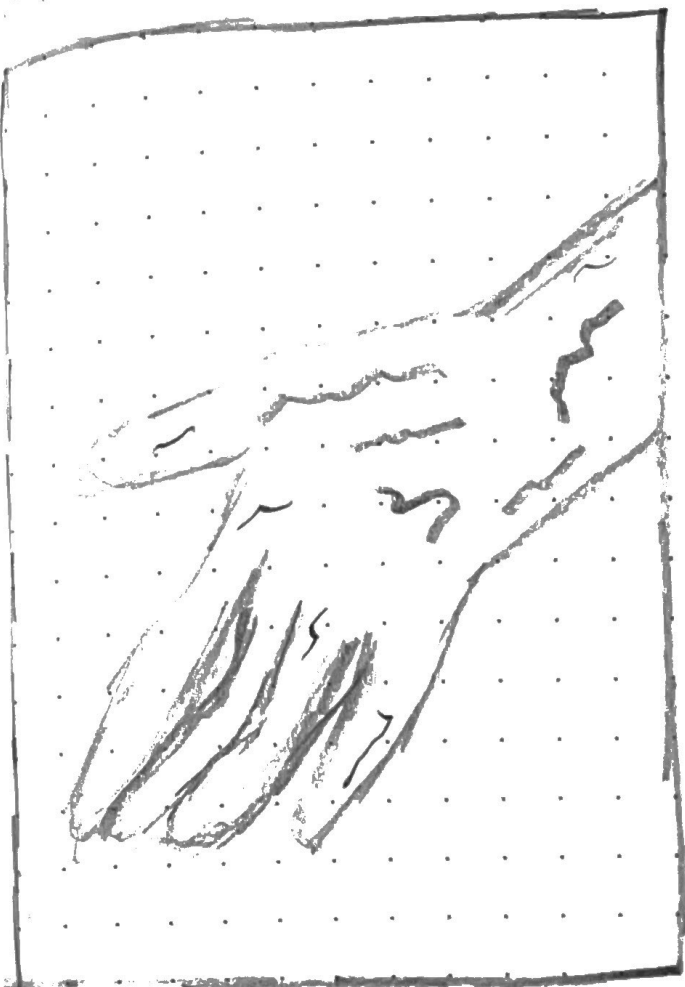
OPEN HAND
GOLD DROPS



STONE HAND
GOLDEN GRINS



PANEL 9 - VEINS OF GOLD



PANEL 10 - I THE MIGHTY - SELF PITY

ANXIETY

GREEN

TOXIC - BUBBLY

WINDING

BE BETTER - CHANGE -
STRONGER

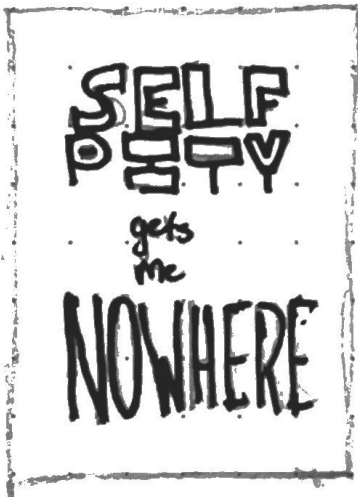
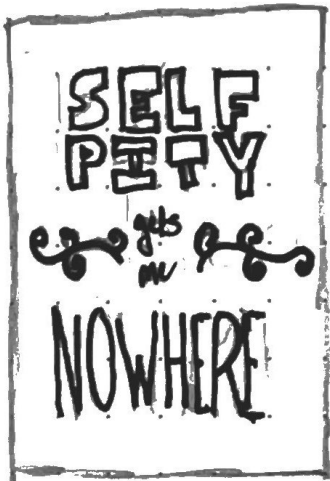
SELF PITY - GETS ME -
NOWHERE

ROAD TO
NOWHERE
- DESERT

MUSCLES

LYRICS - GUITAR

- RHYTHMIC
- TYPOGRAPHY



PANEL 10 - SELF PITY

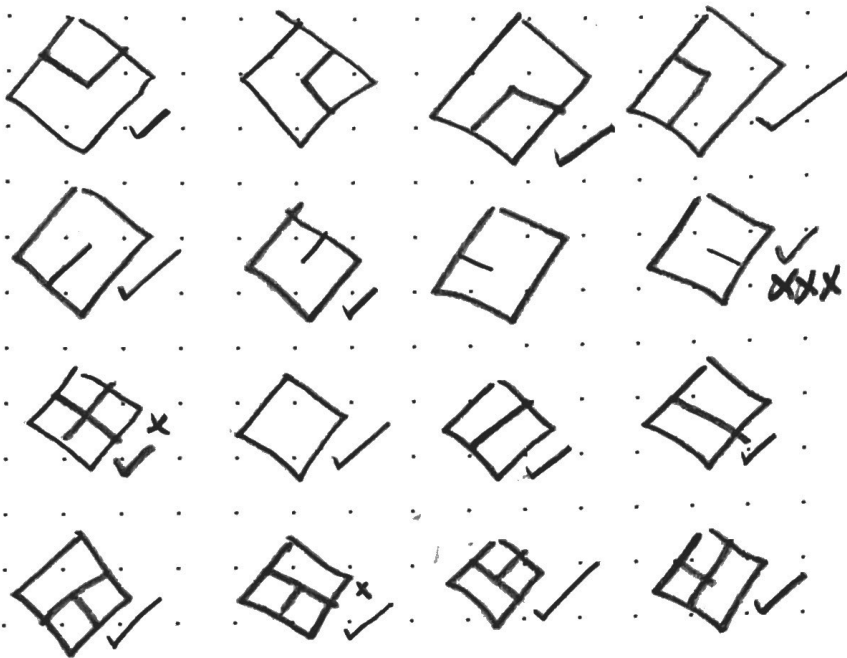
SELF
PITY

gets
me

NOWHERE

Illustrator Part B

TILES



SKYSCRAPER

STORE: ###

HOUSE

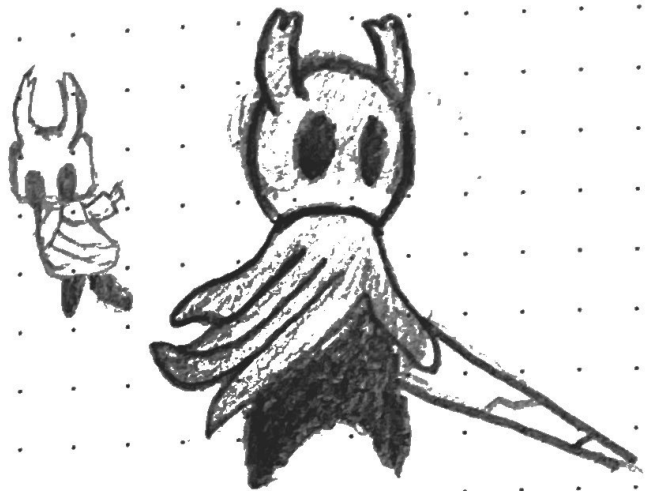
VEHICLES

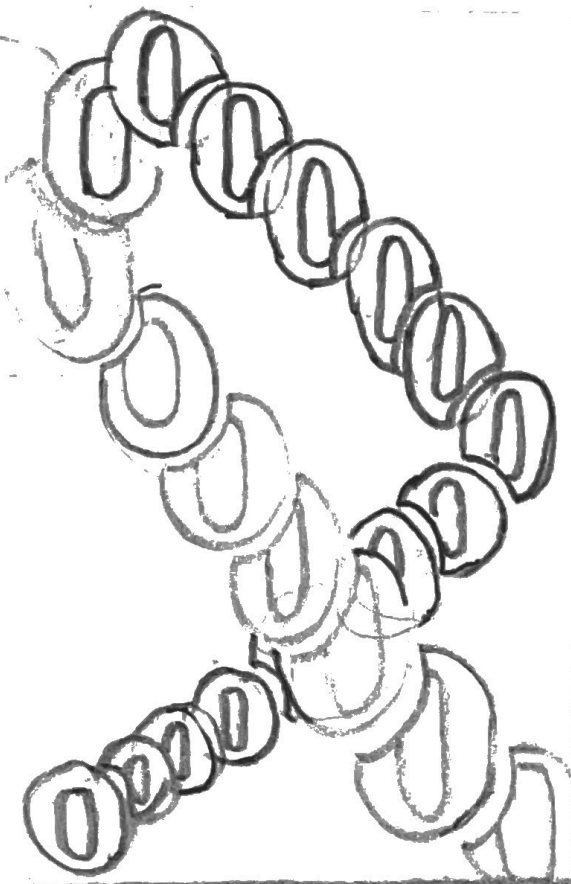
TREES

SHRUBS

OTHER: |||

KNIGHT
Hollow Knight - INFECTION - RADIANCE - CROSSROADS
- GRUBS - CUTE

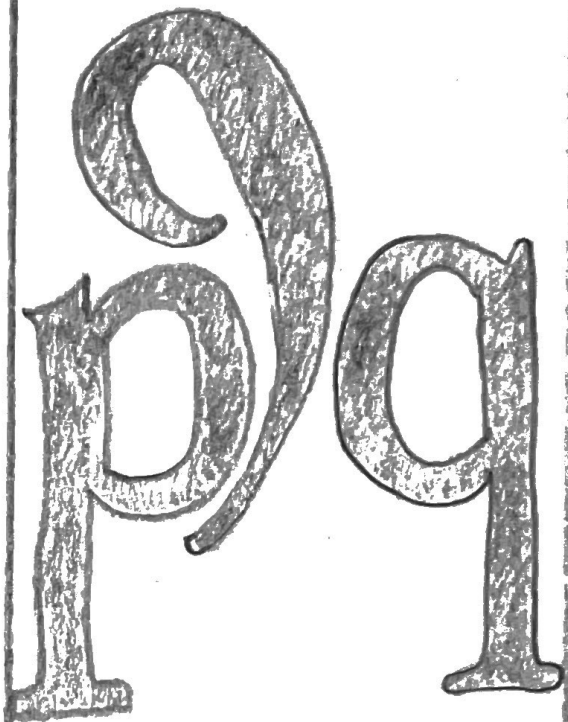




PLAYFUL
MODERN

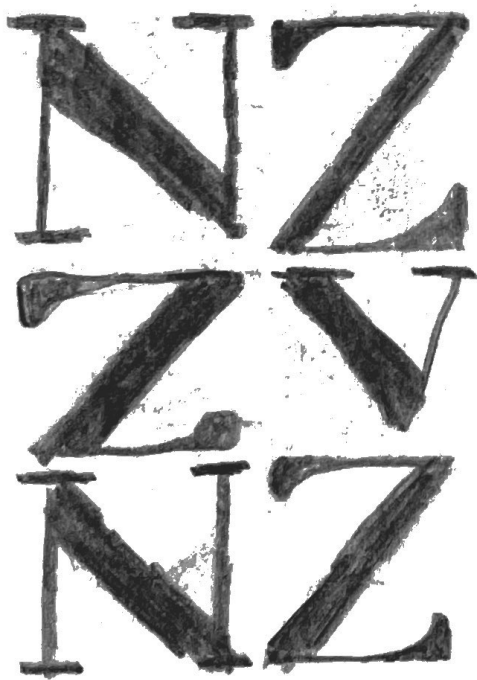
MORE SPIRAL SHAPE?

⑨



CONGESTION
OLD

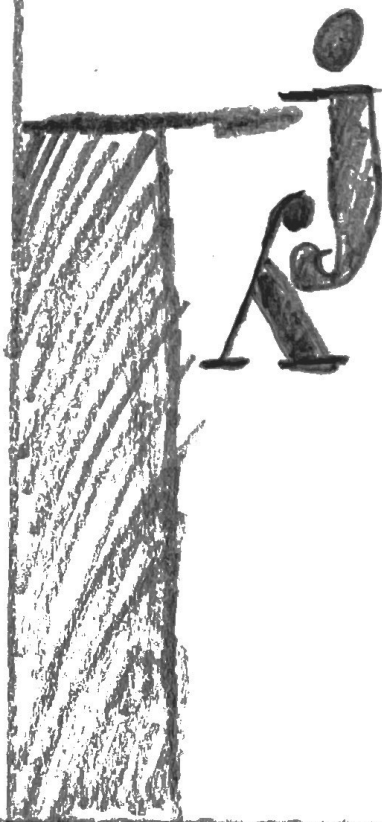
⑩



PATTERN
MODERN

9

⑭



TENSION
MODERN

9

⑮

✓

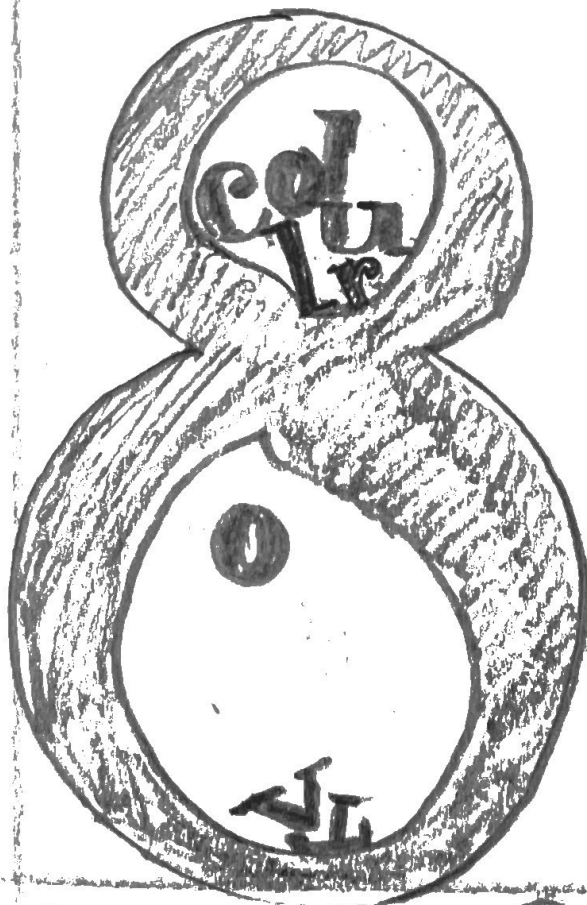


POS/NEG
SANS

12

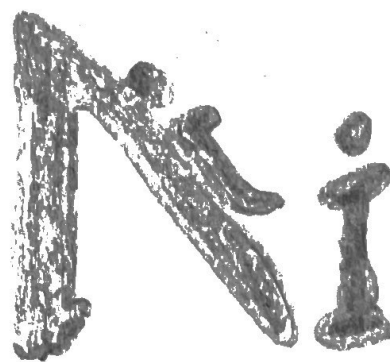
PATTERN
SANS

13



CONGESTION
MODERN

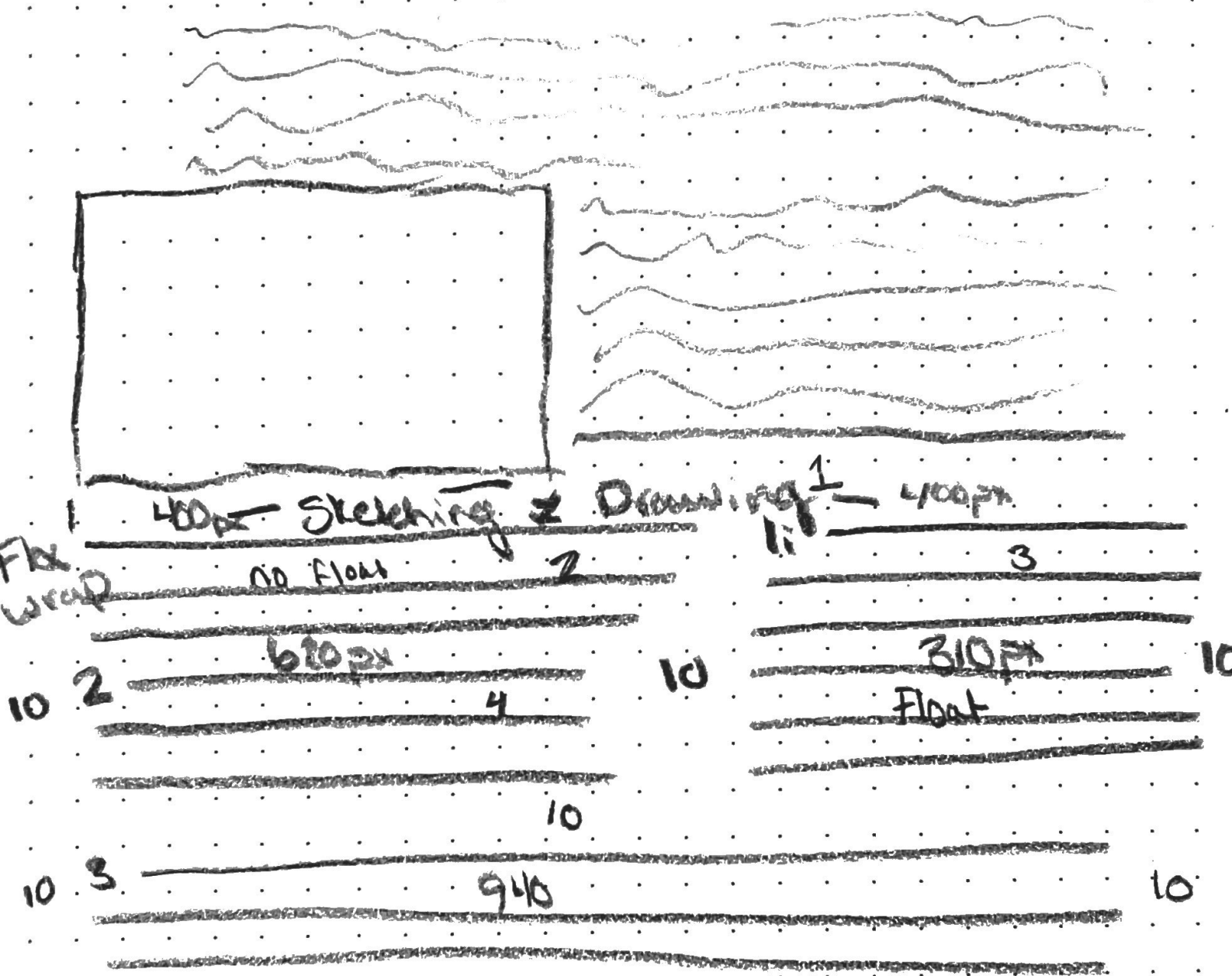
17



PLAYFUL
OLD

18

The Messy Art of UX Sketching



Ok, let's go!

Work in Layers



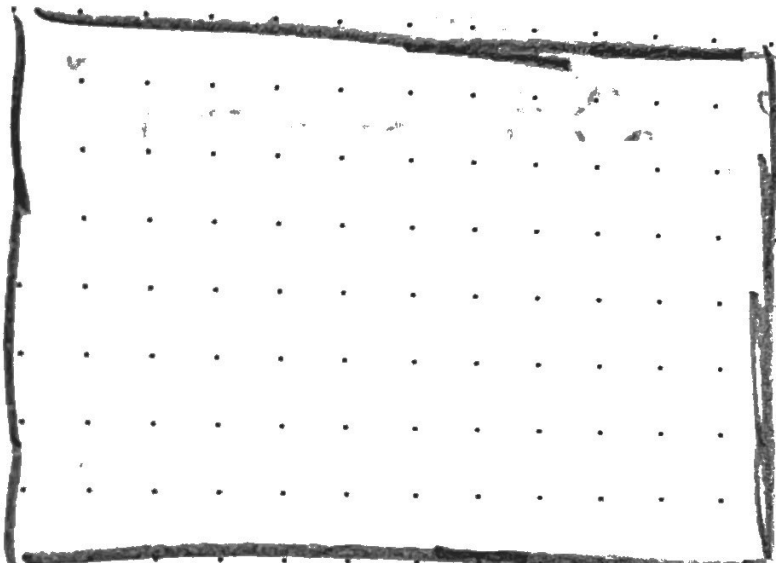
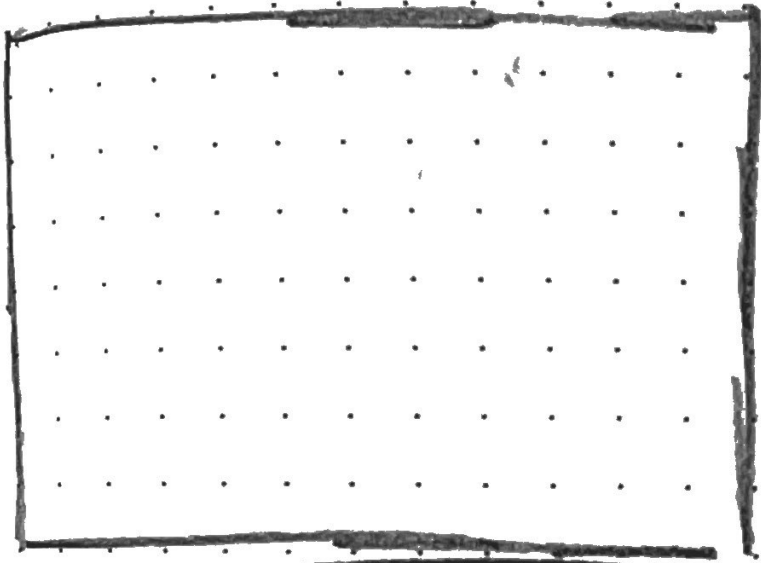
WHY?

100px

CAUTION

Technique

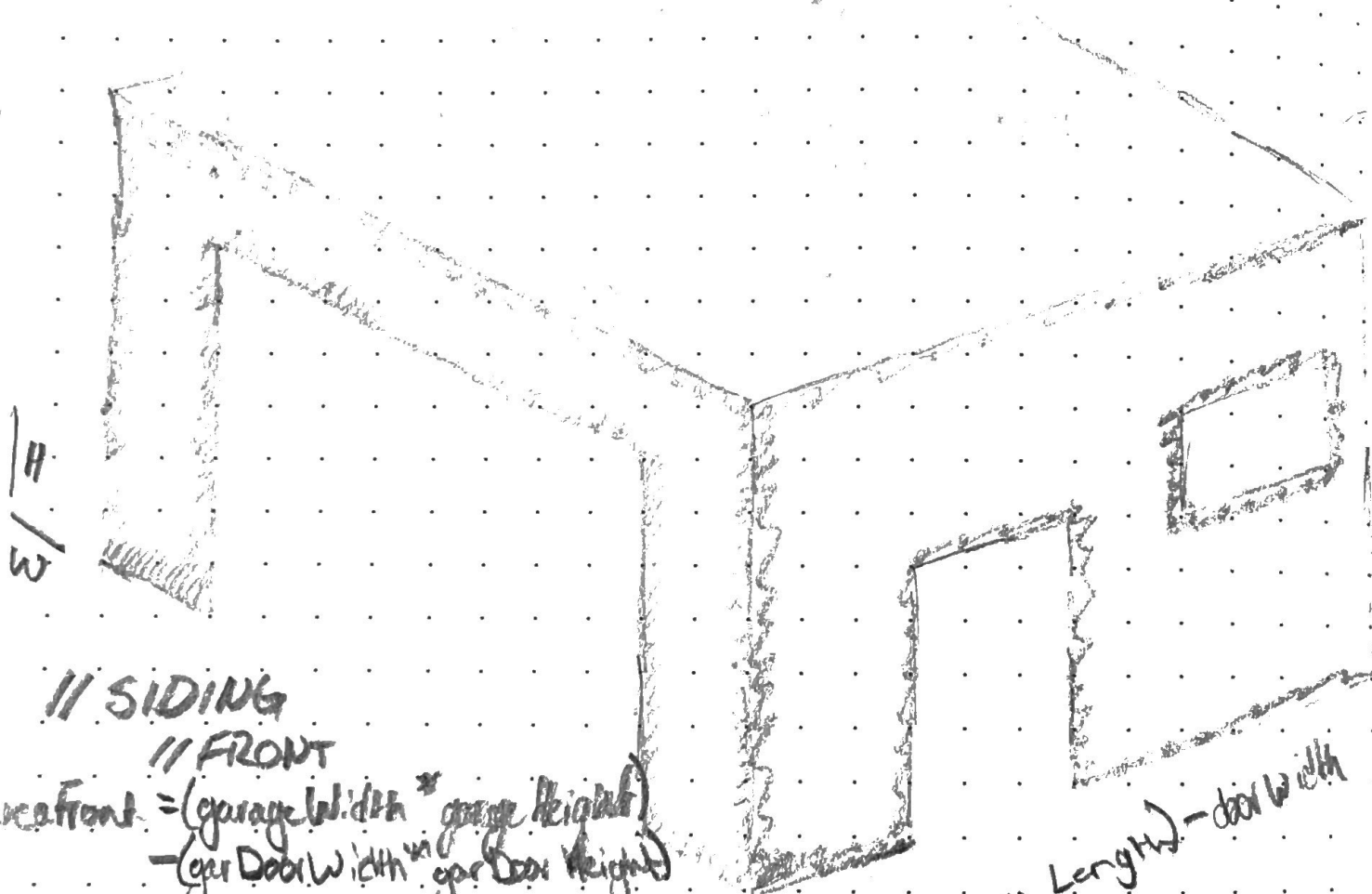
WHY



COOP UNIT

- Minimum 3.7 - whole year
- PAID, no internships
- Must be supervised, not at home

CORE PORTFOLIO ONE



// SIDING

// FRONT

$$\text{areaFront} = (\text{garage width} * \text{garage height}) - (\text{gar door width} * \text{gar door height})$$

// BACK

$$\text{areaBack} = (\text{garage width} * \text{garage height})$$

$$\text{areaSideOne} = (\text{garage length} * \text{garage height}) - (\text{entrance width} * \text{entrance height}) - (\text{window width} * \text{window height})$$

$$\text{areaSideTwo} = (\text{garage length} * \text{garage height})$$

$$\text{sidingTotal} = (\text{areaFront} + \text{areaBack} + \text{areaSideOne} + \text{areaSideTwo}) * 1.10$$

$$\text{// SIDING COST} = (\text{Math.Ceiling}(\text{sidingTotal} / 200)) * \$245.00$$

Bales Needed

Waste Factor
↓

CORE PORTFOLIO ONE | CPSC1012 - Siding Calc - Hampton

// Declare

double garageLength, garageWidth, garageHeight,
garageDoorWidth, garageDoorHeight,
entranceWidth, entranceHeight

double sidingBox = \$245 (1 box = 200 sq. ft.)

double trimLength = \$28.35 (Purchased in 10ft lengths)

*Math. Ceiling rounds UP

// Output

Siding needed as whole boxes

Trim required, as whole pieces

Net price w/ \$250 delivery fee

GST (5%)

Total Price

// TRIM

// SIDE ONE

$$\text{trimSideOne} = (2 * \text{garageLength}) + (2 * \text{garageHeight}) + (2 * (\text{windowWidth} * \text{windowHeight})) + (2 * \text{entranceHeight})$$

$$\text{trimFront} = (2 * \text{garageWidth}) + (2 * \text{garageHeight}) + (2 * \text{garageDoorHeight})$$

$$\text{trimBack} = (2 * \text{garageWidth}) + (2 * \text{garageHeight})$$

$$\text{trimSideTwo} = (2 * \text{garageLength}) + (2 * \text{garageHeight})$$

$$\text{trimTotal} = (\text{trimFront} + \text{trimBack} + \text{trimSideOne} + \text{trimSideTwo}) * 1.10$$

Waste
Factor
↓

$$\text{TrimCost} = \frac{(\text{Math.Ceiling}(\text{trimTotal} / 10)) * \$28.35}{\text{Boxes Needed}}$$

$$\text{netPrice} = \text{trimCost} + \text{sidingCost} + 250$$

$$\text{totalPrice} = \text{netPrice} * 1.05$$

CORE PORTFOLIO ONE | CPSC1012 - Siding Calc - Hampton Trishan

// PSEUDOCODE

- Prompt for garageLength, garageWidth, garageHeight
- Prompt for garageDoorWidth, garageDoorHeight
- Prompt for entranceWidth, entranceHeight
- Prompt for windowWidth, windowHeight
- calculate areaFront ($\text{garageWidth} * \text{garageHeight}$) - ($\text{gDoorWidth} * \text{gDoorHeight}$)
- calculate areaBack ($\text{garageWidth} * \text{garageHeight}$)
- calculate areaSideOne ($\text{garageLength} * \text{garageHeight}$) - ($\text{entranceWidth} * \text{entrHeight}$)
- ($\text{windowWidth} * \text{windowHeight}$)
- calculate areaSideTwo ($\text{garageLength} * \text{garageHeight}$)
- calculate areaTotal ($\text{areaFront} + \text{areaBack} + \text{as1} + \text{as2}$) * 1.10 for waste
- calculate trim needed * 1.10 for waste
- calculate # boxes needed for siding and trim (divide by amount/box)
- calculate gst
- display results: boxes needed, cost, total, gst, delivery.

Siding Invoice

\$103	\$13 "Tert"
4	Siding Boxes
31	Trim pieces

\$2, 203

@ \$245.00 =

@ \$28.35 =

Net Total =

GST =

Delivery Fee =

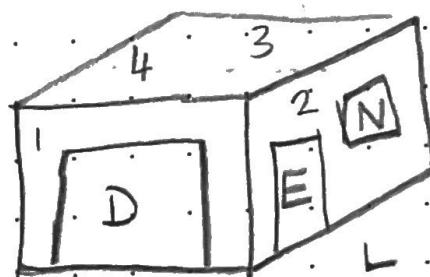
\$3,153

\$980.00

\$1,858.00

Siding correct
Trim incorrect

mine
↓
31 (35)
↑
expured



$$1: W + W + H + H + DH + DH$$

$$2W + 2H + 2DH$$

$$2: H + H + L + L + 2EH + 2NH + 2NL$$

$$2H + 2L + 2EH + 2NH + 2NL$$

$$3: W + W + H + H$$

$$2W + 2H$$

$$4: L + L + H + H$$

$$2L + 2H$$

$$\text{Total } 2W + 2H + 2DH + 2H + 2L + 2EH + 2NH + 2NL$$

$$+ 2W + 2H + 2L + 2H$$

$$\rightarrow 4W + 4L + 8H + 2DH + 2EH + 2NH + 2NL$$

CORE PORTFOLIO ONE PROJECT: Siding and Trim

- Prompt for:
- garageLength
 - garageWidth
 - garageHeight
 - garageDoorWidth
 - garageDoorHeight
 - WindowWidth
 - entranceWidth
 - entranceHeight
 - WindowHeight

- convert prompts to numbers

- calculate surface area of garage:

- $(\text{garageWidth} \times \text{garageHeight})$
 - $+ (\text{garageWidth} \times \text{garageHeight} - \text{garageDoorWidth} \times \text{garageDoorHeight})$
 - $+ (\text{garageLength} \times \text{garageHeight} - \text{entranceWidth} \times \text{entranceHeight} - \text{windowWidth} \times \text{windowHeight})$
 - $+ (\text{garageLength} \times \text{garageHeight})$
- add waste factor $\rightarrow SA \times 1.10$

- Calculate trim for garage:

- $2 \times (\text{garageLength} + \text{garageHeight} + \text{WindowWidth} + \text{WindowHeight} + \text{entranceHeight})$
 - $+ 2 \times (\text{garageWidth} + \text{garageHeight} + \text{garageDoorHeight})$
 - $+ 2 \times \text{garageWidth}$
 - $+ 2 \times \text{garageLength}$
- add waste factor $\rightarrow \text{trim} \times 1.10$

- Calculate packages needed:

- Siding Boxes = $SA / 200$ rounded up
- Trim packs = $\text{Trim} / 10$ rounded up

- Calculate Cost:

- Siding cost = $\text{boxes} \times \$245.00$
- Trim cost = $\text{packs} \times \$28.35$

- Calculate Net Cost:

- Siding cost + Trim cost

- Calculate GST:

- $\text{Net cost} \times 0.05$

- Calculate Total

- $\text{Net cost} + \text{GST} + \250.00 delivery

- Display:

- Total boxes siding
- Total packs trim
- Net Total
- GST
- Delivery Fee
- Total



loop height (height)
 loop spaces (height - 1)
 loop * - (counter)

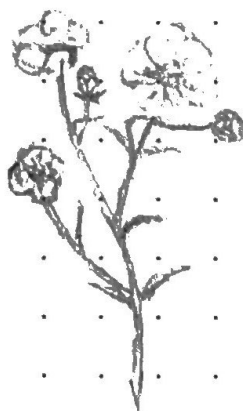
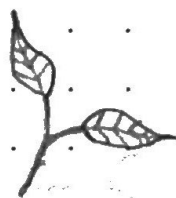
space = height
 space -- 1

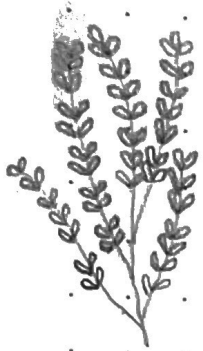
- - - *

- - - * - *

- * - * - *

* - * - * - *





THYME

CORE PORTFOLIO TWO ICPS 1012

Create Menus:

- Main Menu

- Enter Dimensions

- Select Siding

- Select Trim

- View Invoice

- Exit

- Select Siding

- White (\$245)

- Blue (360)

- Red (425)

- Select Trim

- White (\$28.35)

- Blue (\$41.65)

- Red (\$49.25)

View Invoice

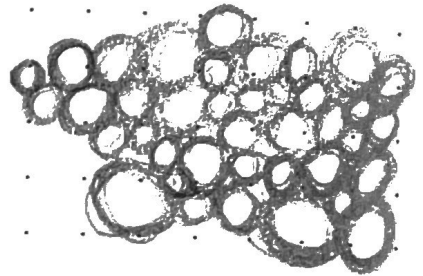
- Siding Information

- Colour, Siding

- Colour, Trim

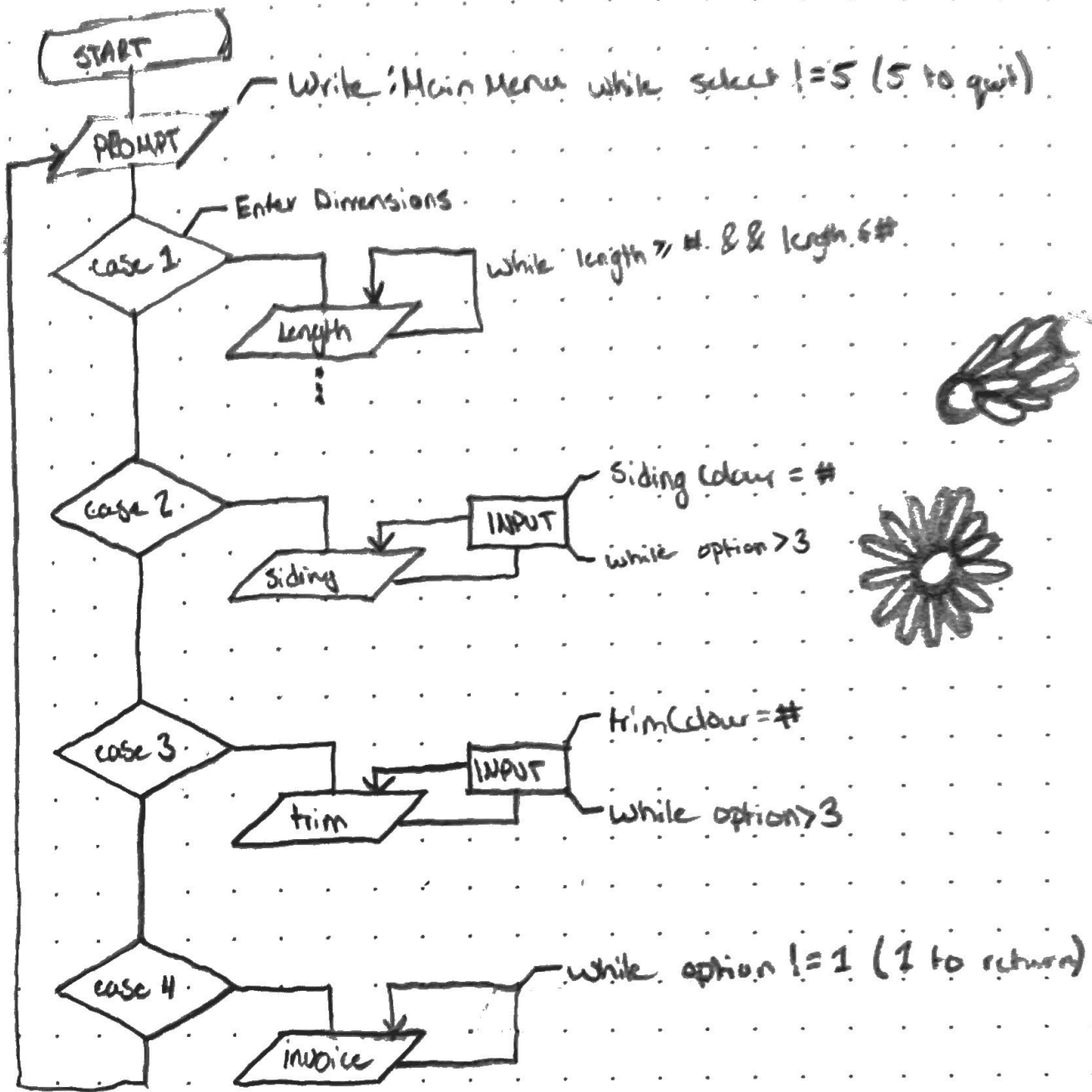
- Surface Area

- Trim Lengths



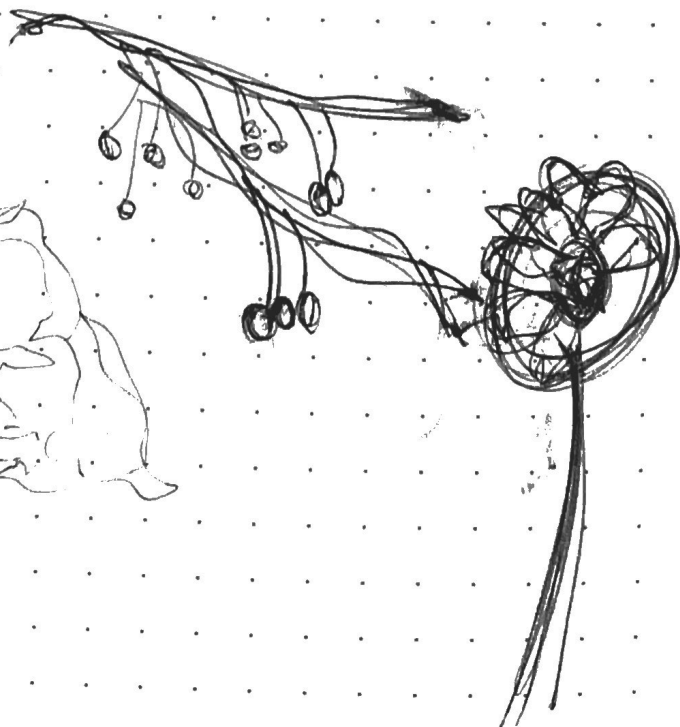
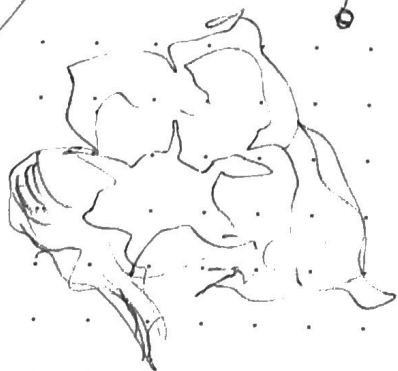
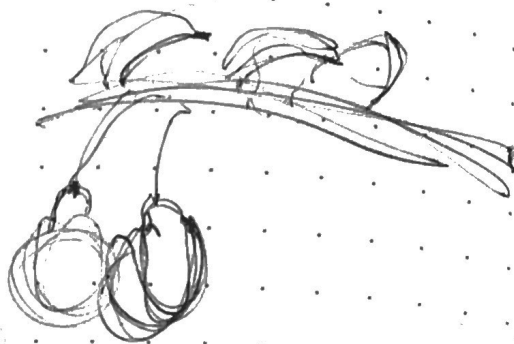
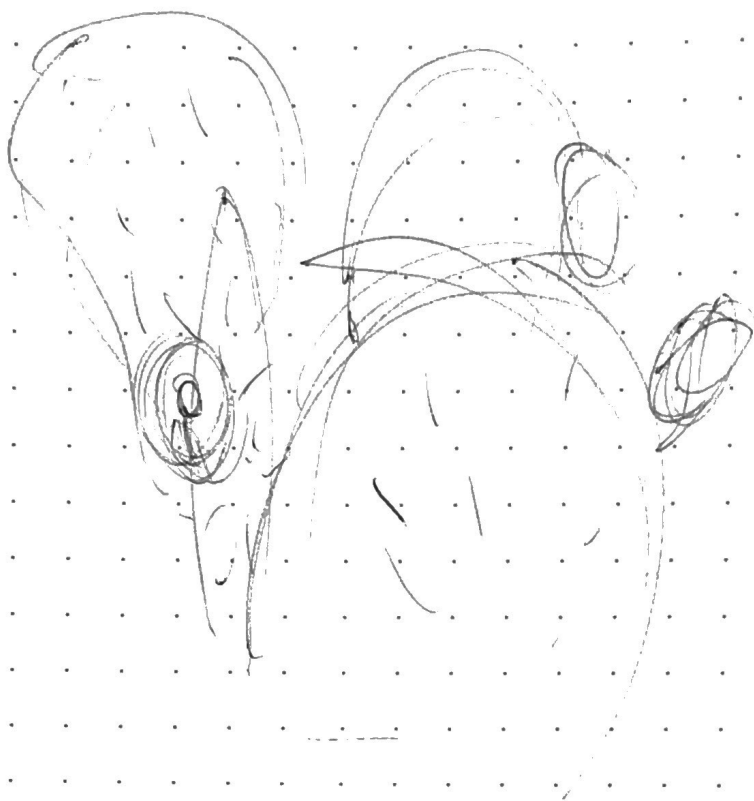
- Invoice

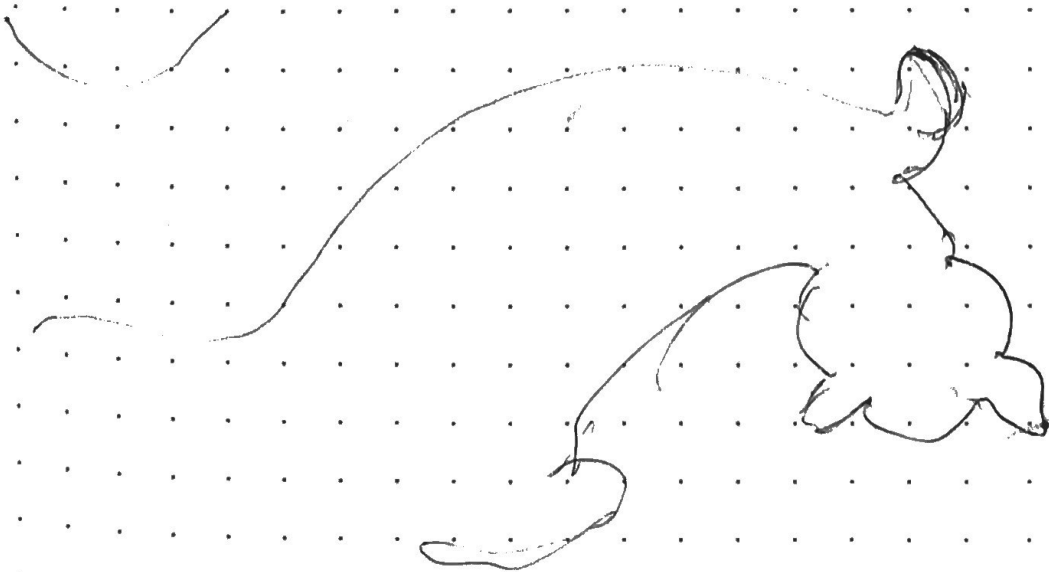
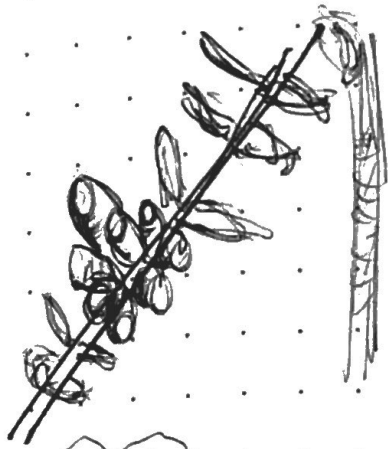
- Same as current

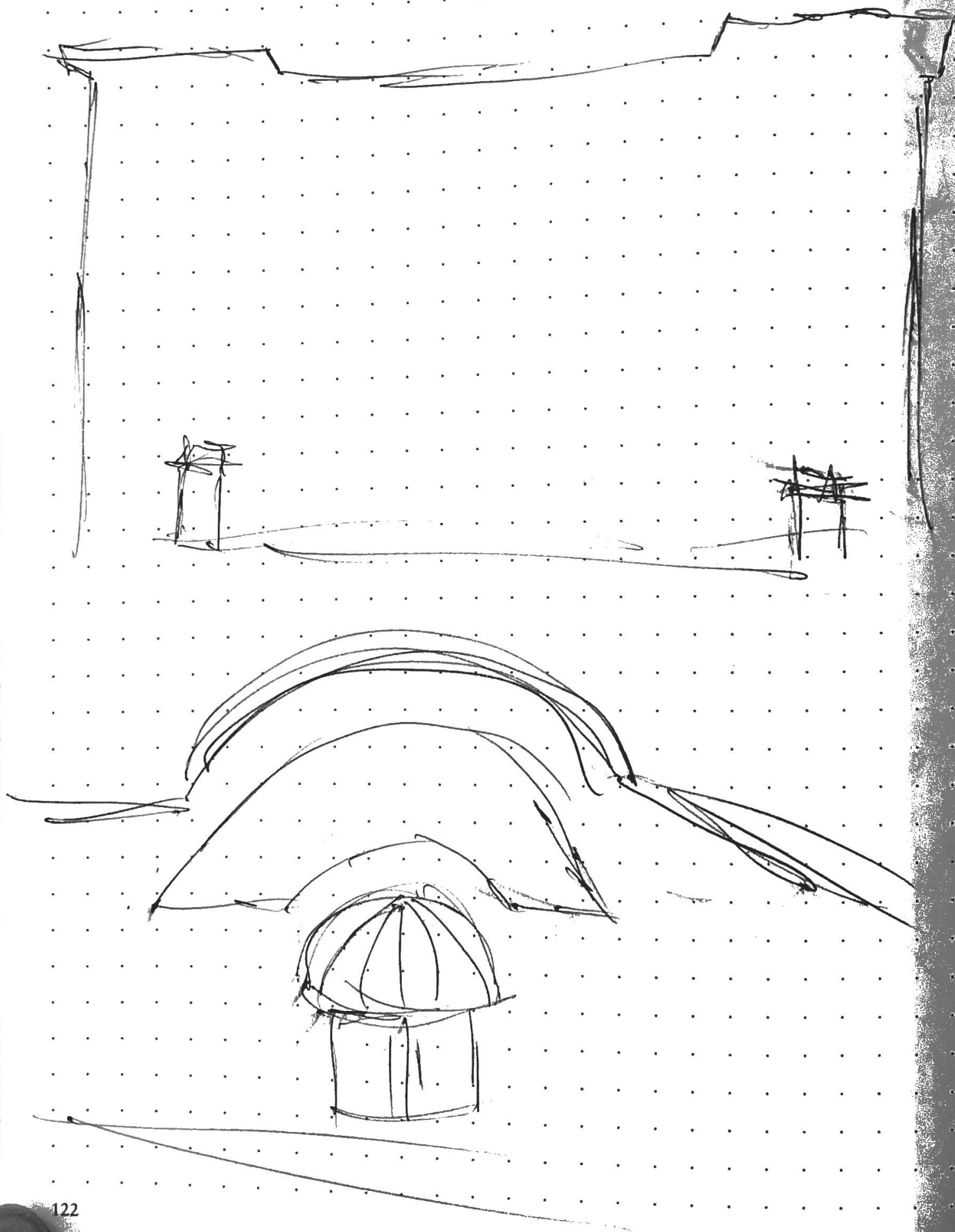


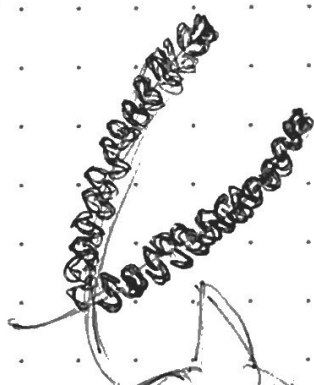
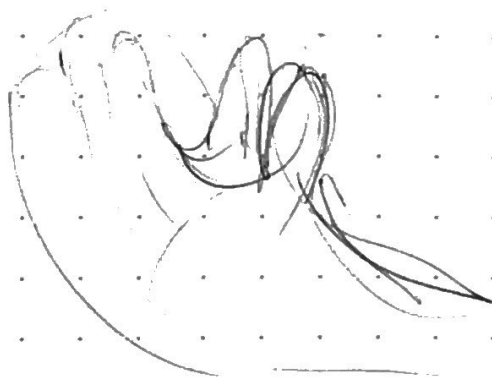
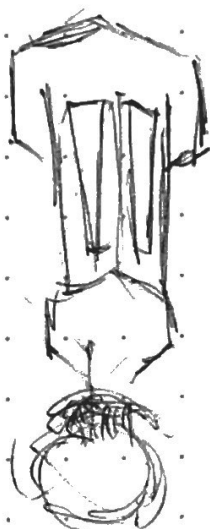
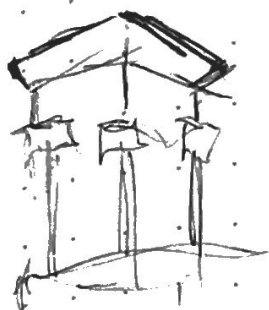
//Declare

int option, trimColour, SidingColour

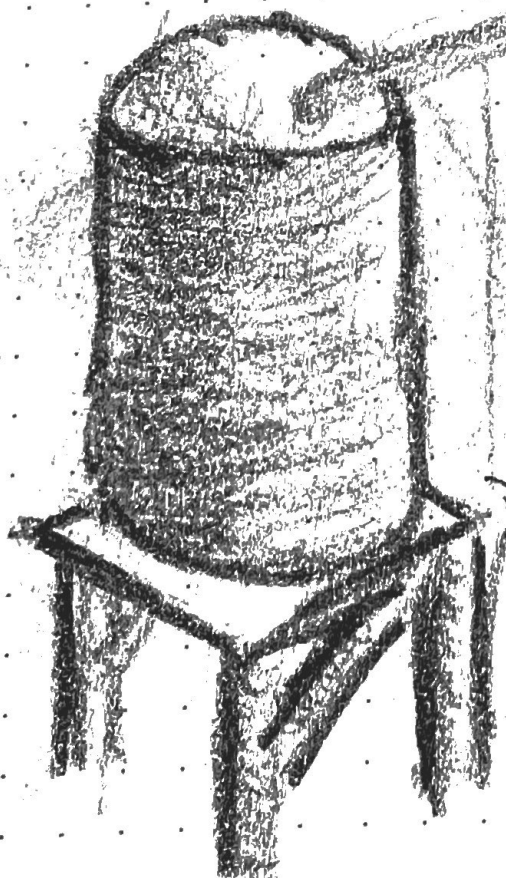
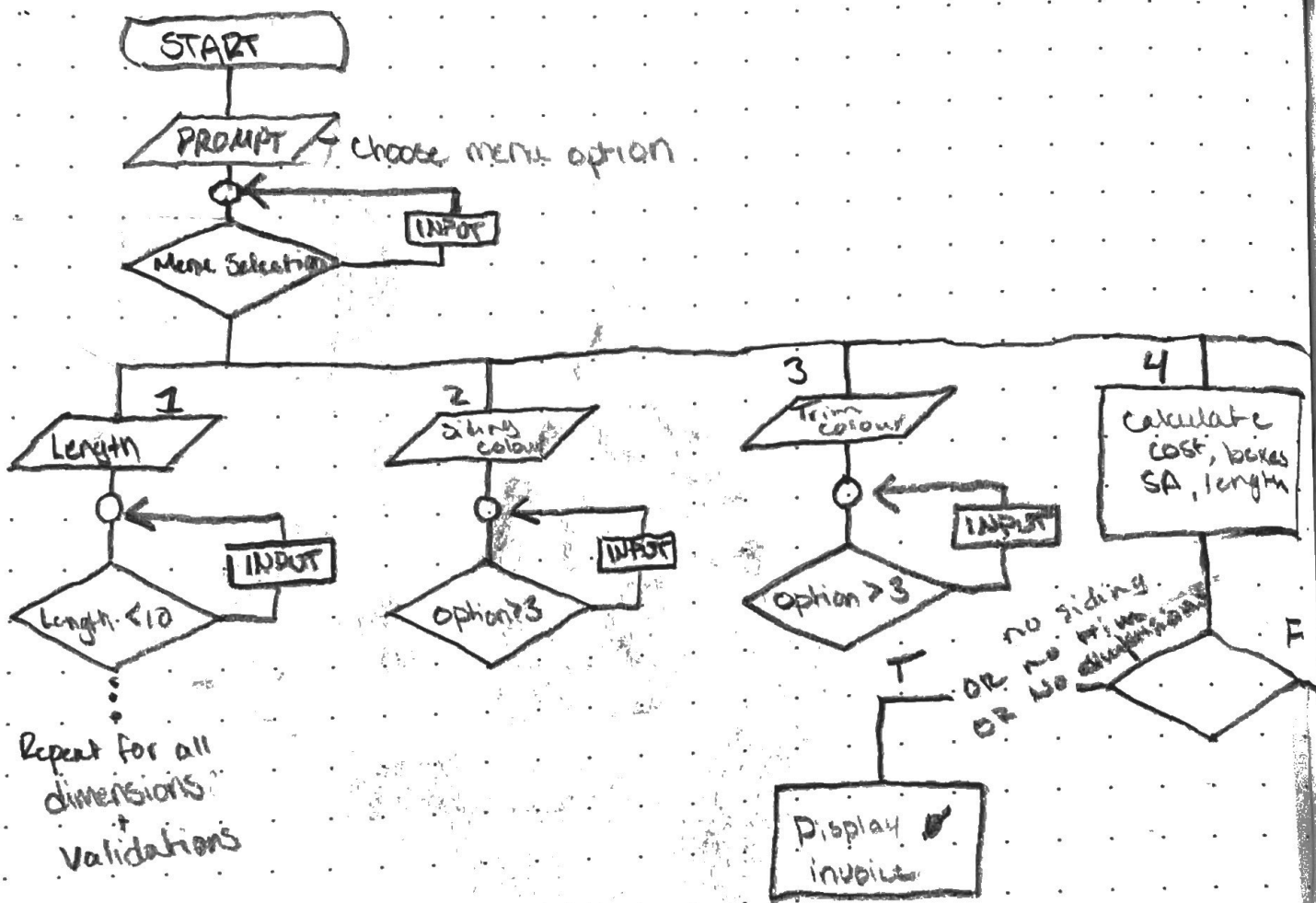








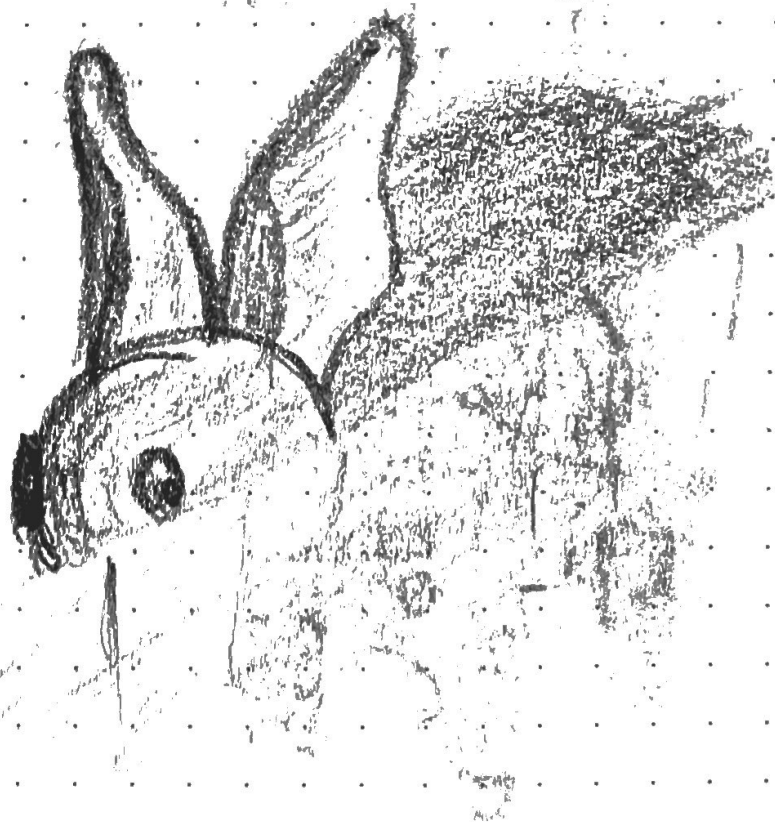
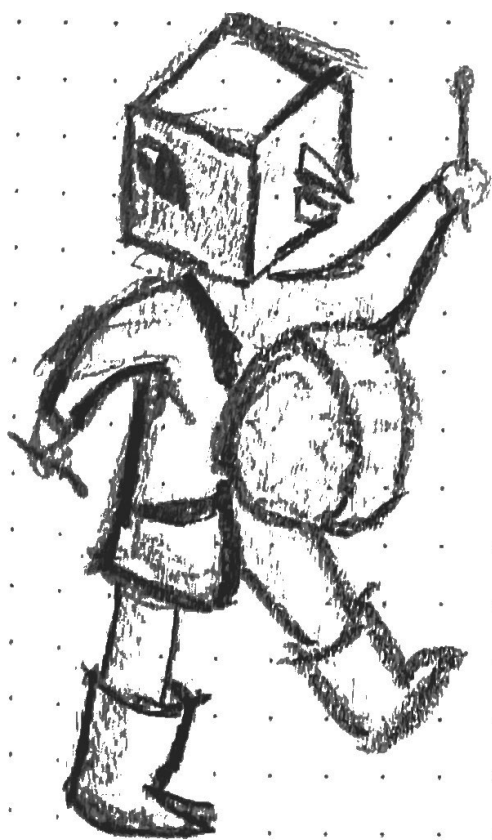
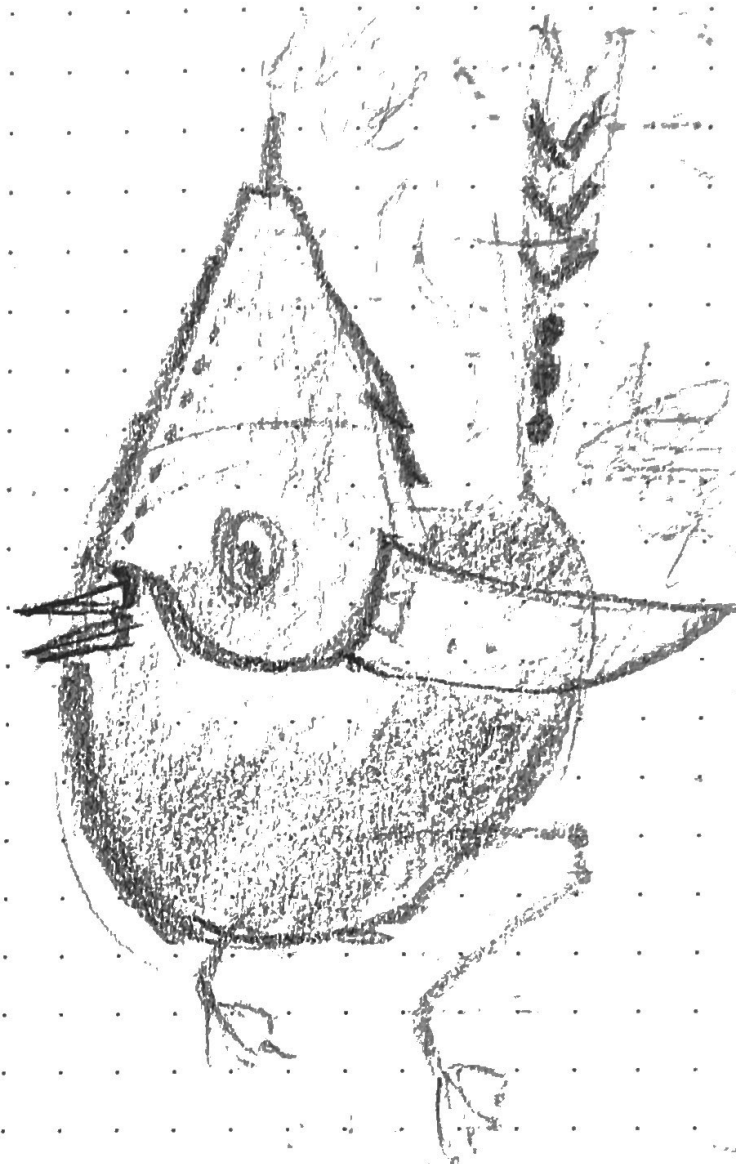




11

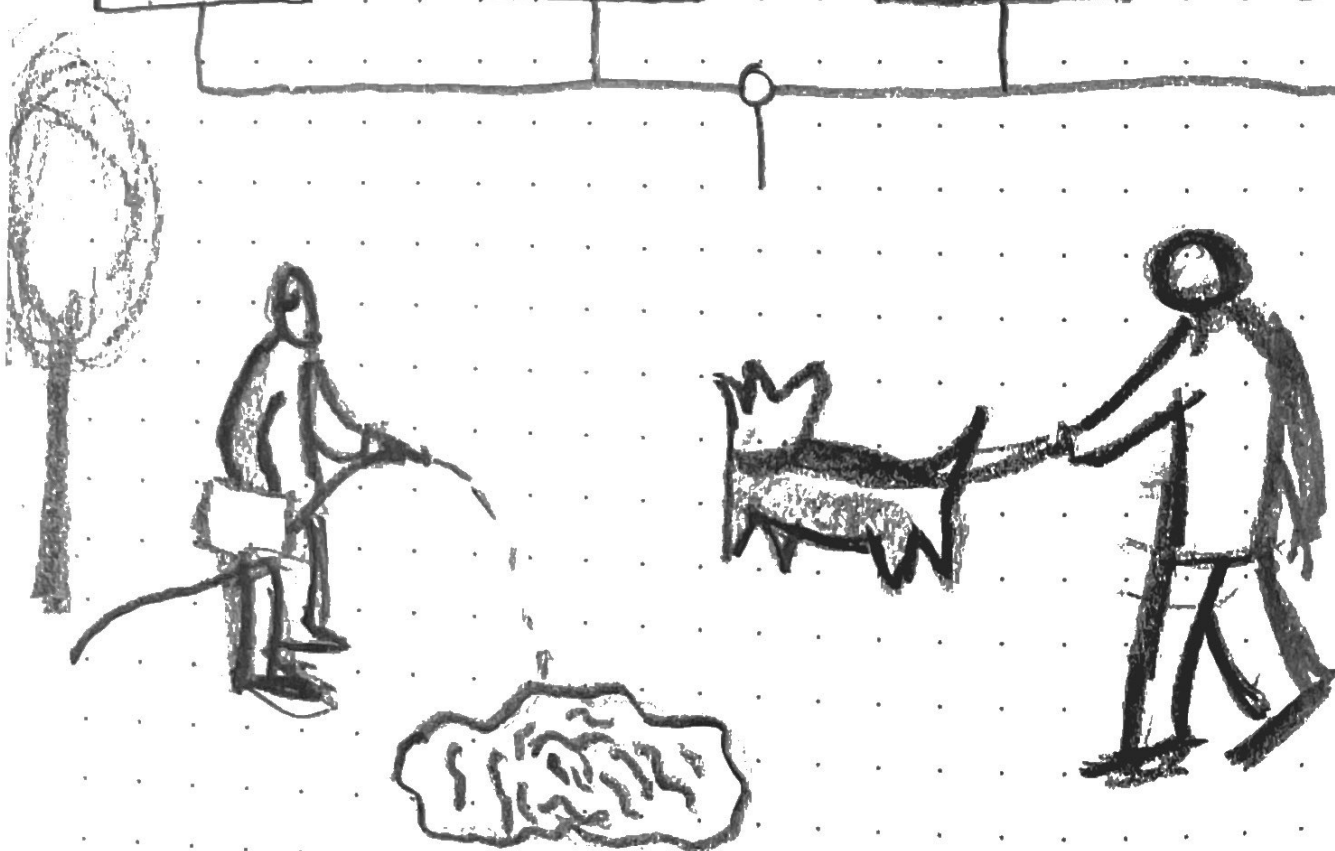
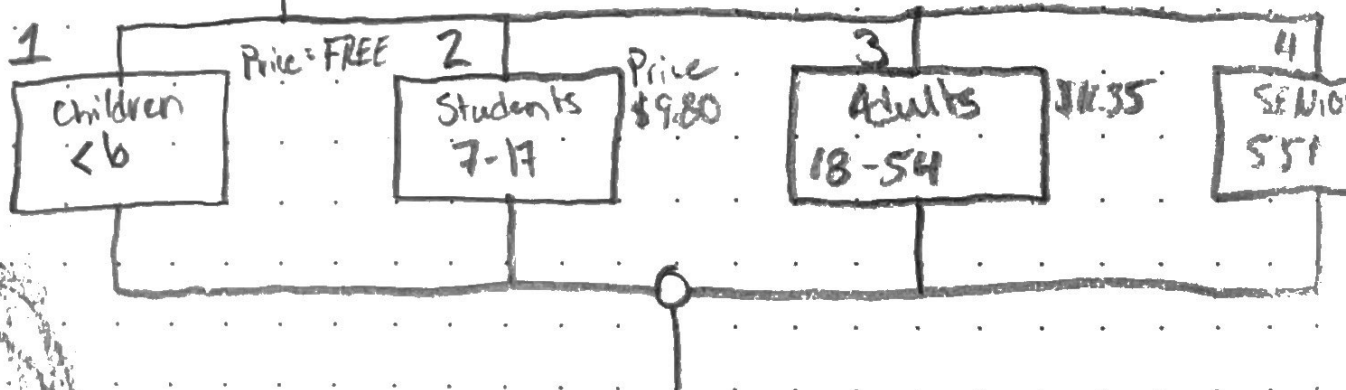
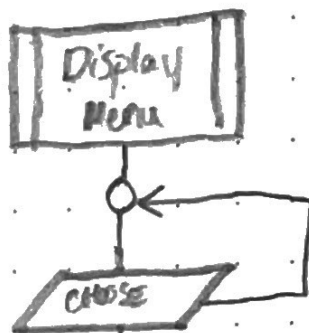
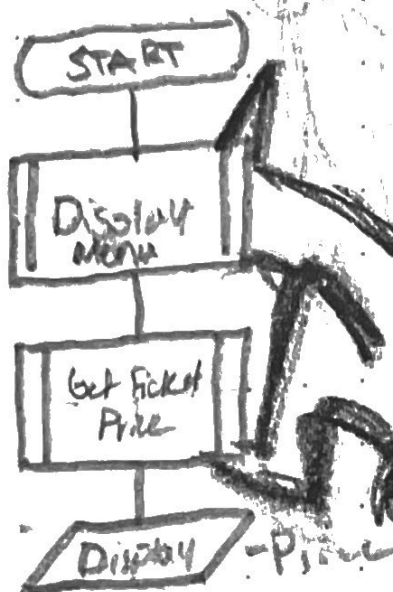
GOODBYE!
END

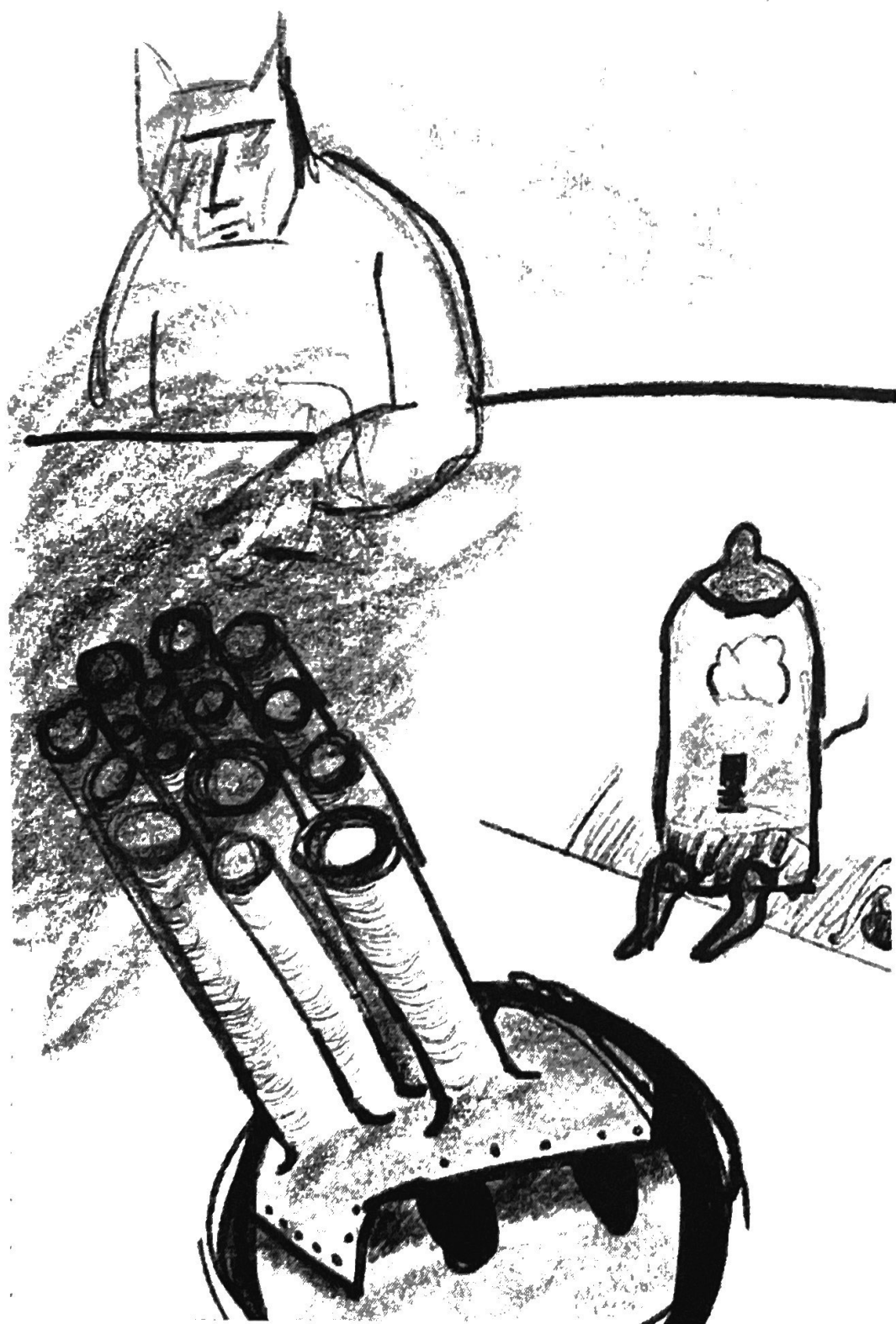
COST, SA, length
EST, Delivery,
To hand



Methods Exercise

Q1





SALES COMMISSION CALCULATOR

Menu

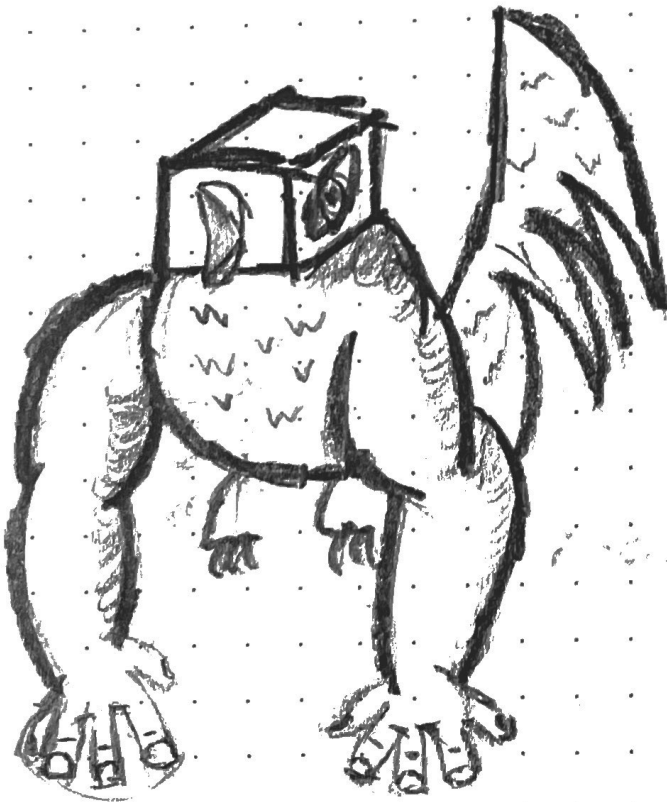
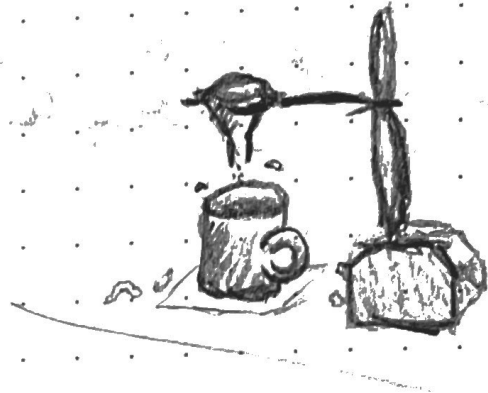
1. ADD SALE
2. REMOVE SALE
3. CLEAR DATA
4. DISPLAY DATA
5. EXIT

RATES

200,000	-	7%
125 - 199,999	-	6%
50 - 124,999	-	5%
< 50,000	-	4%
0.00	-	0

OUTPUT

- [SALES PERSON]
- [THEIR SALES]
- [COMMISSION]
- TOTAL SALES
- TOTAL COMMISSIONS
- RESULTS DISPLAYED by SALES, DESCENDING.



PSEUDO CODE

- Display Menu
- Validate menu option (METHOD)
- Loop entire program until 5 is pressed

ADD SALE

- Prompt name & sale
- Calculate commission
- Add three values to respective arrays
- validate non-empty string for name
- validate sale > 0

REMOVE SALE

- Prompt for name
- validate string
- search array
- delete index
- delete matching index

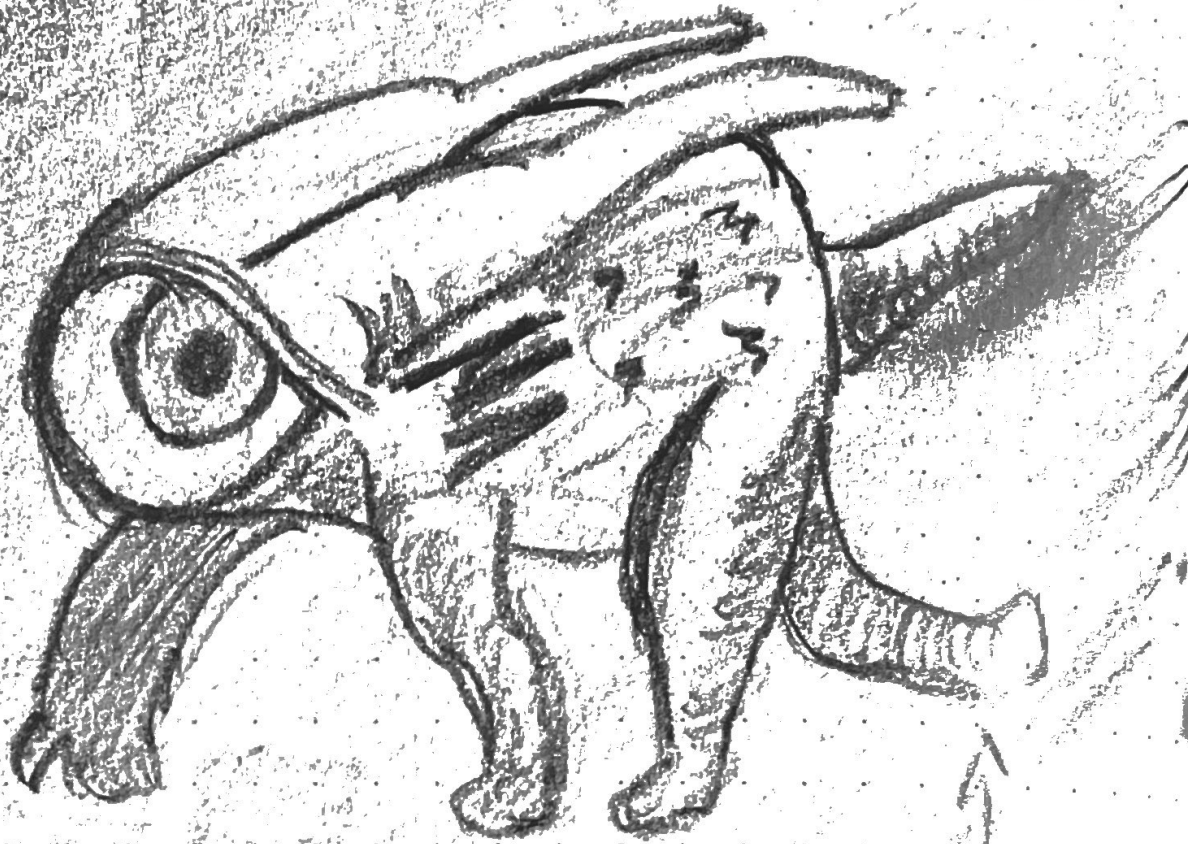
CLEAR DATA

- Loop through arrays, set values to 0 and empty

DISPLAY DATA

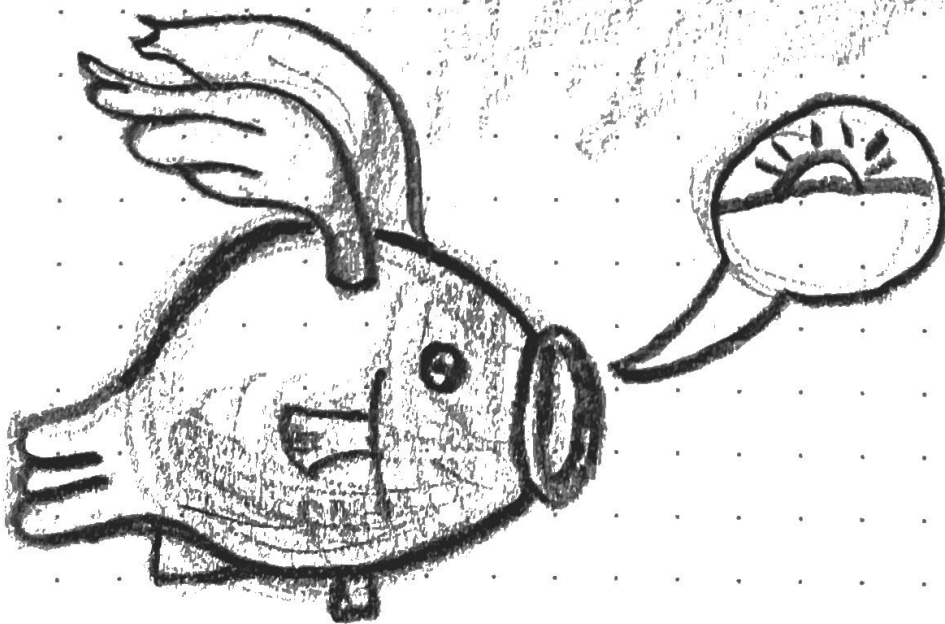
NAME	SALE	COMMISSION
	TOTAL SALES	TOTAL COMMISSIONS

THE BIRD KING

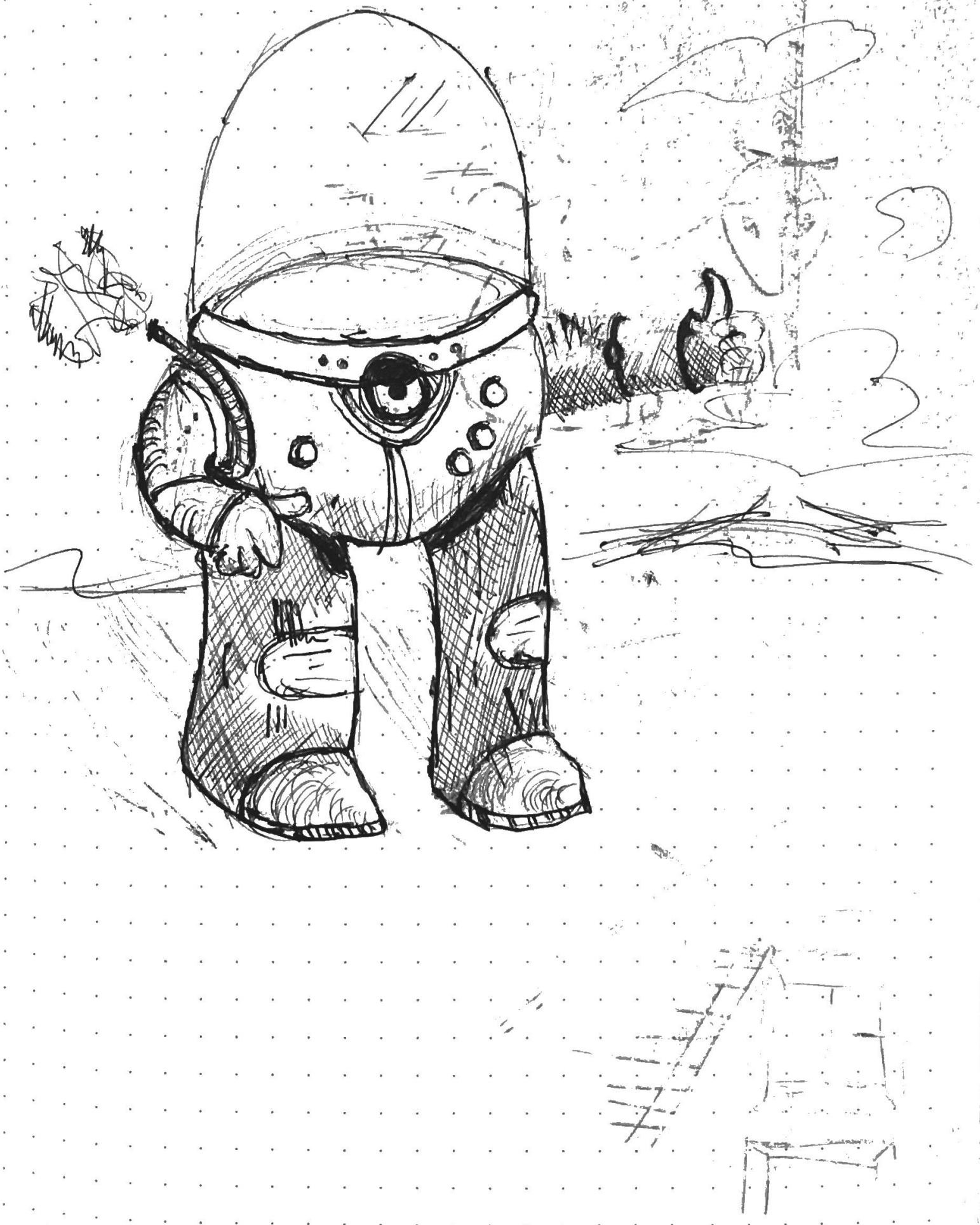


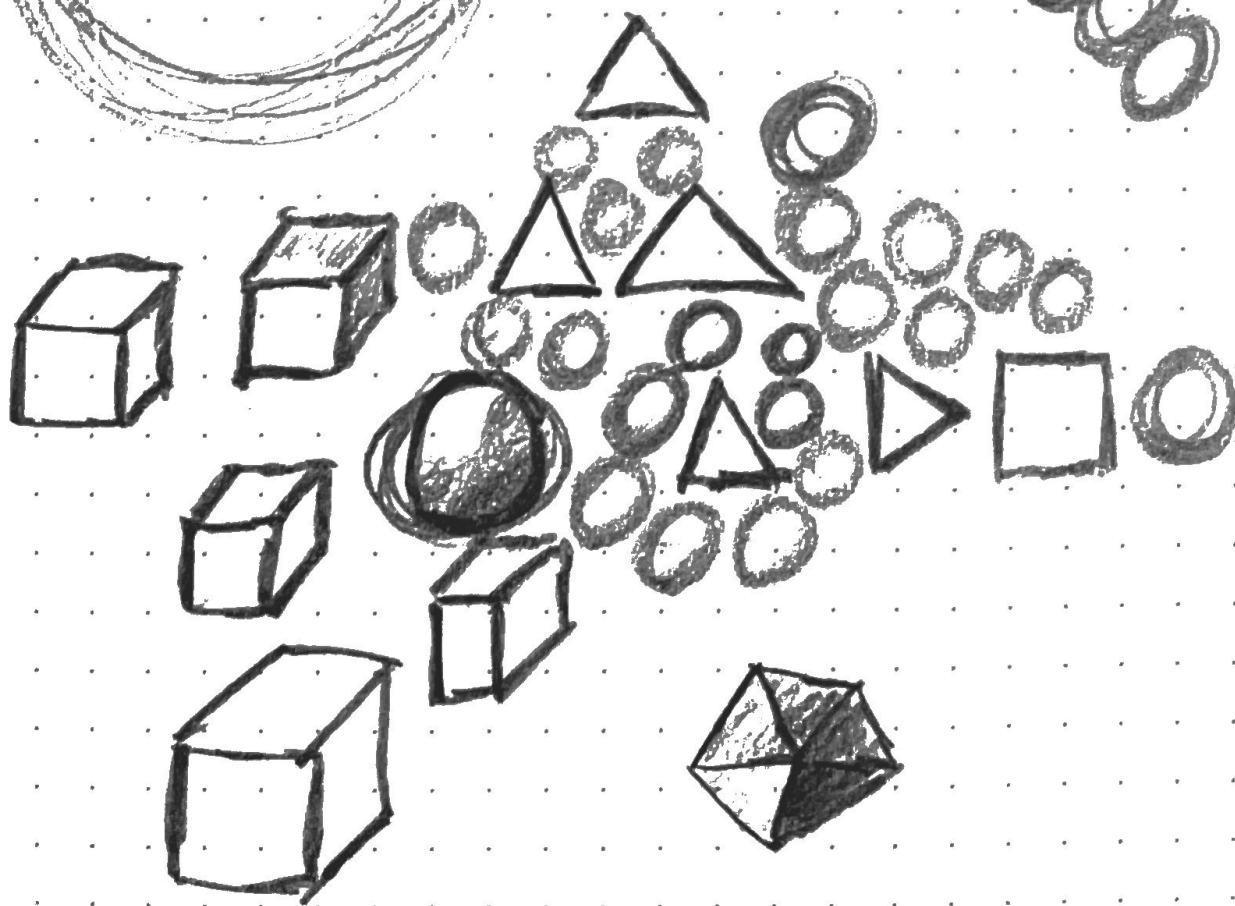
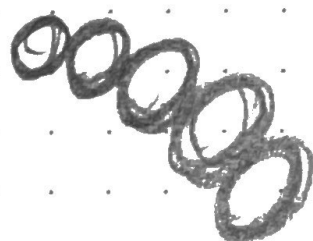
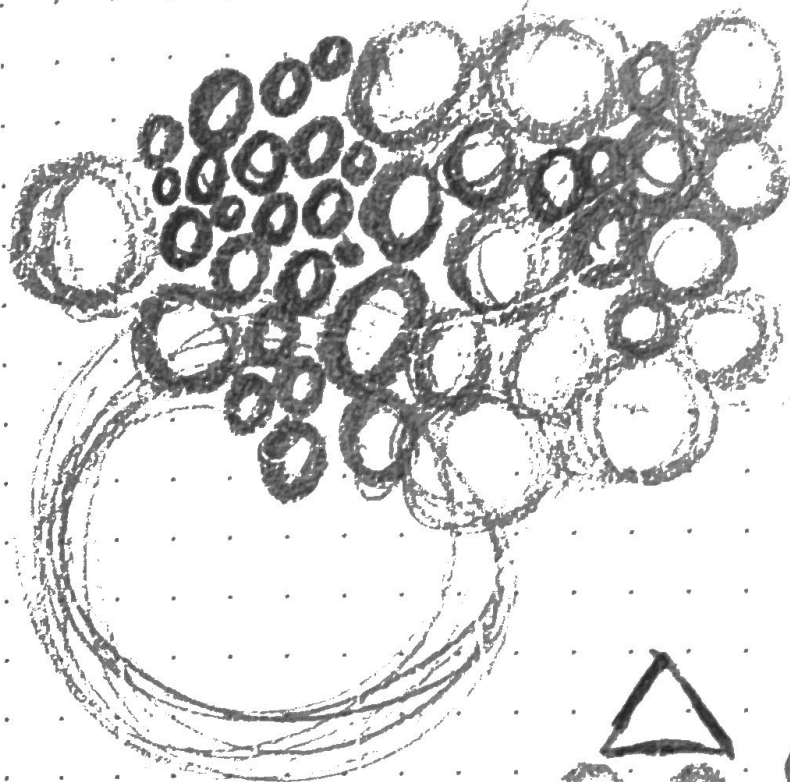
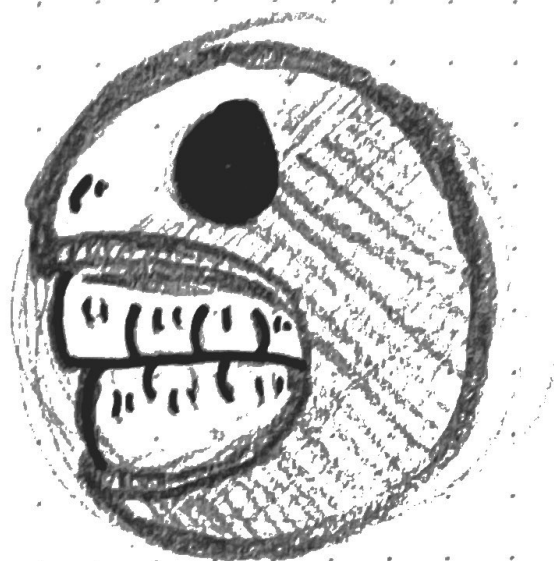
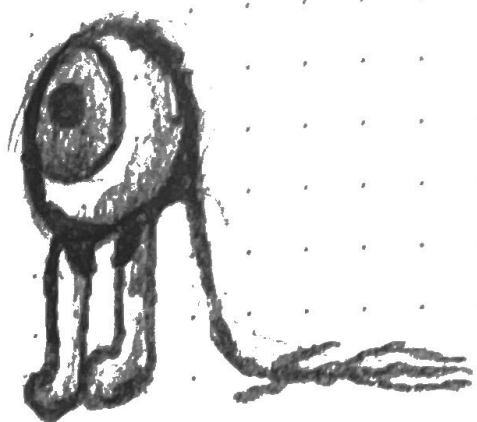
POUR
THAT
ROUGH

200



THE BIRD KING







My Story



It was a beautiful day...



... in the city of Townsville



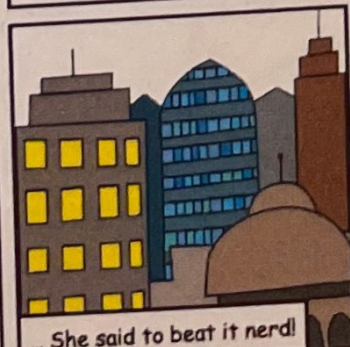
...when a dinosaur attacked!



... and he was desperate for tea!

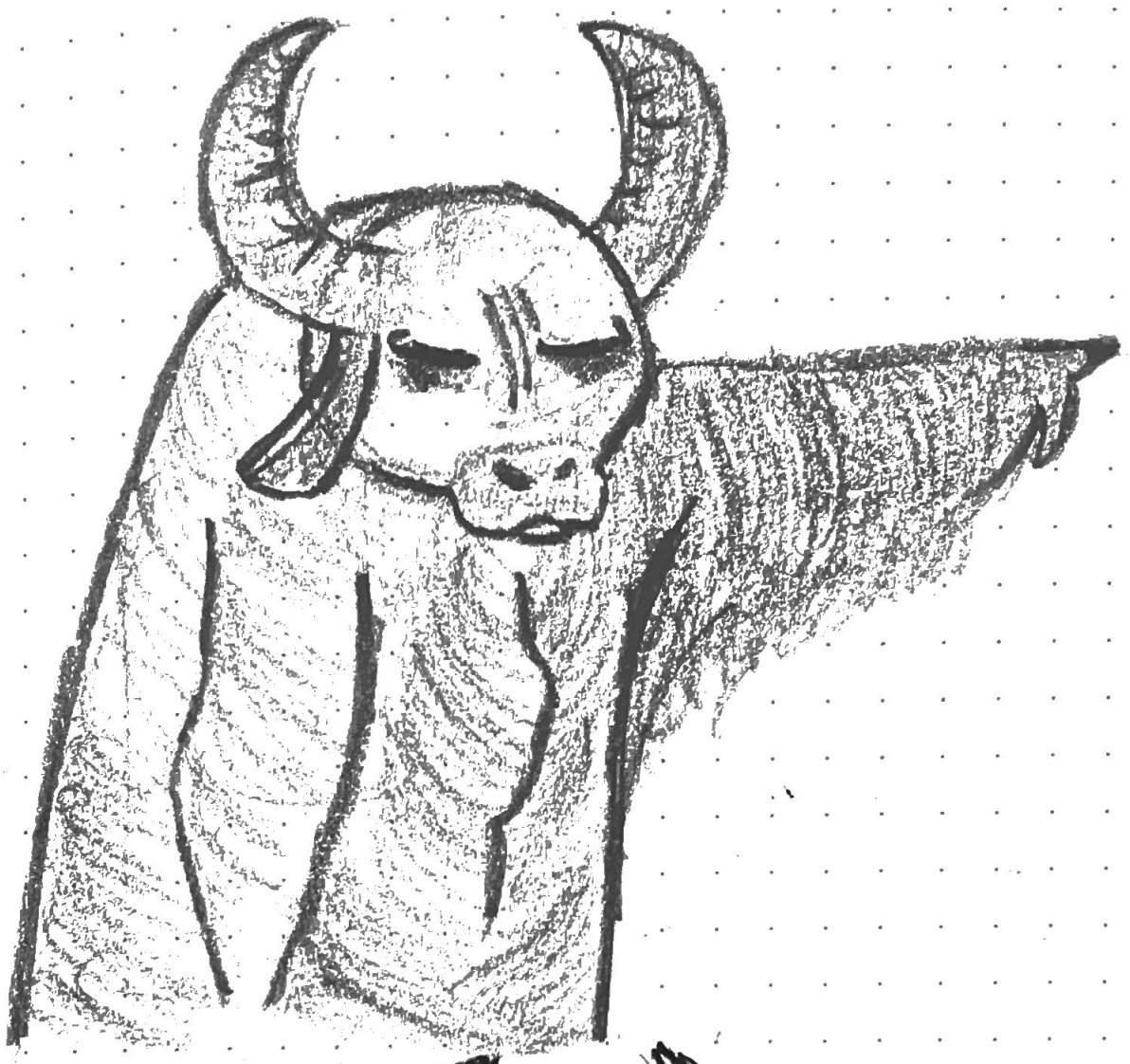


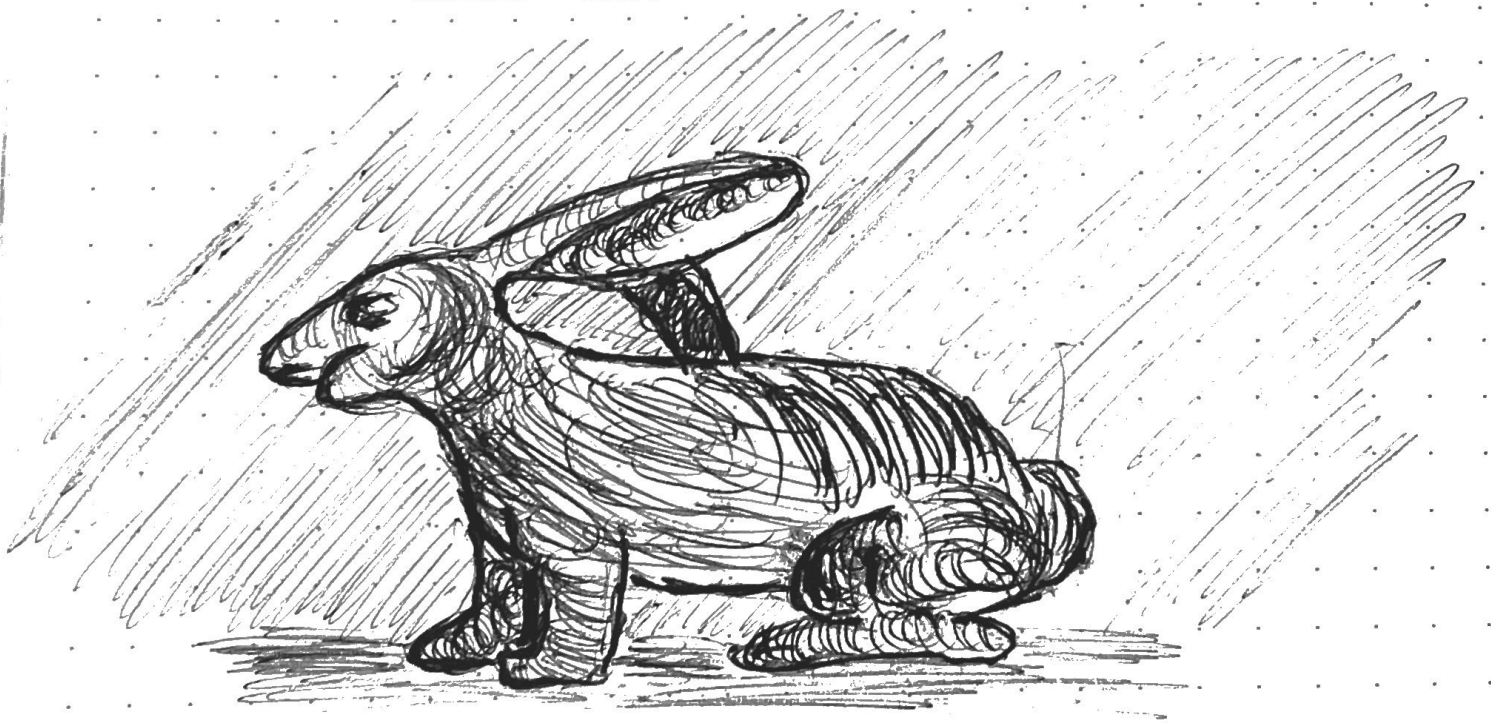
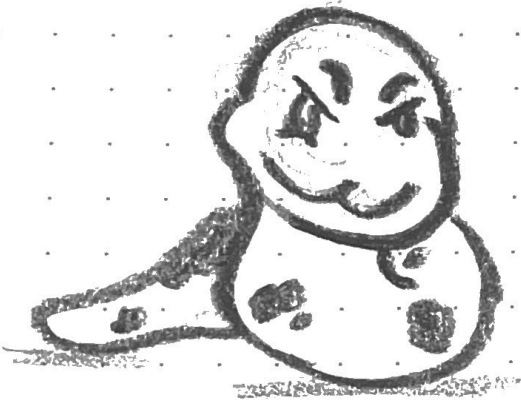
... He asked a girl for hot water.

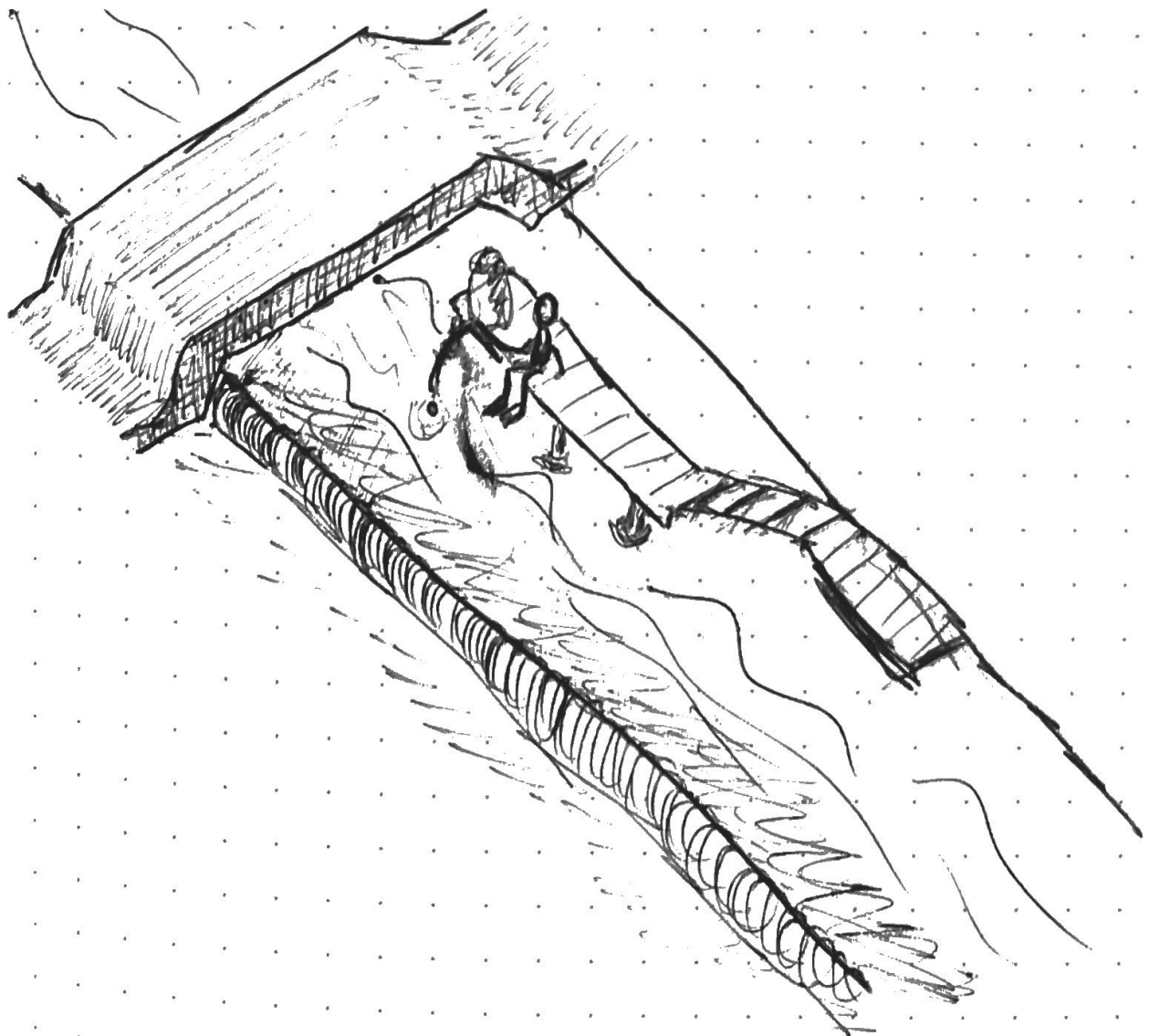


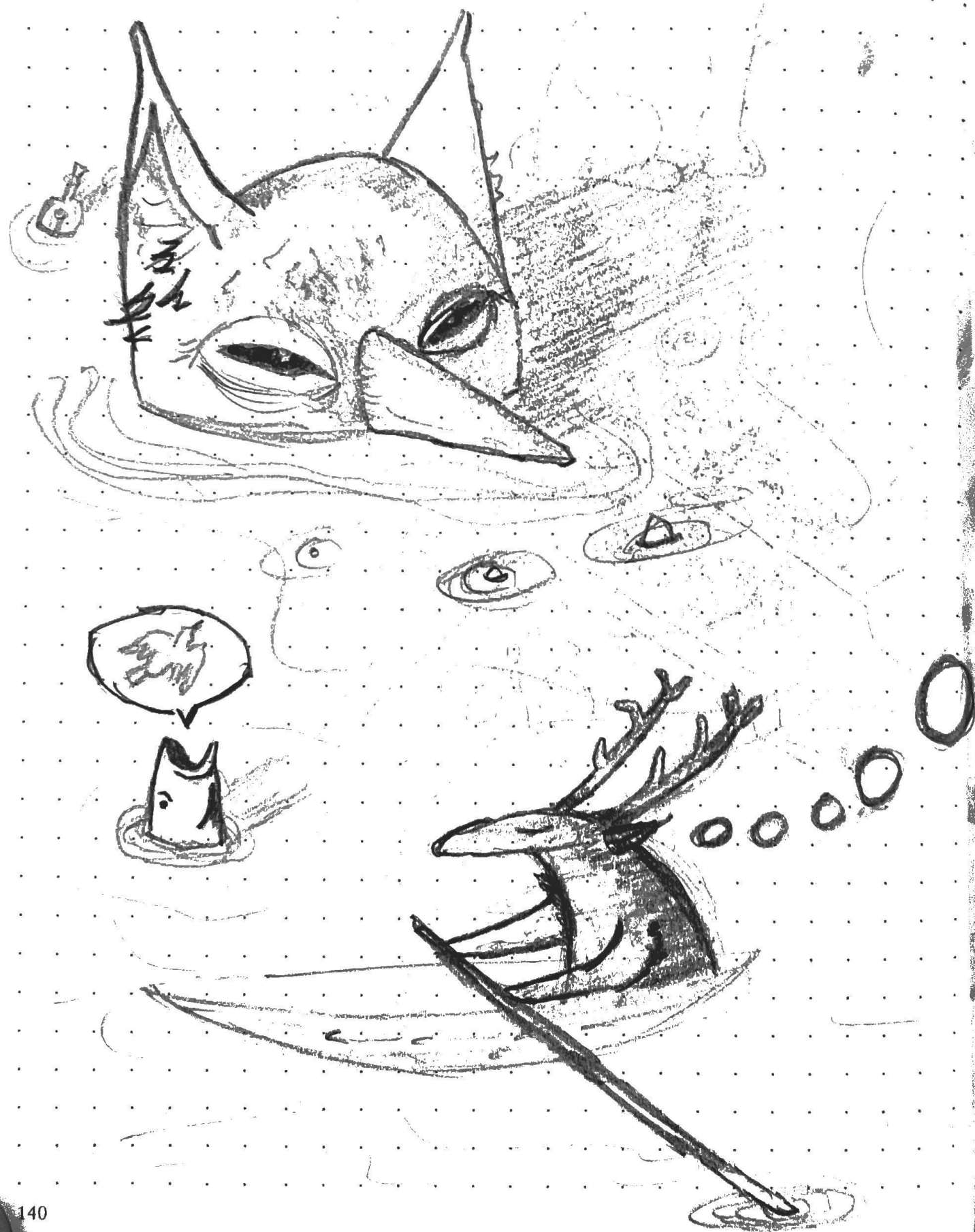
... She said to beat it nerd!

THE BIRD KING

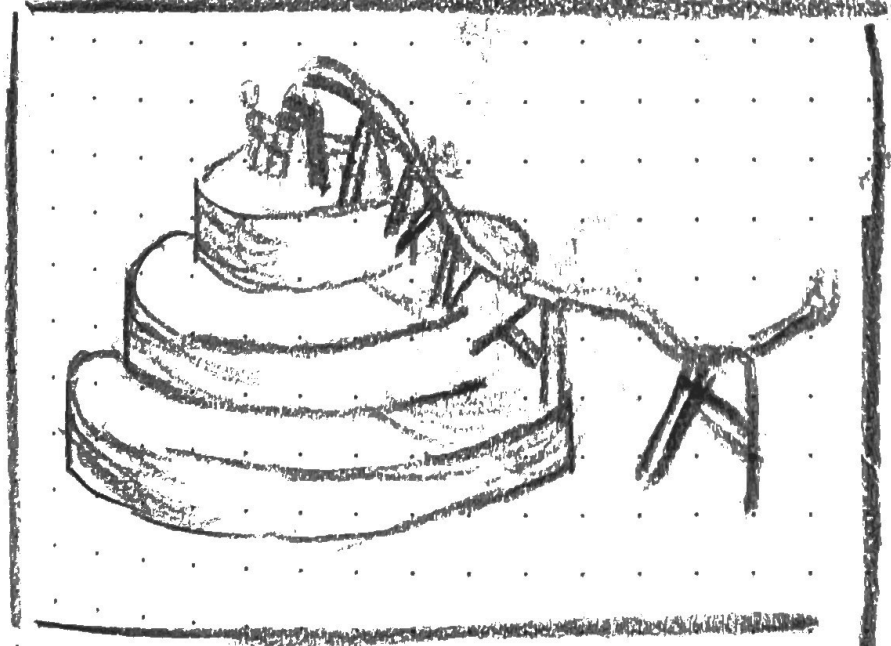
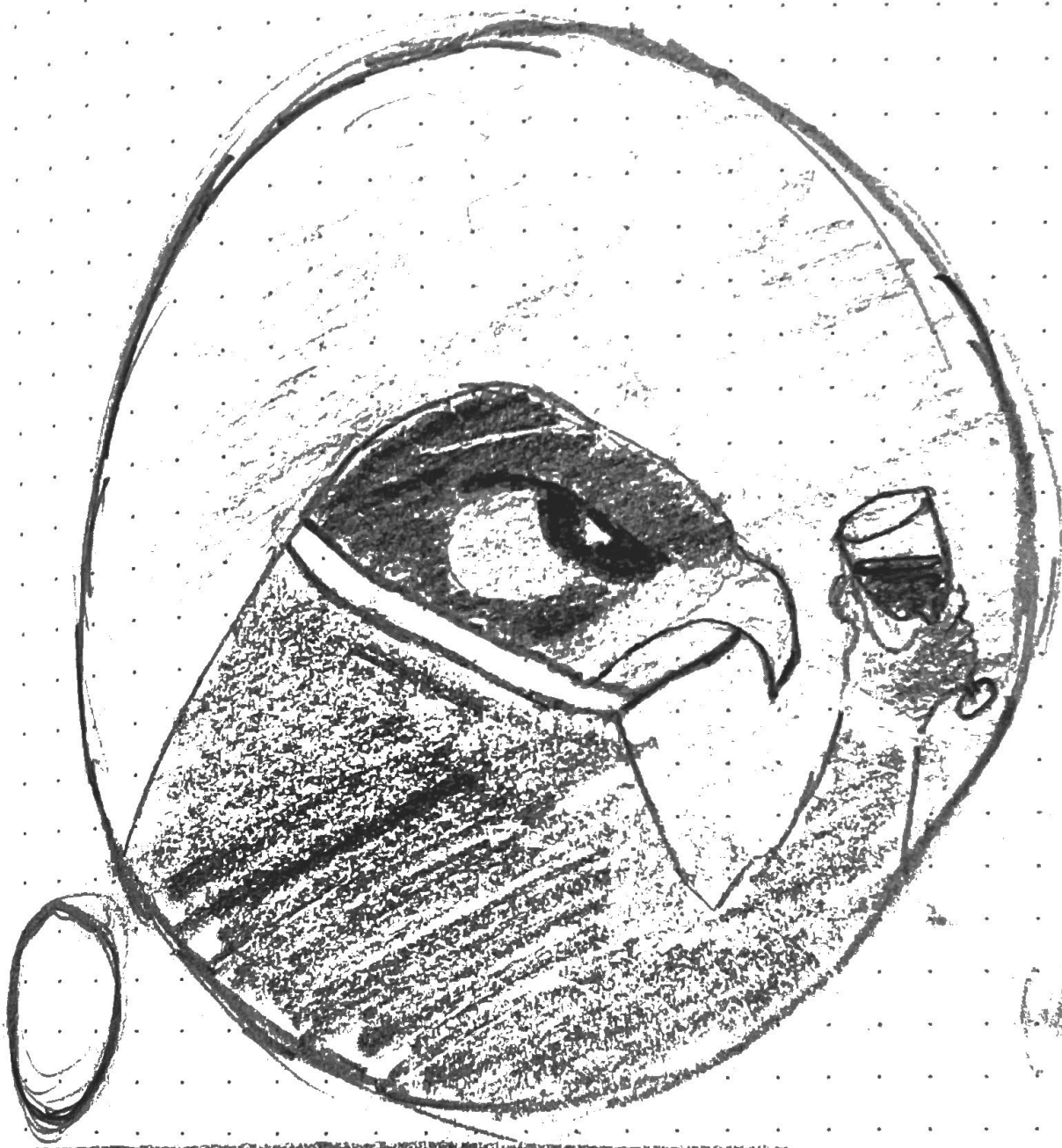








THE BIRD KING



proko.com
proko draws.

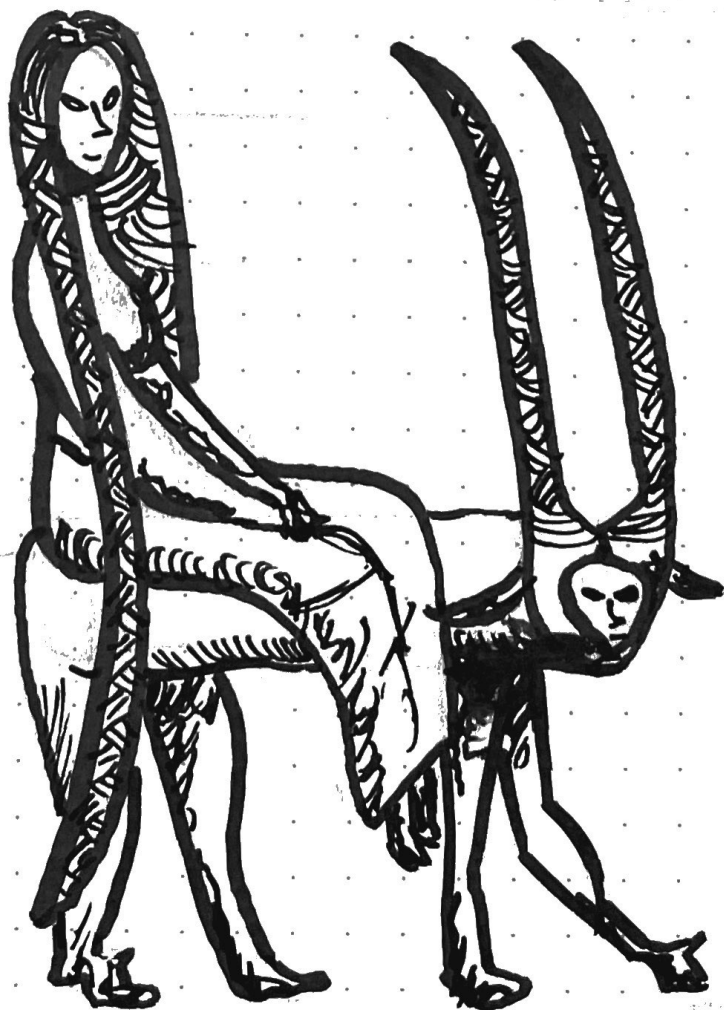
← Thanks
Jonathan!

Andrew Lomas.

Lynda.com



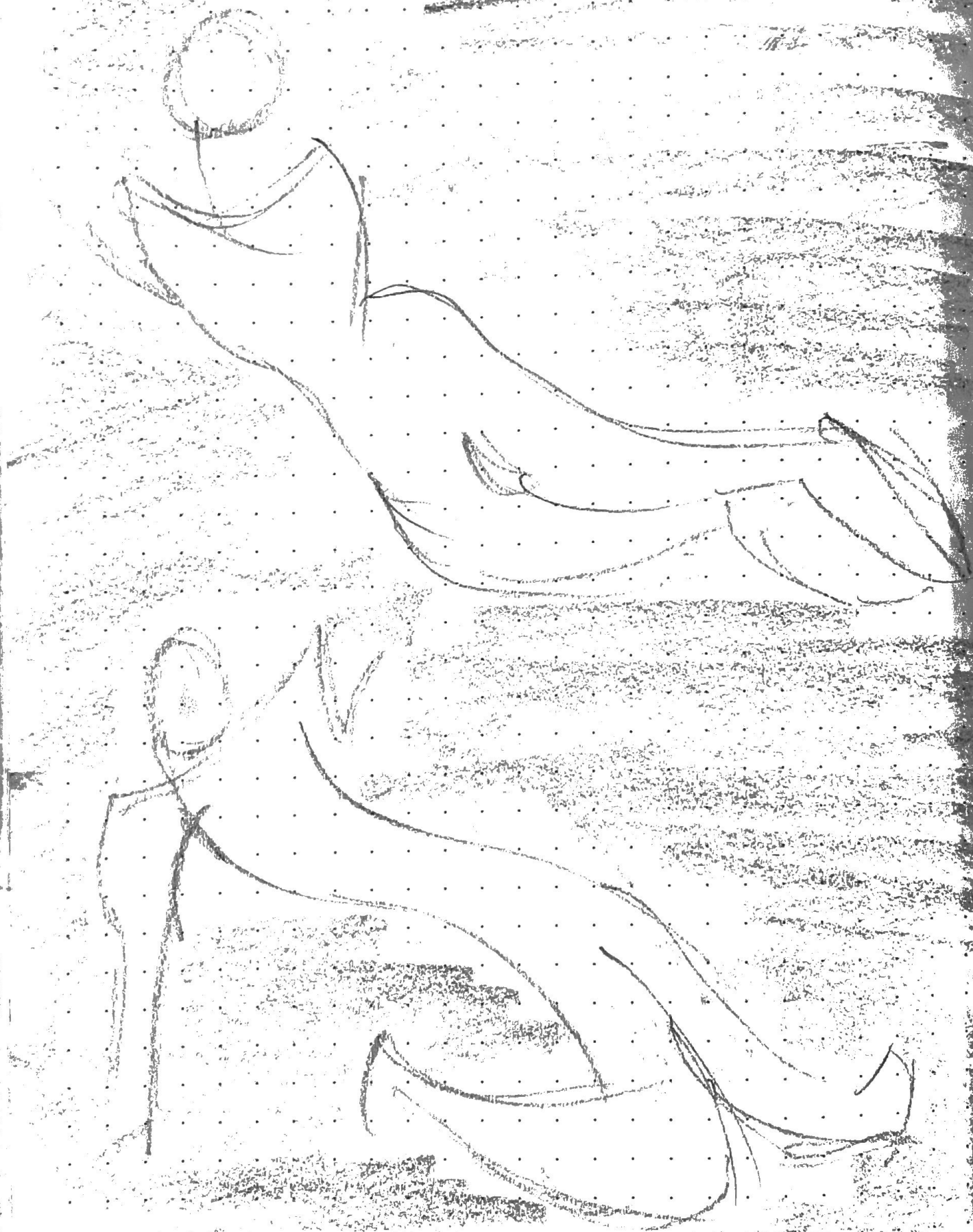
Tiny Eps



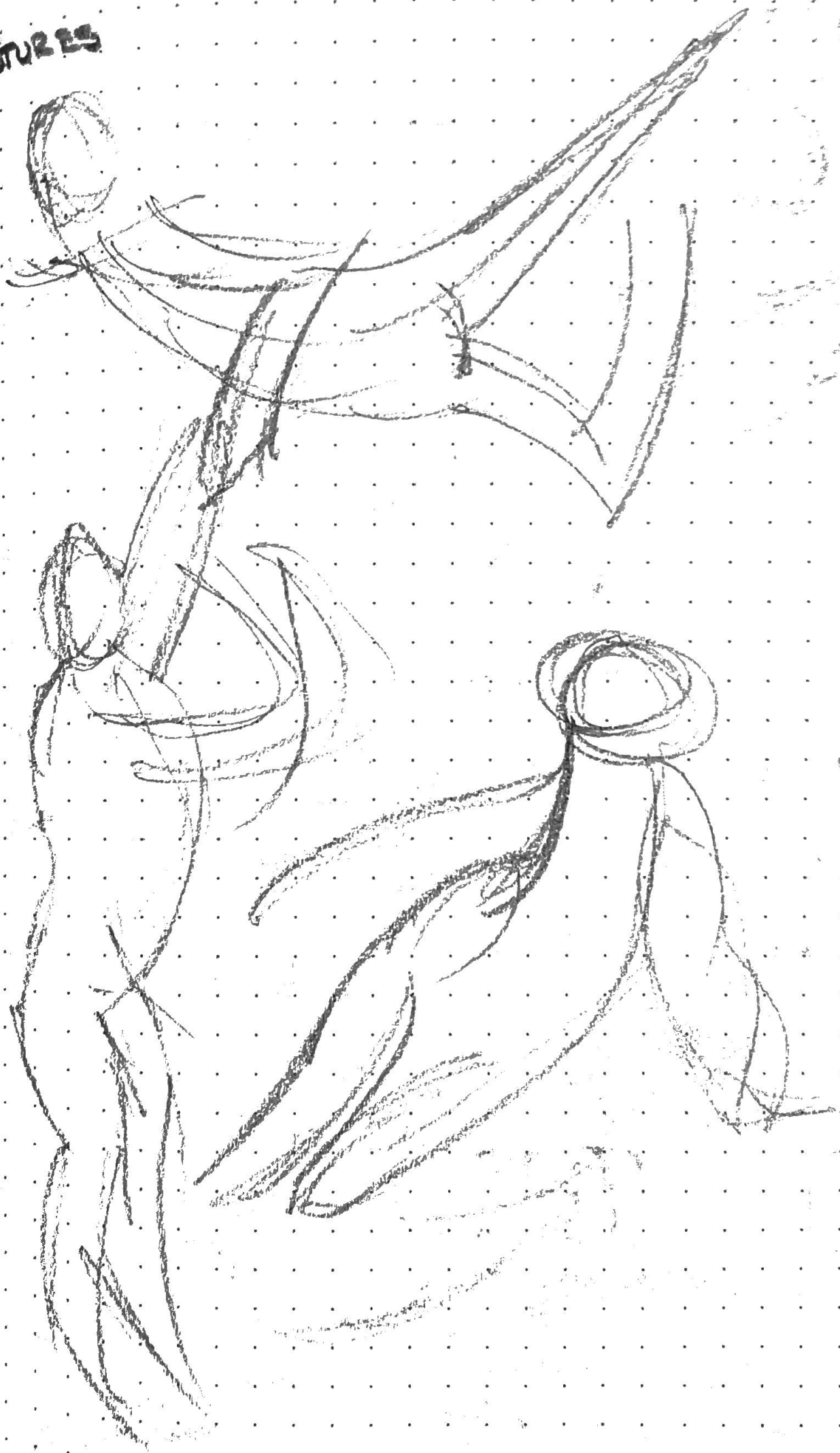
GESTURES



GESTURES



GESTURES



TH TH H H H H

TH TH TH TH TH TH TH

TH TH TH TH TH TH TH

TH

TH

H

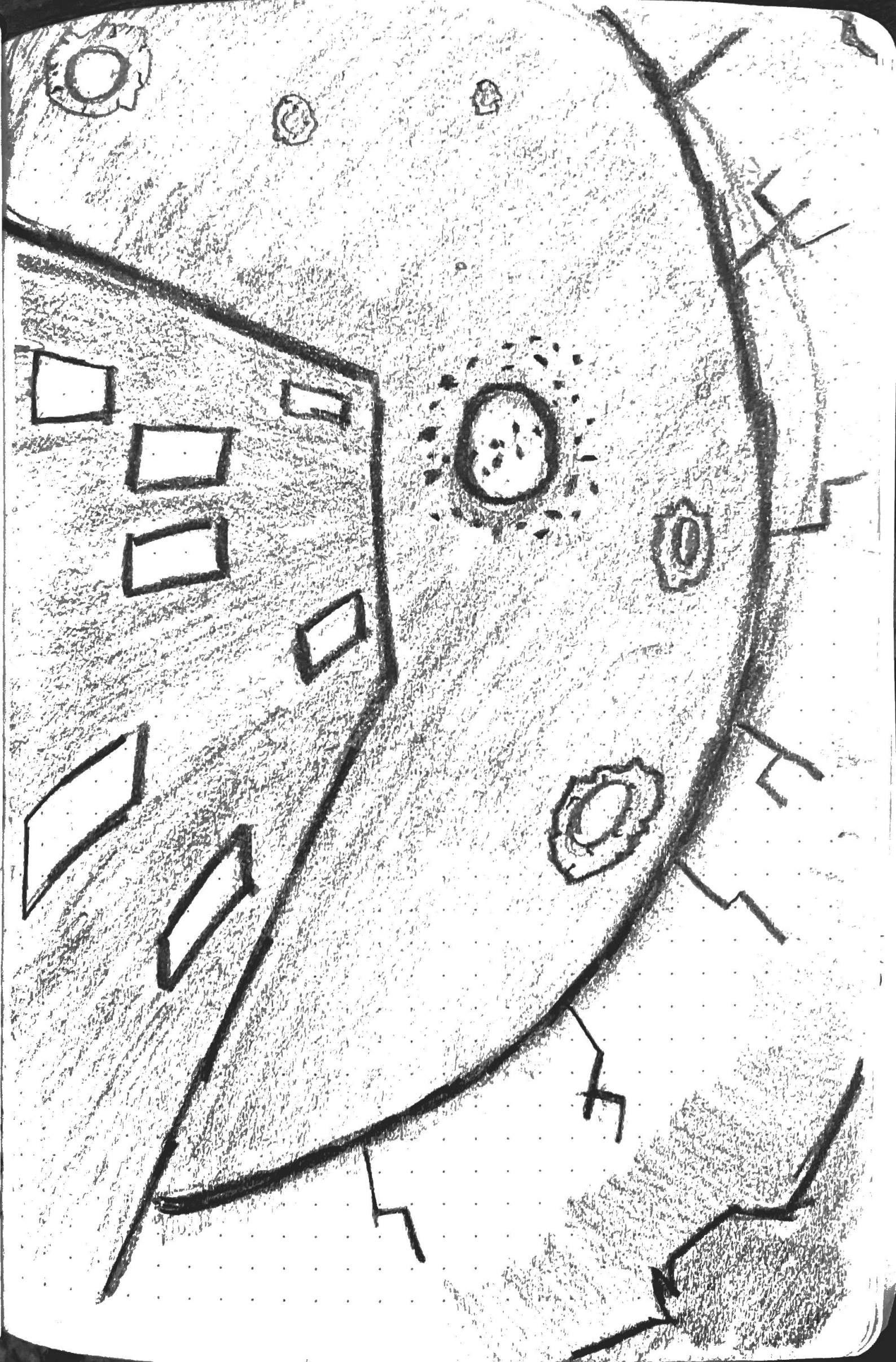
TH

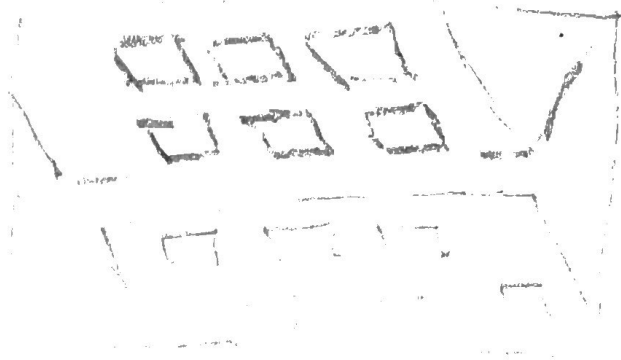
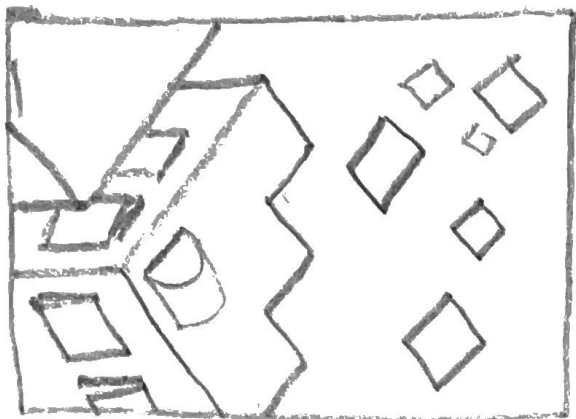
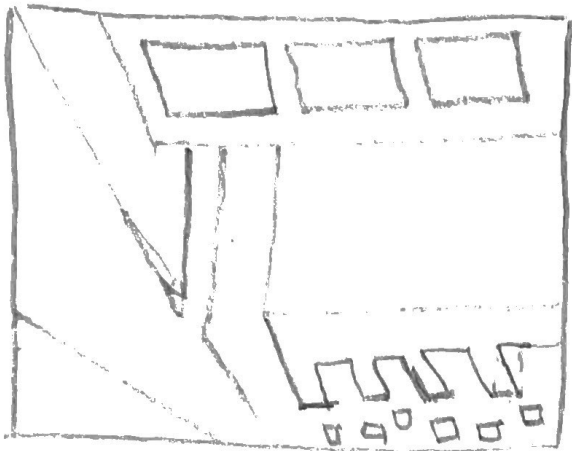
TH

TH

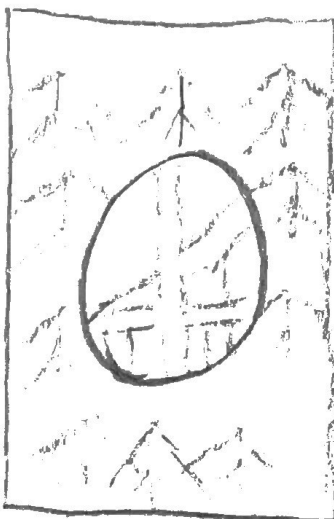
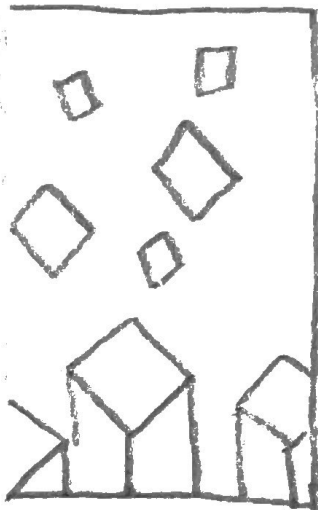
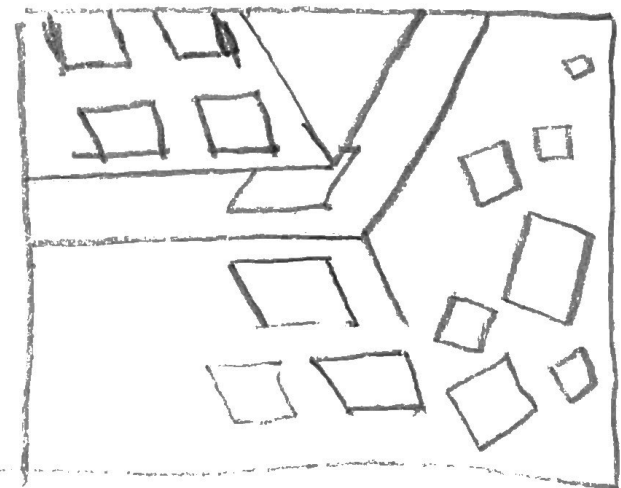
H

TH

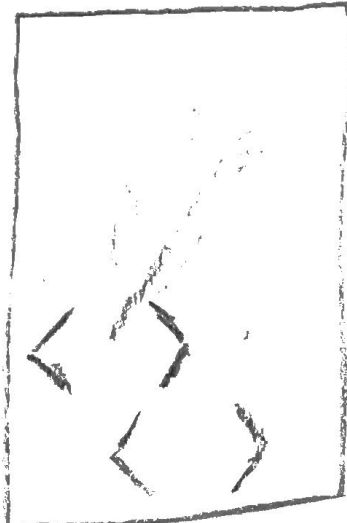




City
Firestorm



Too much?



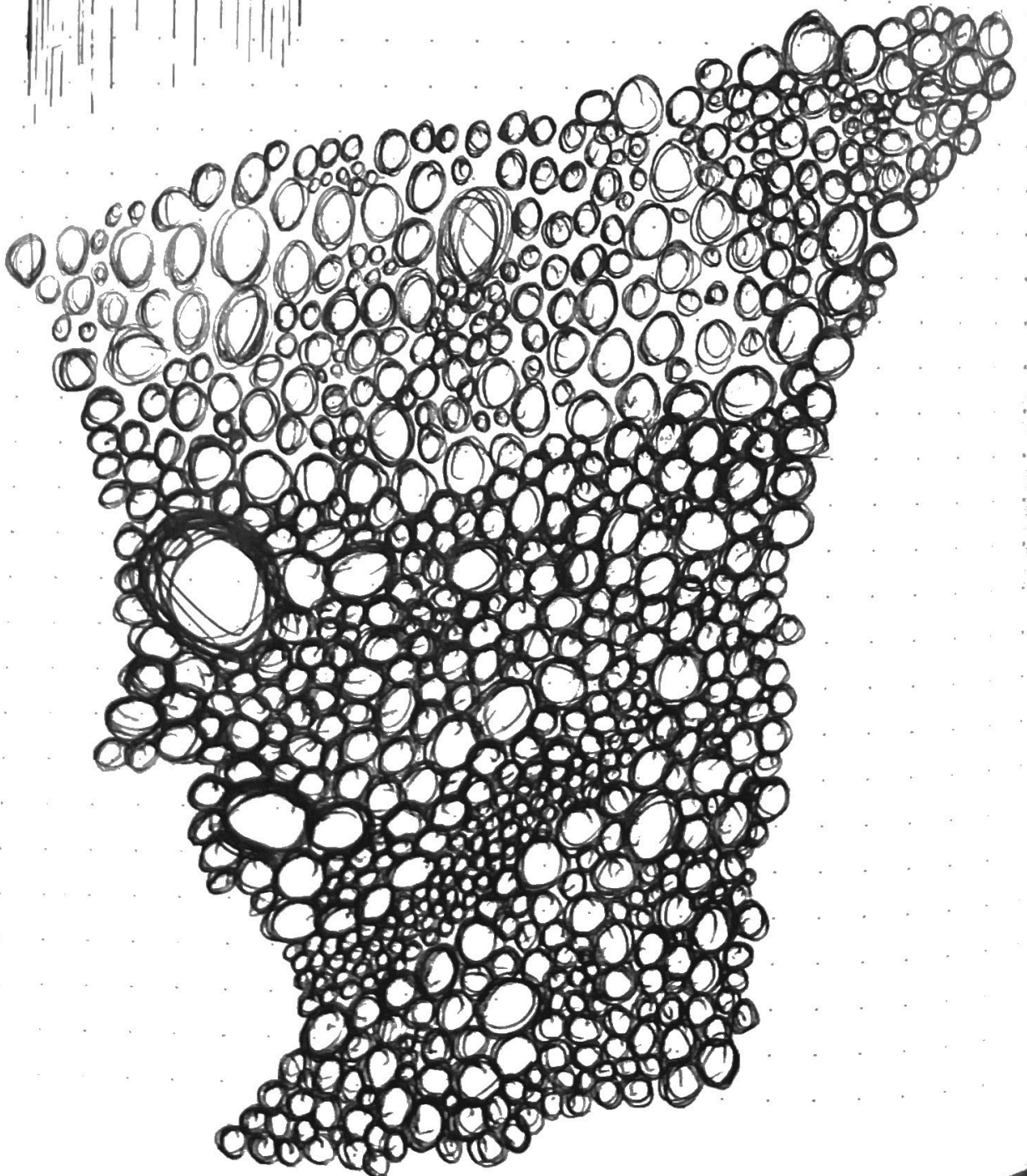
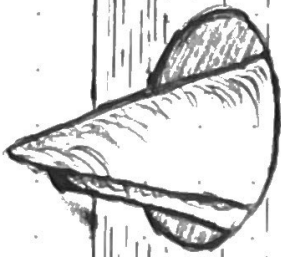
W:
C:

Image Gallery

photo[]
illustration[]

every 5 seconds
img.src = array[i]

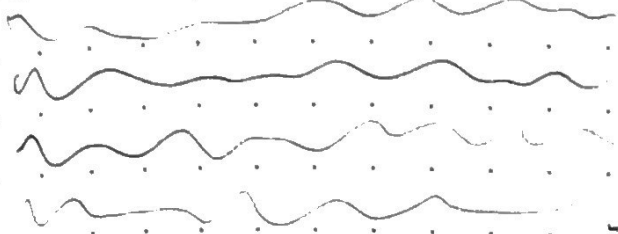
```
if (i > array.length) {  
  i = 0  
}
```



TH

~~~~~

YOUR IDEAS, ONLINE

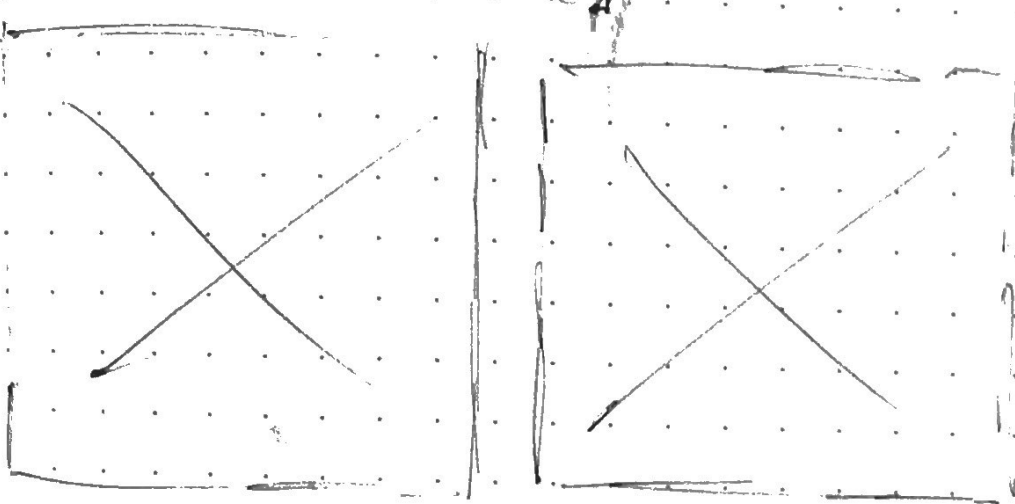


} restricted width

SEE THE SITES.



} max-width



} OS / fade in  
fade out  
show code +  
site

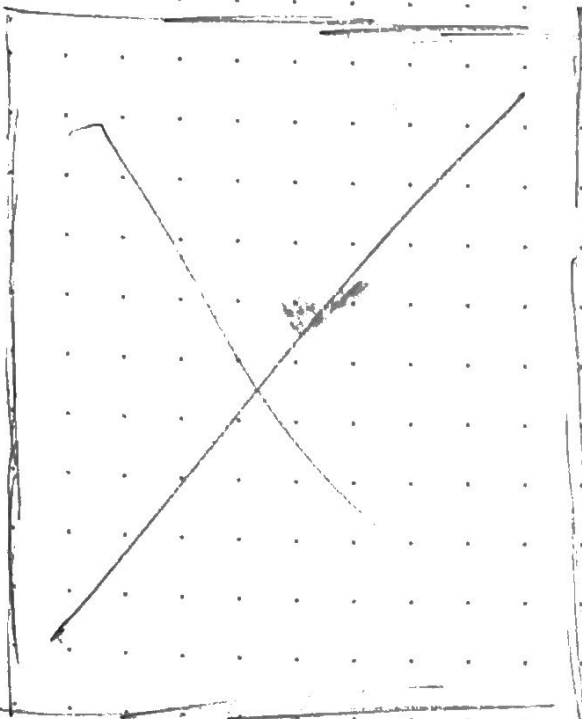


Image Gallery

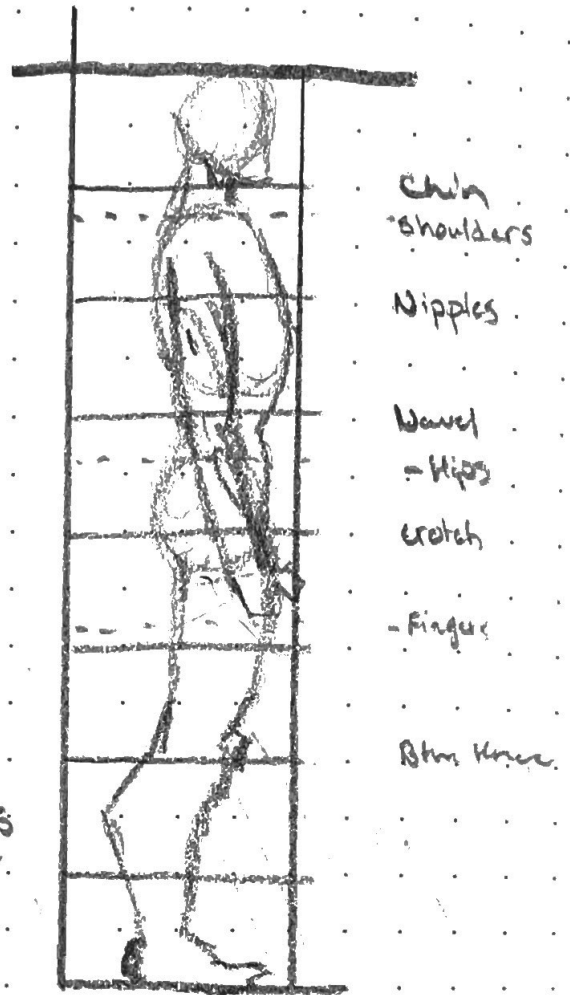
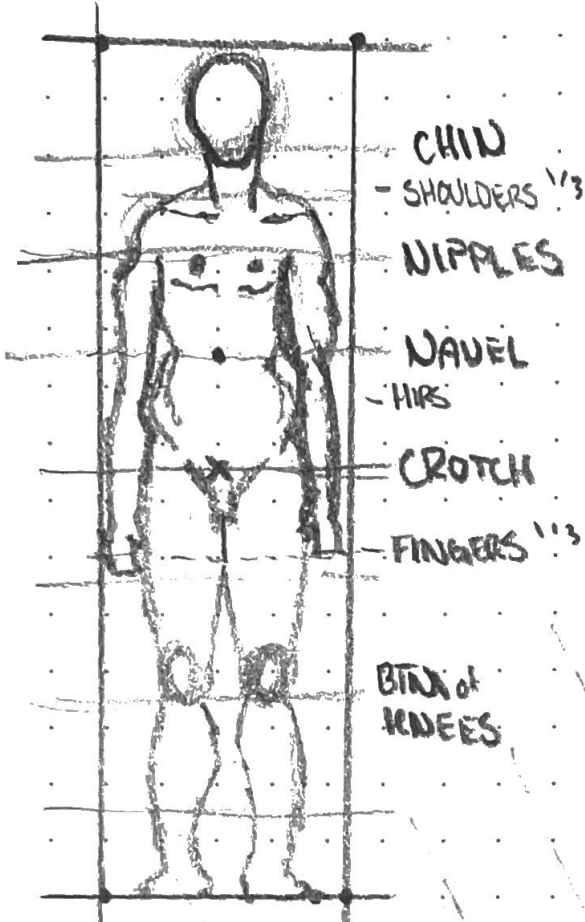
Text



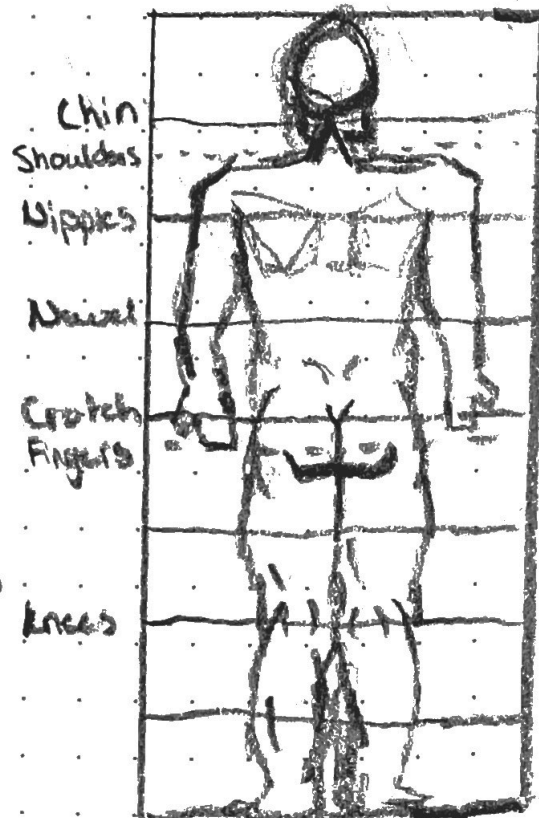
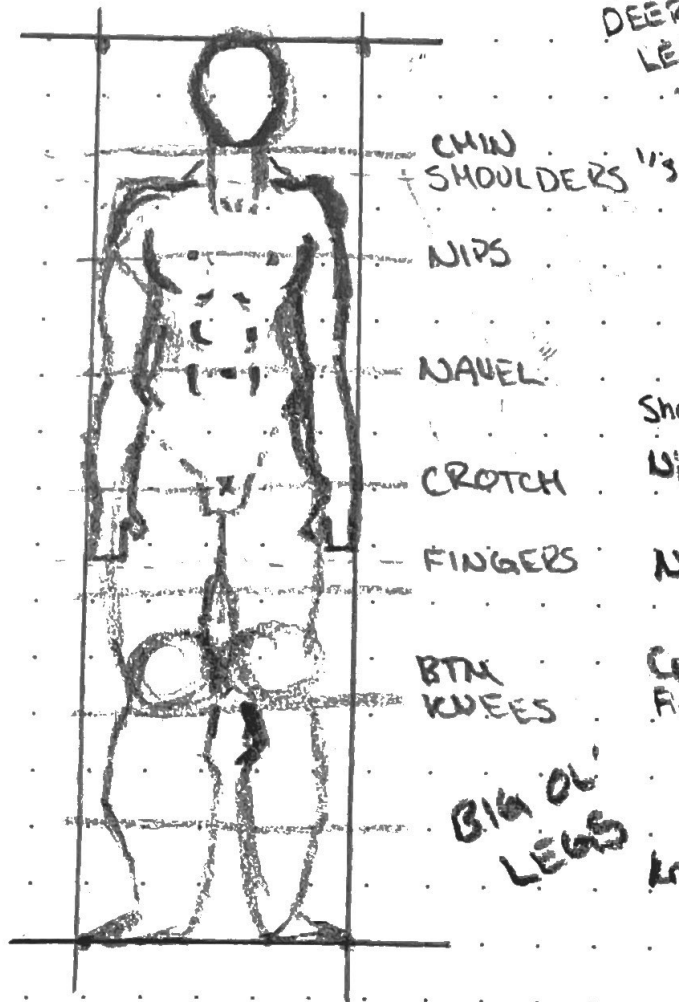
# FIGURE DRAWING | IDEAL PROPORTIONS

MALE

HEIGHT:  $8/8$  <sup>hrs</sup>  
WIDTH:  $2^{1/3}/8$



DEER  
LEGS







# PROTOTYPING ASSIGNMENT

- MOBILE

X

EXHIBITS

VISIT US

GET INVOLVED

NAV

EXHIBITS

- Fossil Lab
- Hall of Gems
- Gallery of birds
- Age of dinosaurs
- First Nations

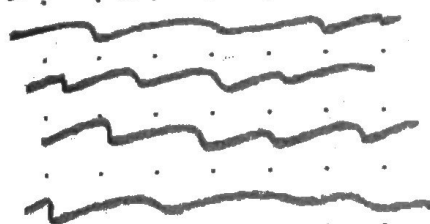
VISIT US

- Map
- Hours + Contact
- Admission
- Restaurant
- Accessibility
- Play area

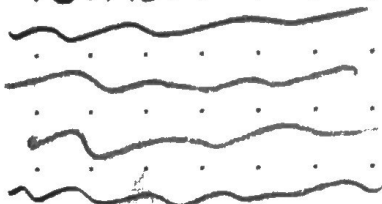
GET INVOLVED

- Summer Camp
- Ten + Fossils

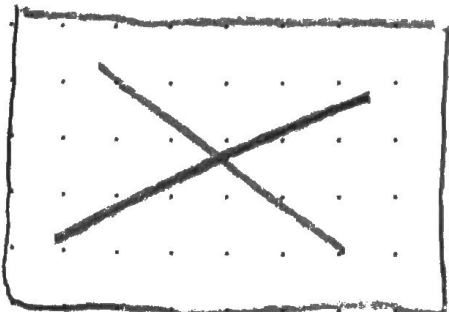
FEATURED  
EXHIBITS



RESTAURANT



MAP



HOURS



CONTACT



# PROTOTYPING ASSIGNMENT | DESKTOP

HOME

## NATIONAL SCIENCE MUSEUM

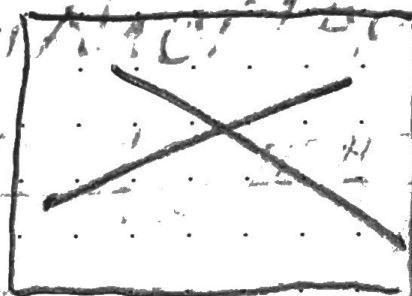
Activities

EXHIBITS | VISIT US | GET INVOLVED

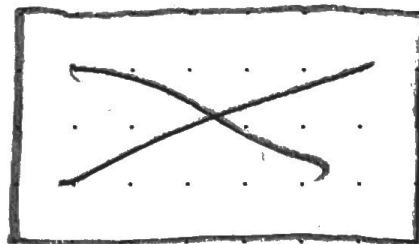
Fossil Lab | Hall of Gems | Gallery of Birds >>>

Scroll

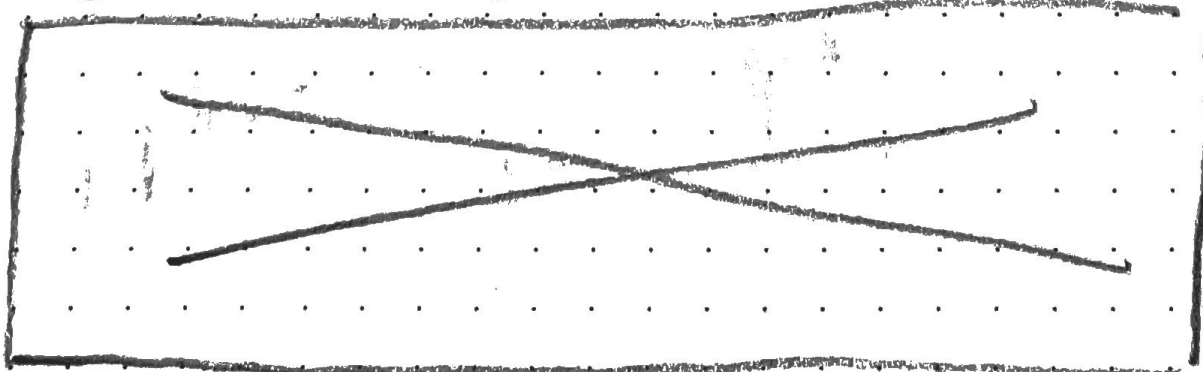
### FEATURED EXHIBIT



### RESTAURANT



### MAP



# PROTOTYPING ASSIGNMENT | DESKTOP CONT

HOURS

CONTACT

F

T

I

Footer

VISIT US

## NATIONAL SCIENCE MUSEUM

EXHIBITS

VISIT US | GET INVOLVED

ADMISSION | RESTAURANT | CONTACT >>>

HOURS OF OPERATION

xx xx  
xx xx

TICKETS + ADMISSION

xx  
xx  
xx  
xx  
xx  
xx  
xx

ADDRESS

FORM

First

Last

Message

Note: form. data to bottom  
w/ 100% width

CONTACT

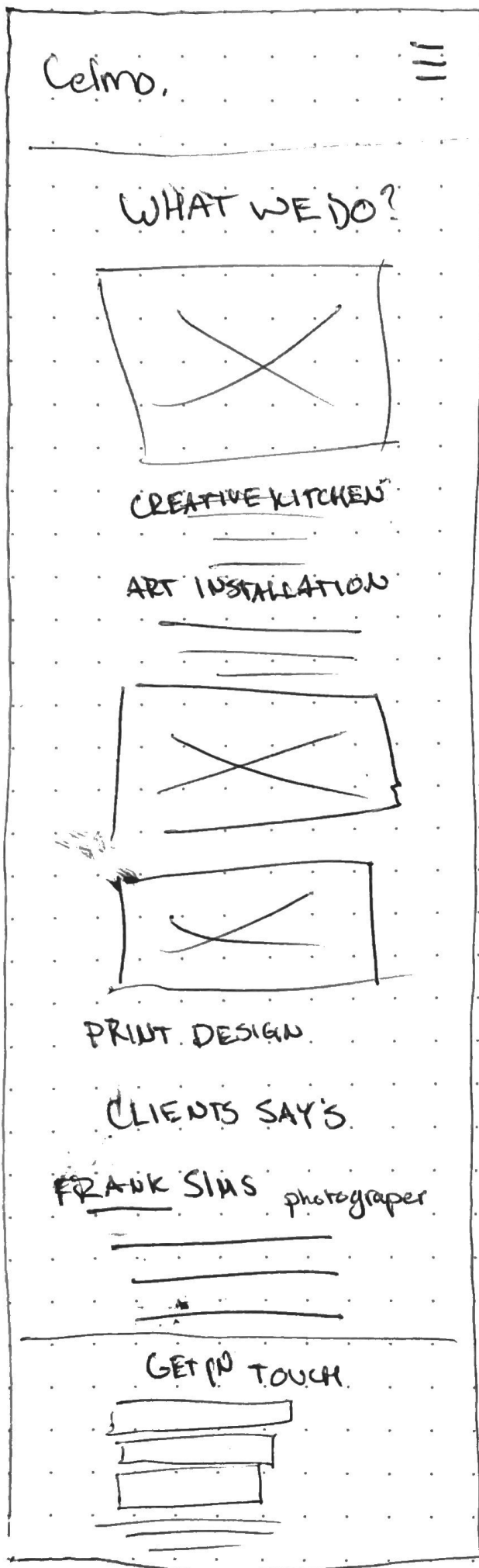
F

T

I

# CELMO | ASSIGNMENT 4

## Fonts



H1: Montserrat bold  
3rem

a: Montserrat Light  
1.8rem  
#989898

H2: Montserrat Hairline  
6rem

H3: Montserrat Light + Bold  
3rem + 4.8rem

(link)  
H3: Montserrat Bold  
4rem

H3 + p: Montserrat Light  
1.8rem

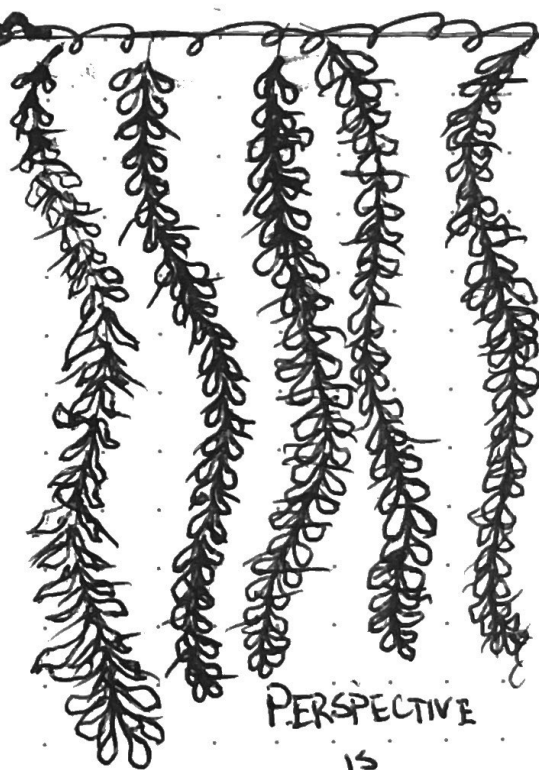
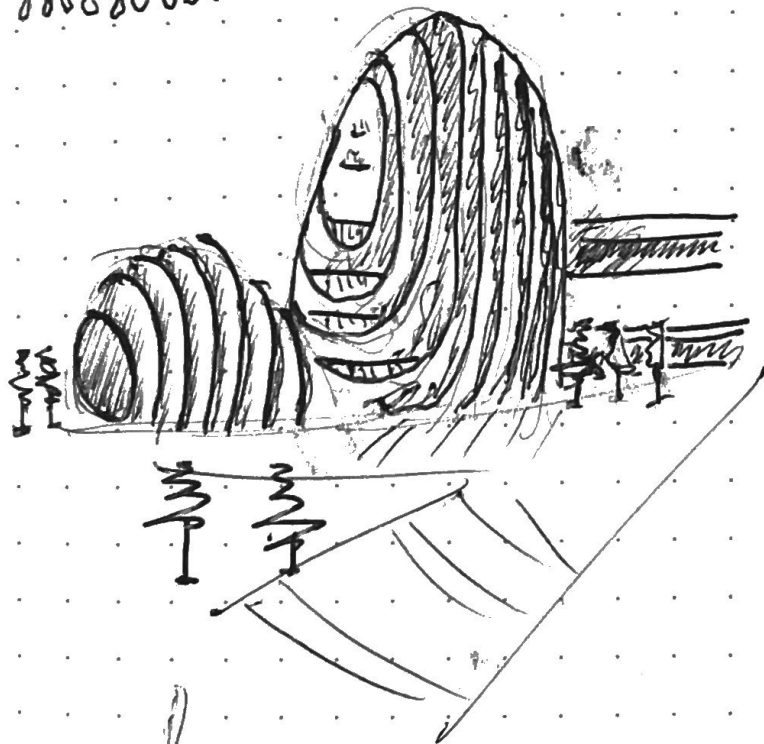
p: Montserrat Light  
1.8rem  
#656565

# FOOTNOTES PHOTOGRAPHY

Current host: Bluehost



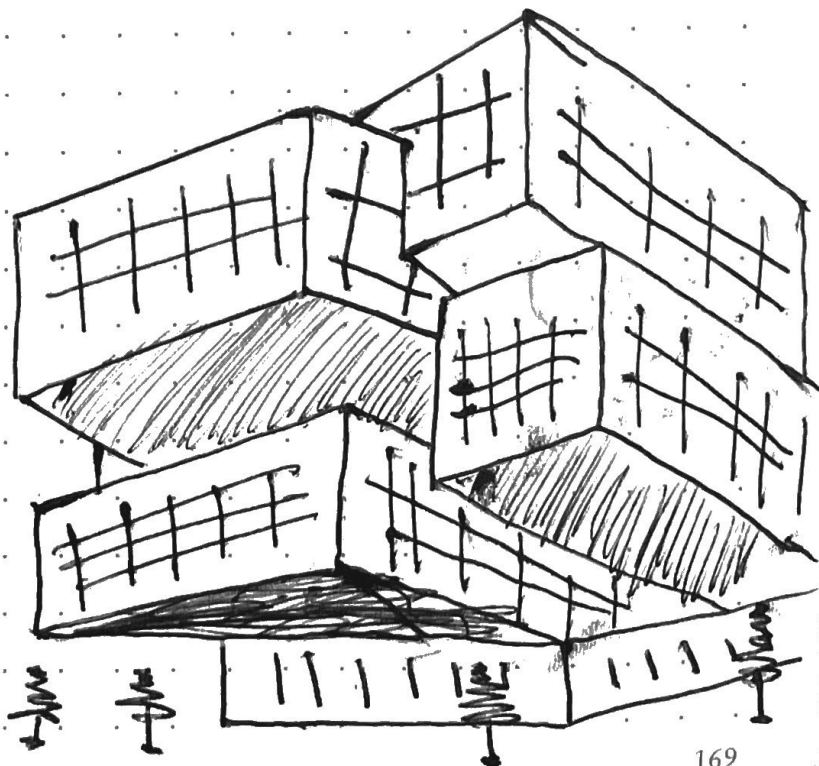
ARCHITECTURE 



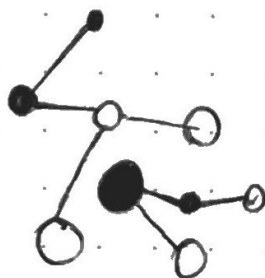
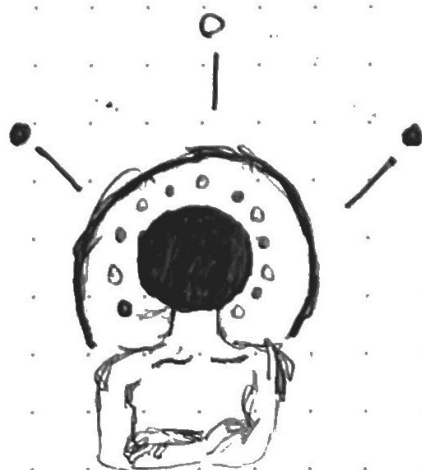
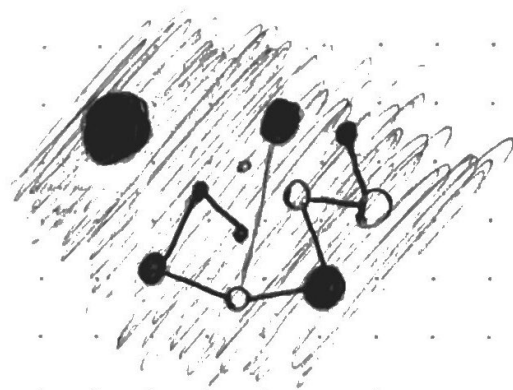
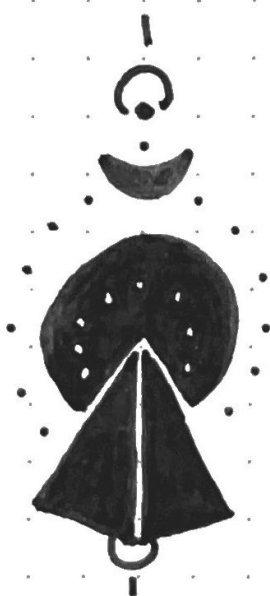
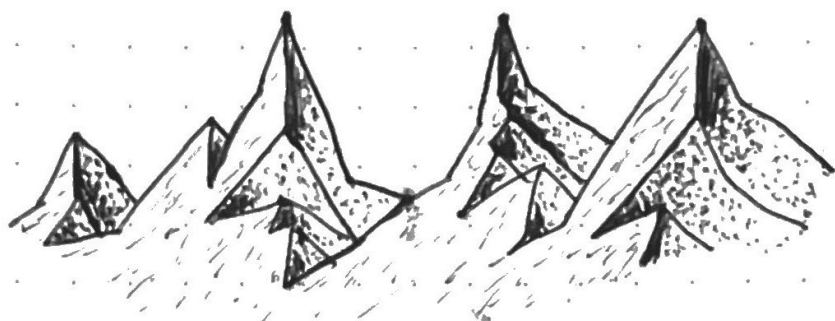
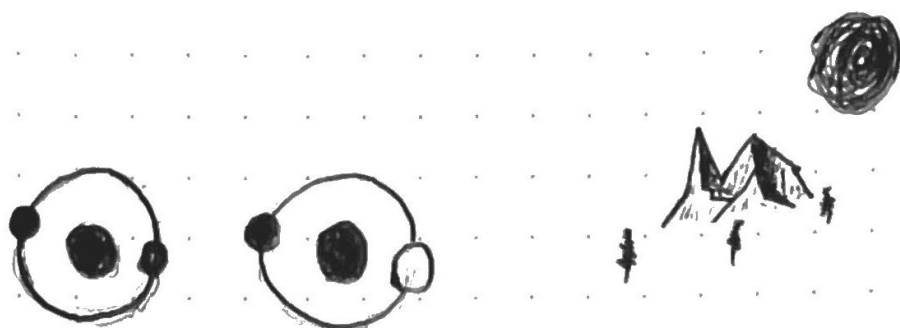
PERSPECTIVE  
IS  
HARD

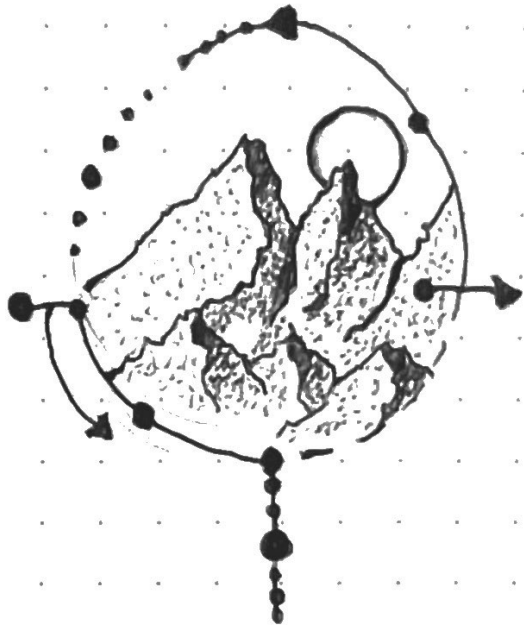


FUCKIN'  
TREES

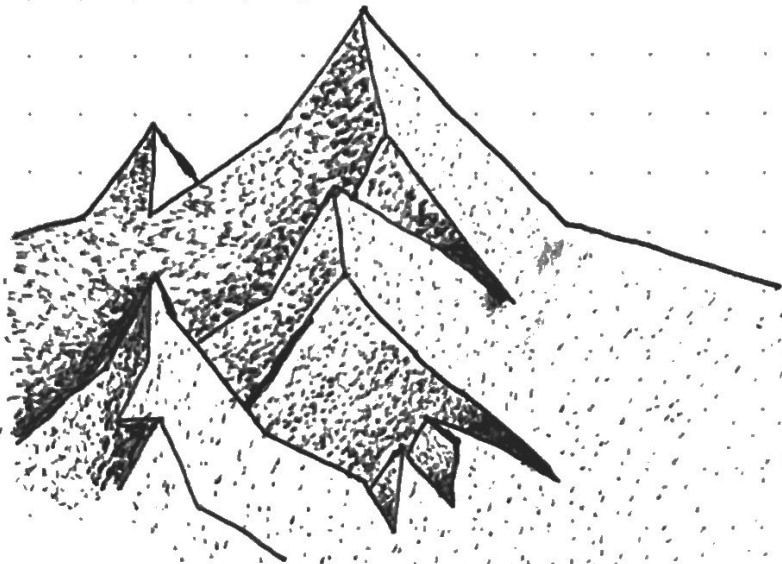
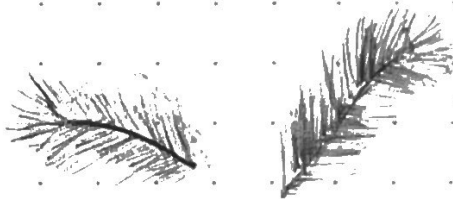




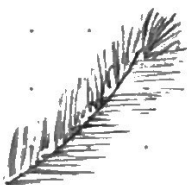


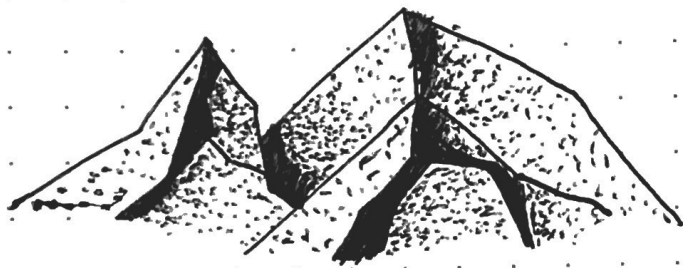


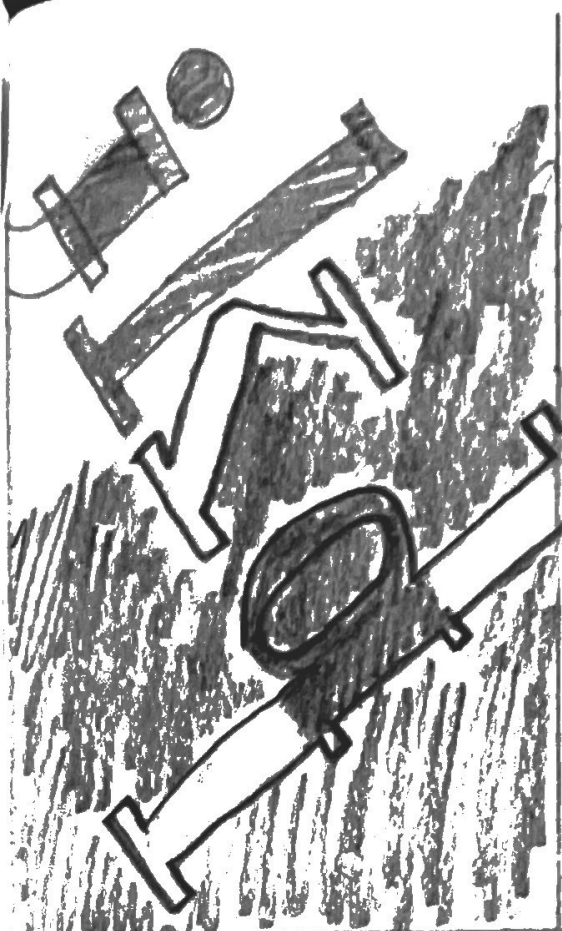
DEATH IS LIGHTER THAN  
A FEATHER



DUTY,  
HEAVIER THAN  
A  
MOUNTAIN

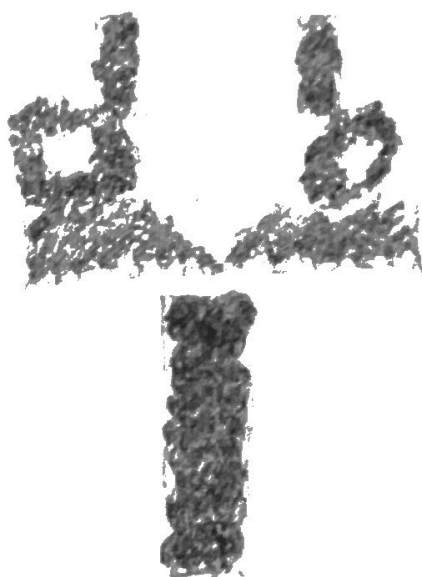






POS/NEG  
MODERN

③



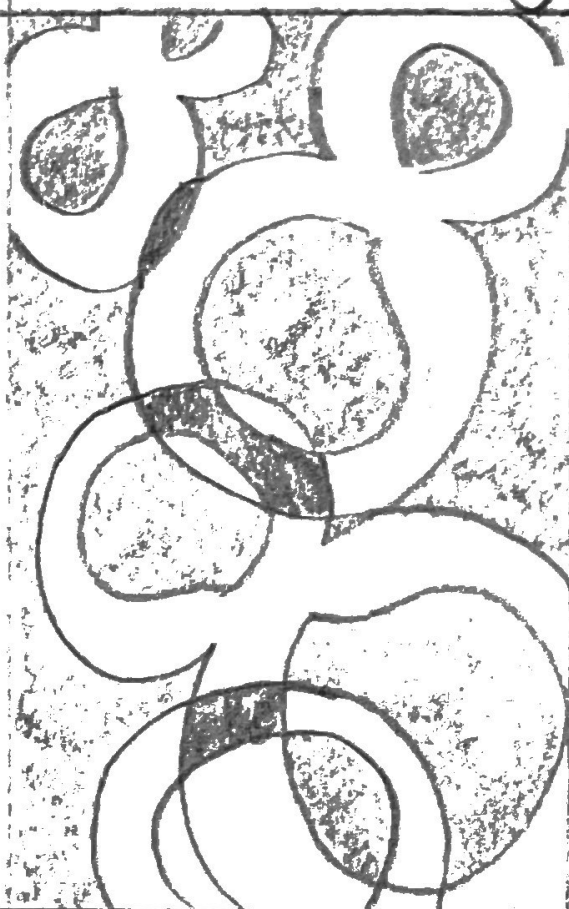
TENSION  
SANS

④



SCALE  
OLD

⑦



POS/NEG  
OLD

⑧



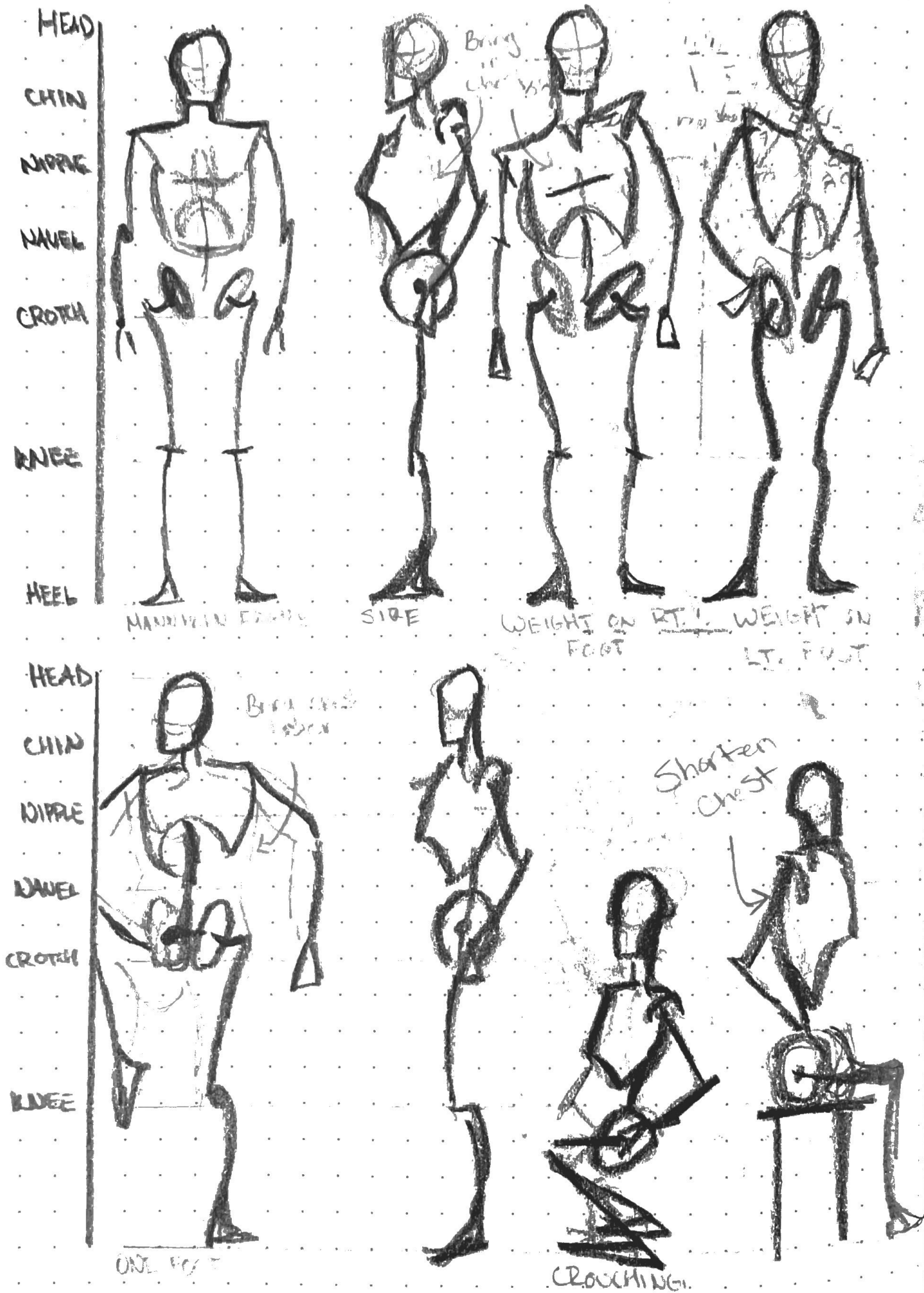
OLD: H  
MODERN  
SANS:

SCALE: II  
POS/NEG  
PATTERN  
CONGEST  
PLAYFUL  
TENSION

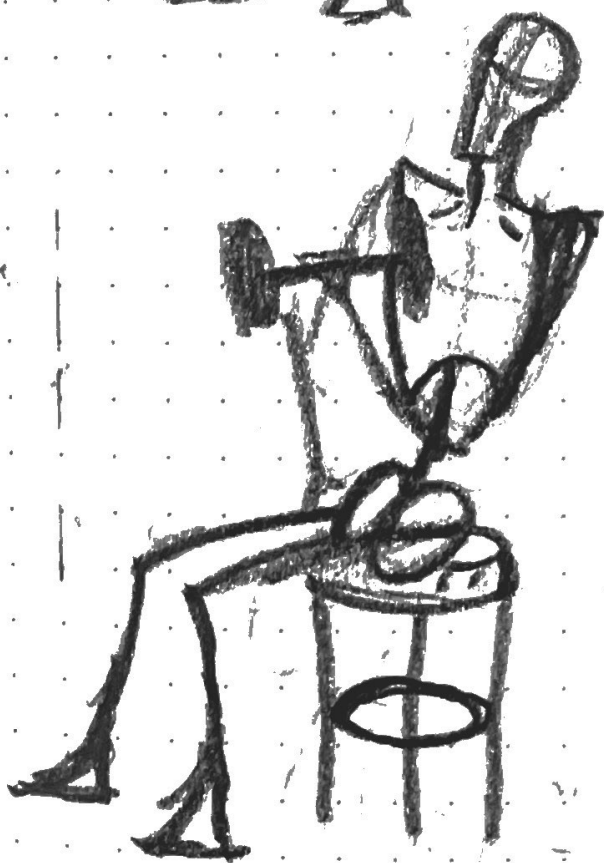
Digital  
OLD II  
MODERN  
SANS II

SCALE  
POS/NEG  
PATTERN  
CONGEST  
PLAYFUL  
TENSION

# FIGURE DRAWING / ANDREW Loomis

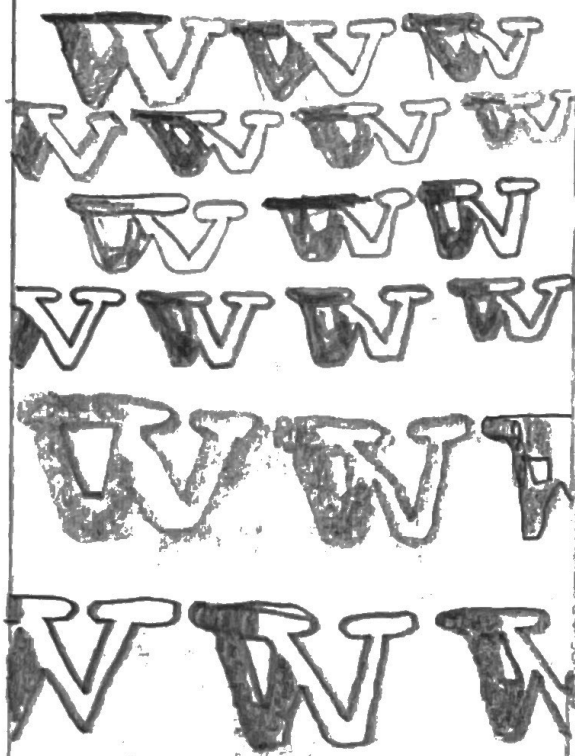






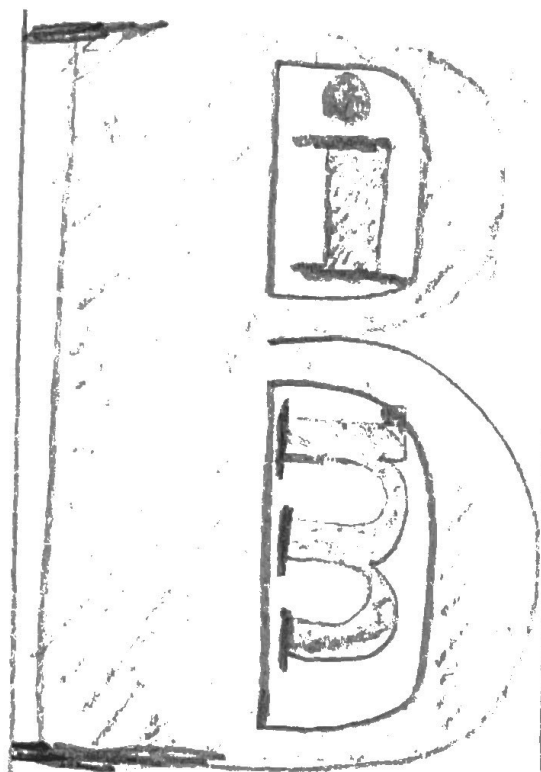
Date  
Total

COST  
Description



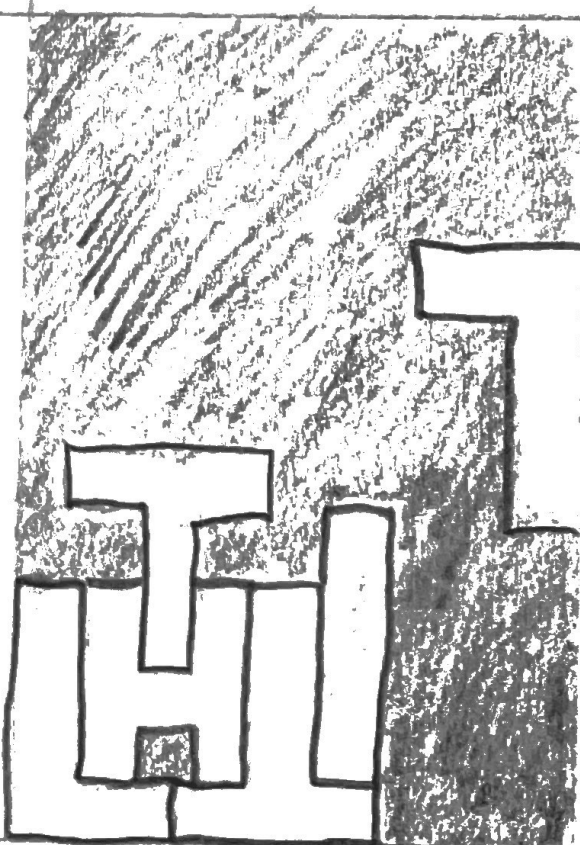
PATTERN EXCLUDE  
OLD

①



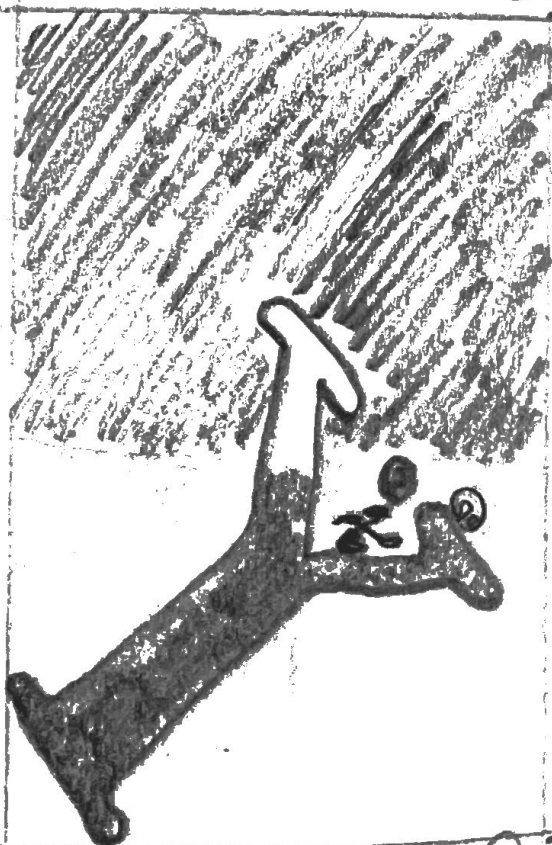
SCALE  
MODERN

②



PLAYFUL  
SANS

⑤



TENSION  
OLD

⑥



# FIGURE DRAWING | ANDREW LOOMIS

HEAD

CHIN

NOSE

PAVEL

ROCK

NEE

FOOT



HEAD

CHIN

NOSE

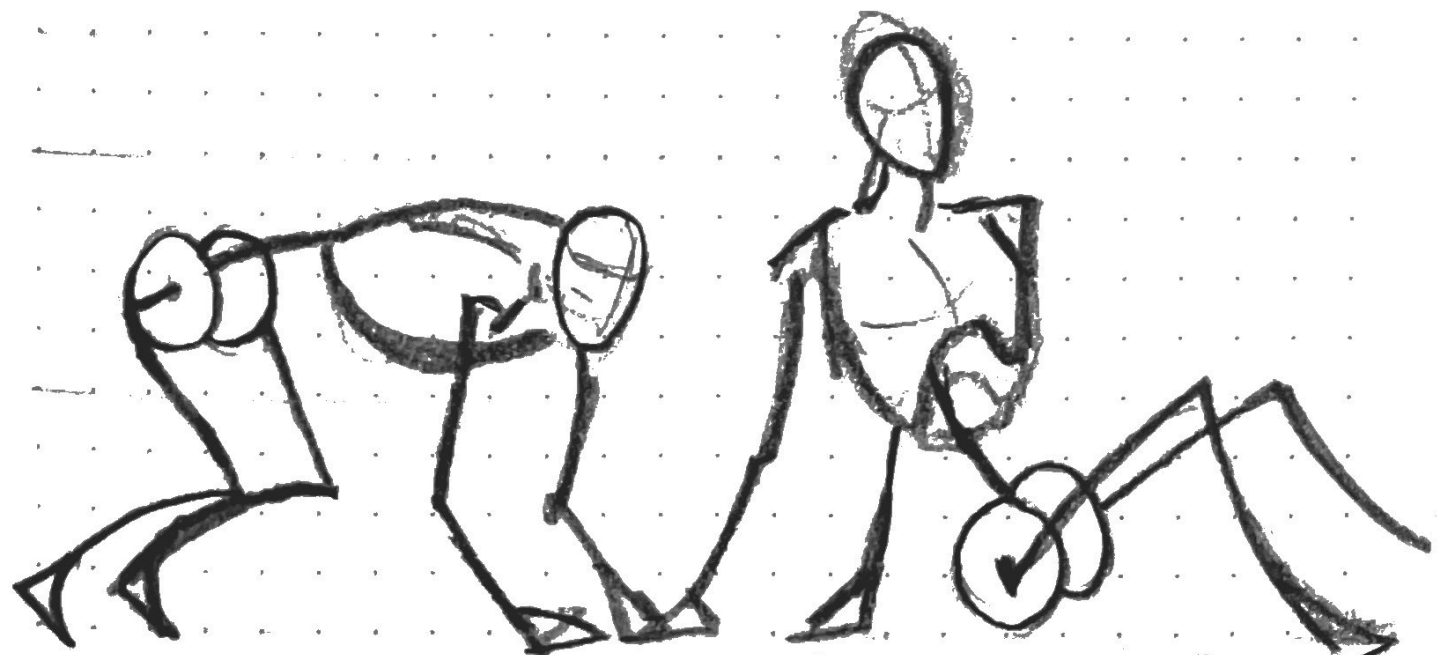
PAVEL

ROCK

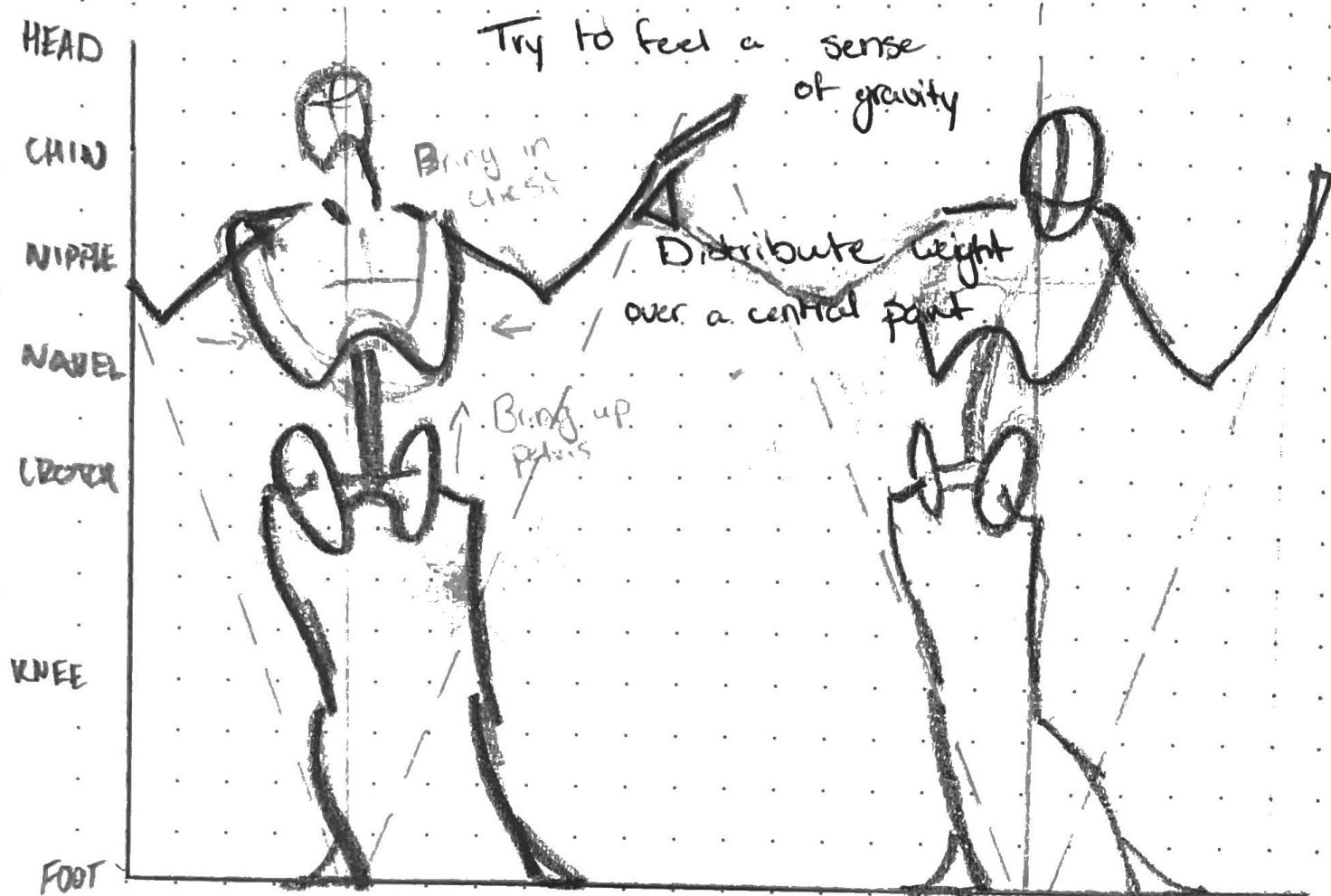
NEE

FOOT

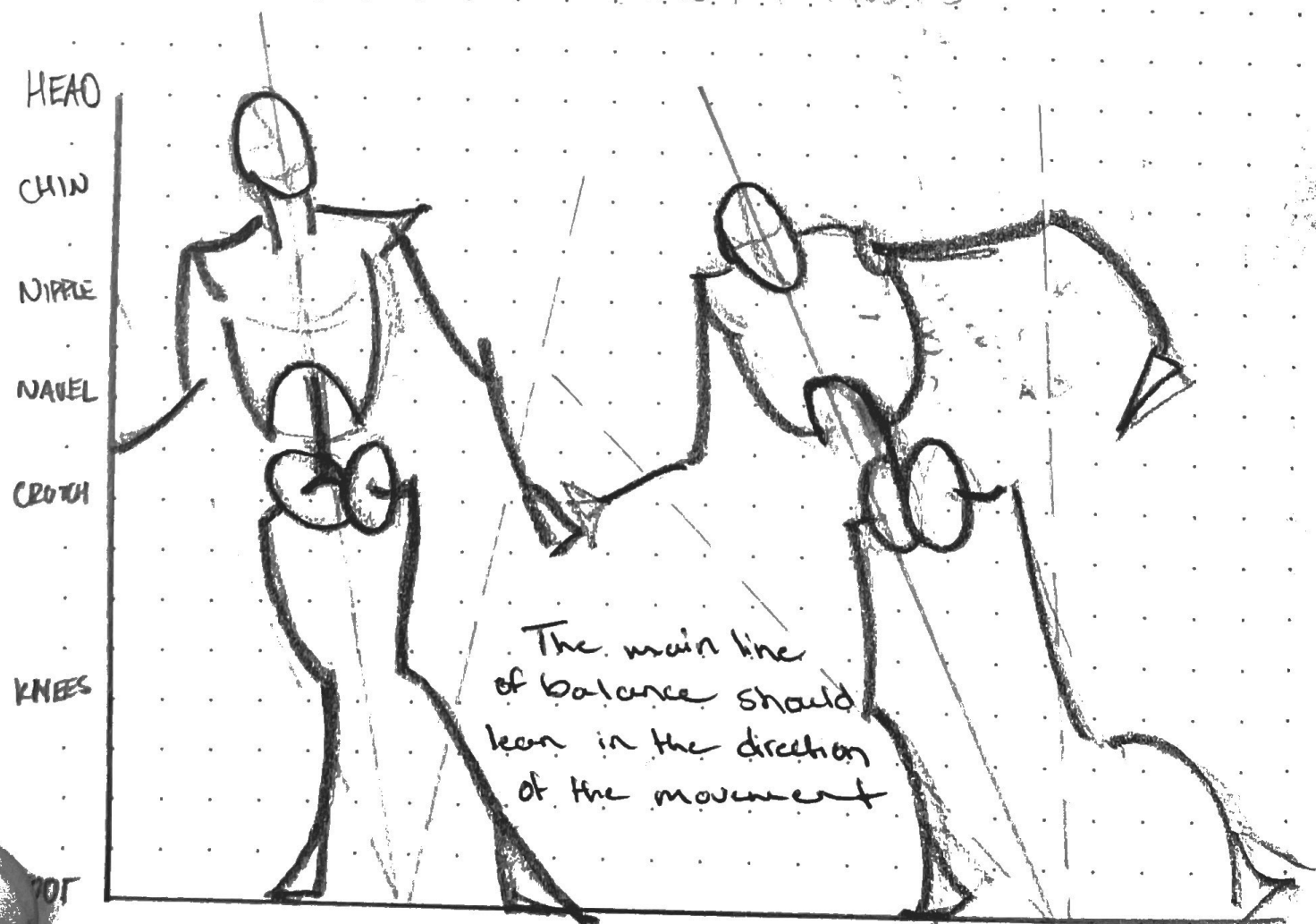
Figure action should be based on a distribution of the weight of the body



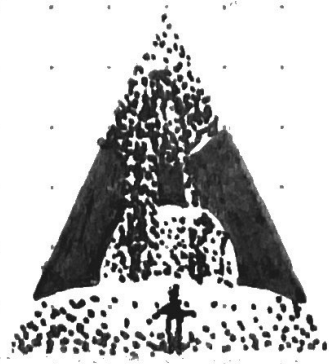
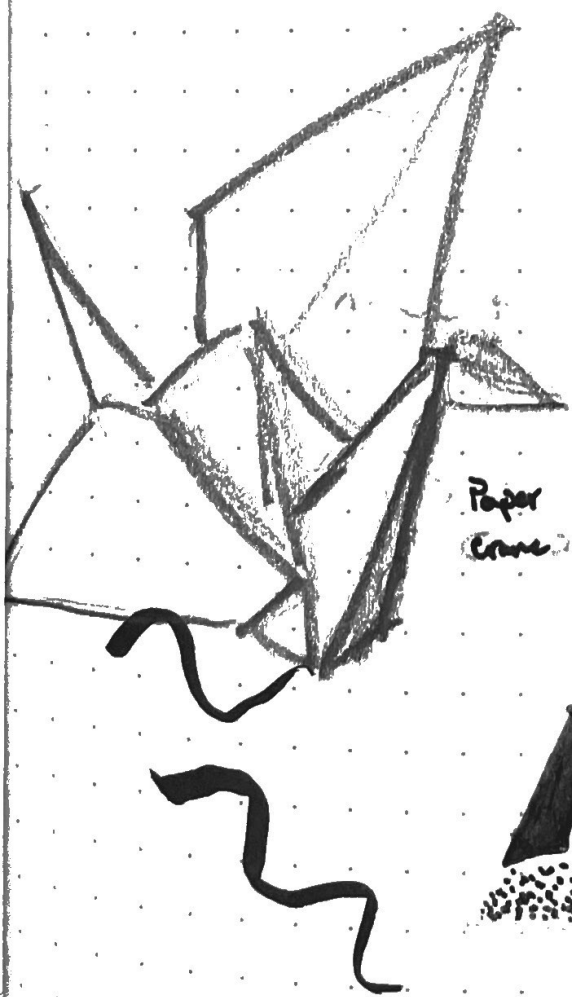
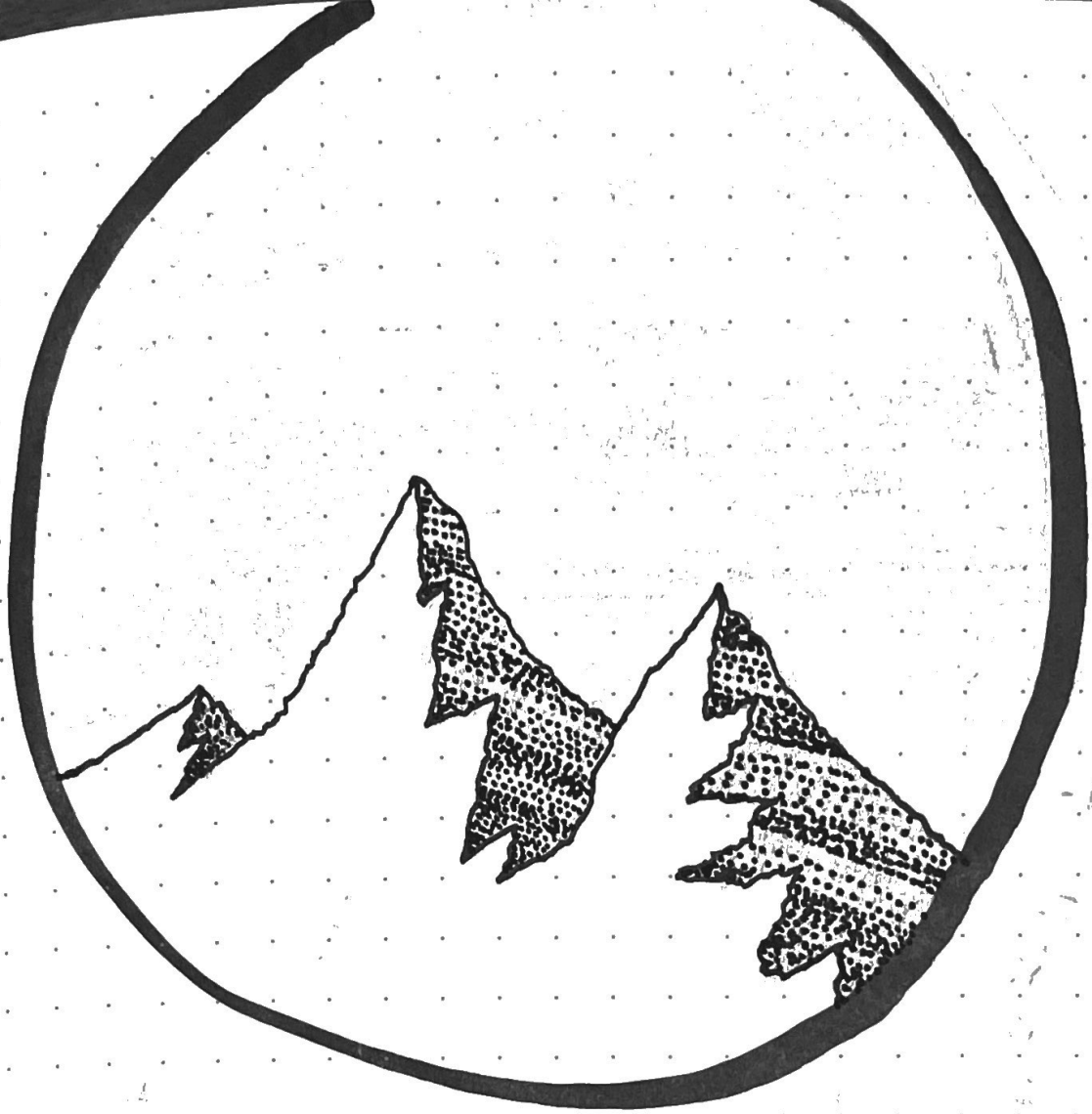
# FIGURE DRAWING / ANDREW LOOMIS



STATIONARY PIVOTS

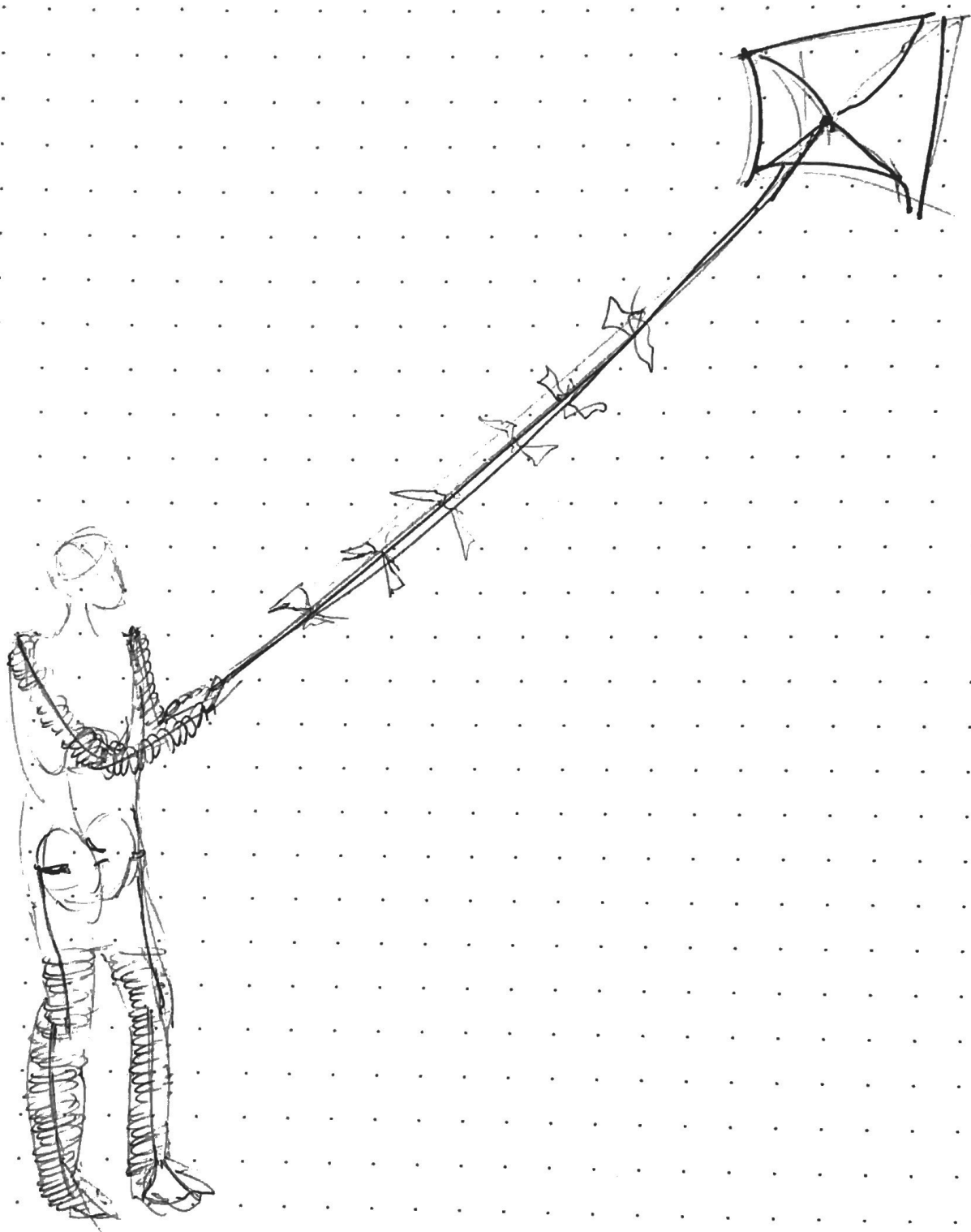


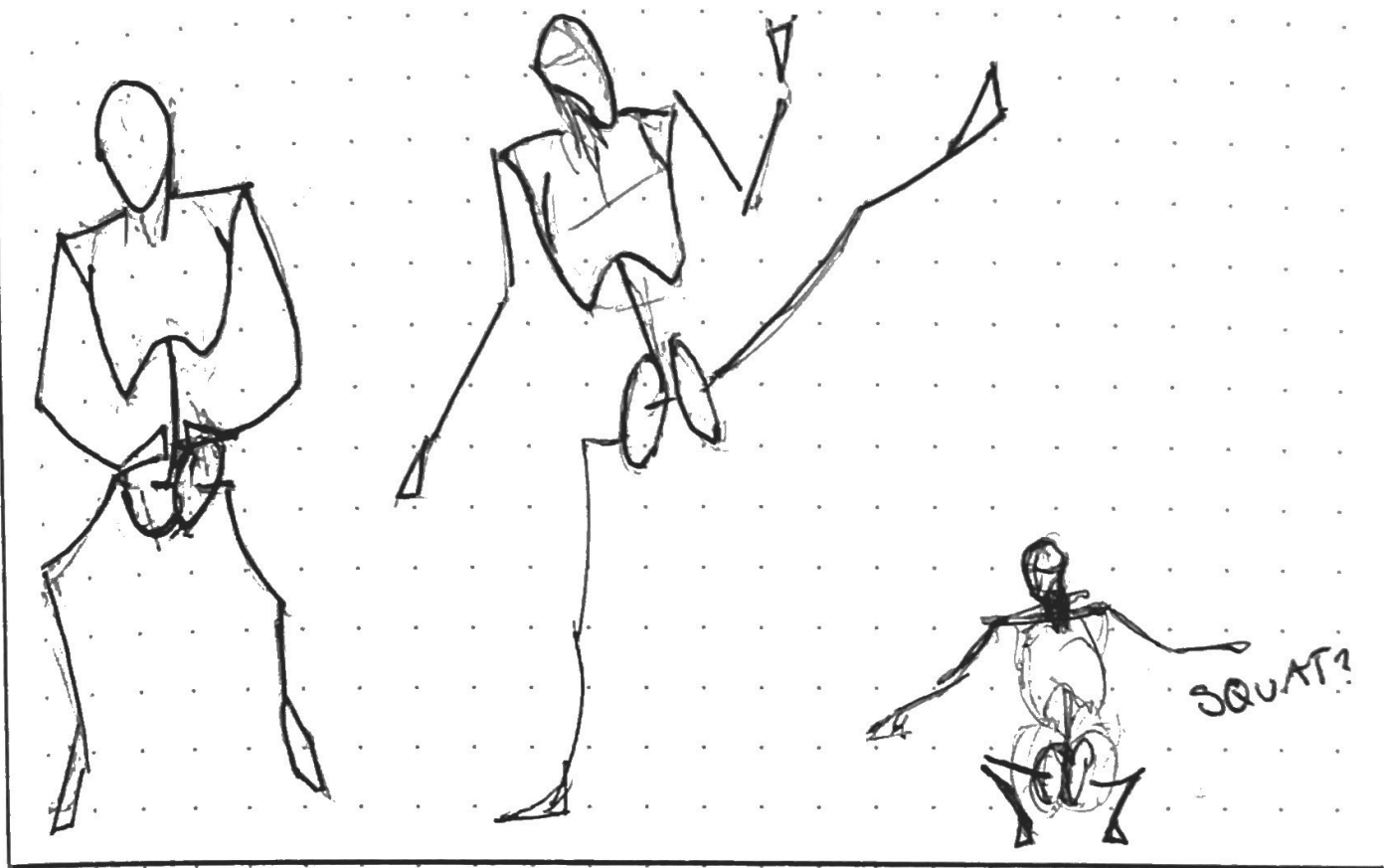
MOVING PIVOTS

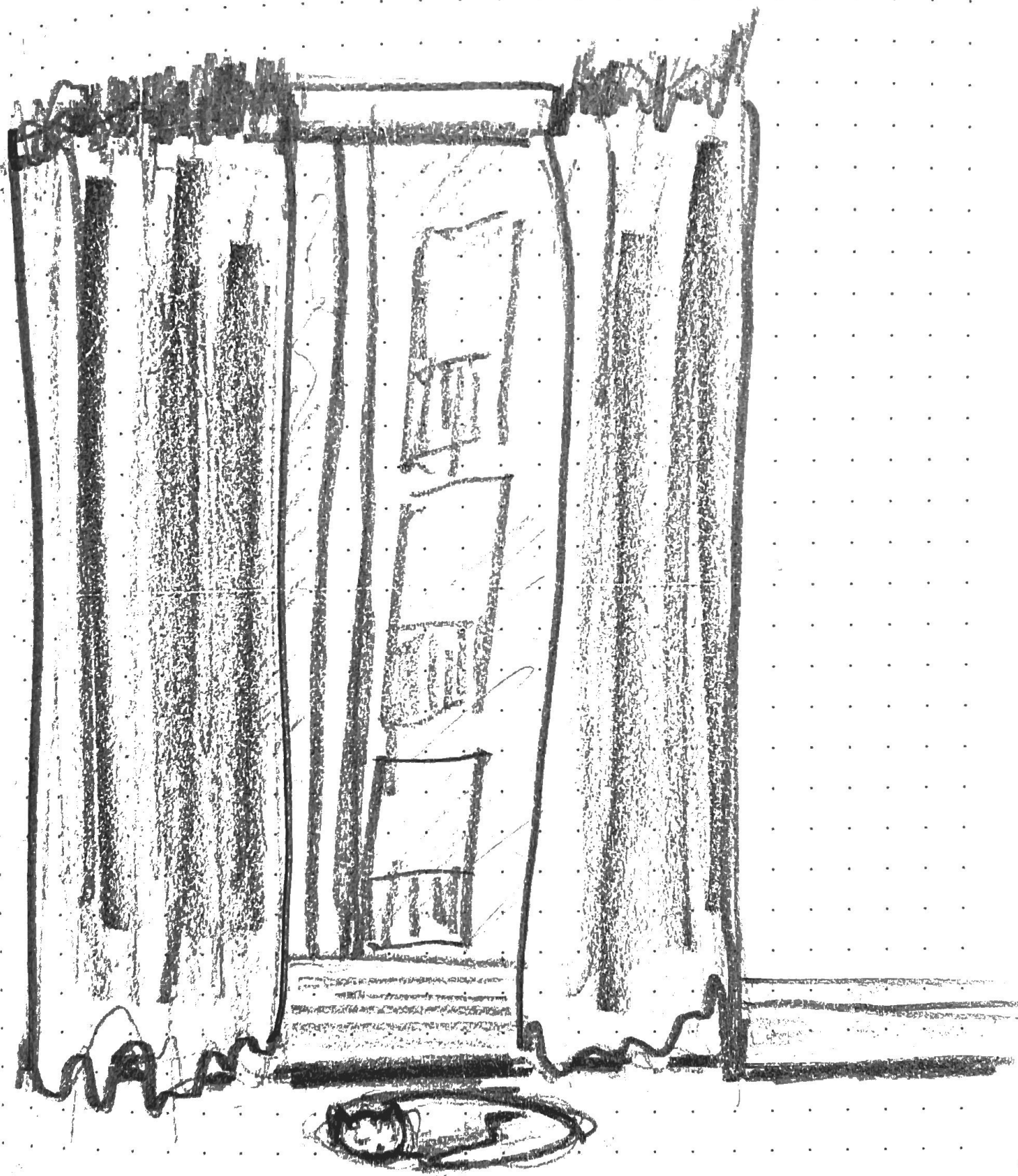




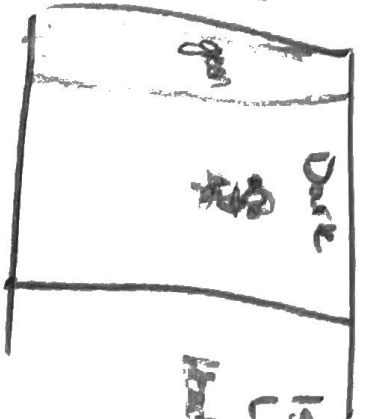
22







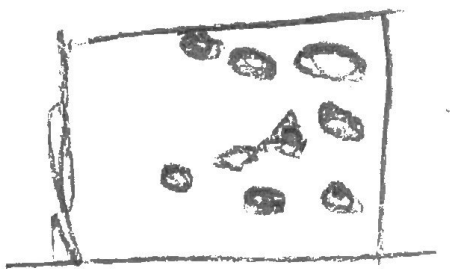
Lush



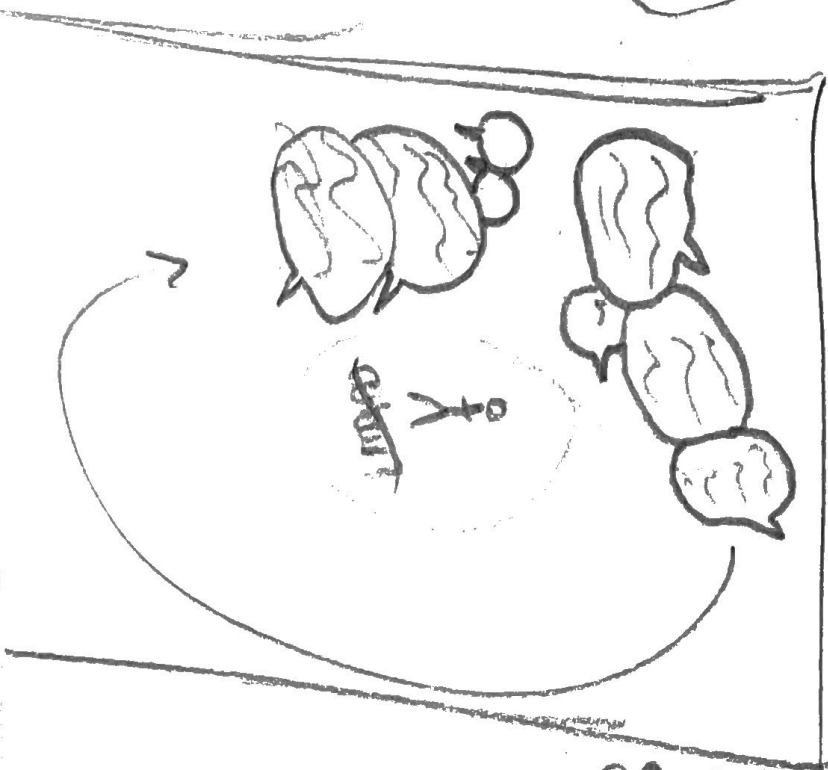
Isolated  
Lonely  
Handphones



Rebored  
Isolated  
Music

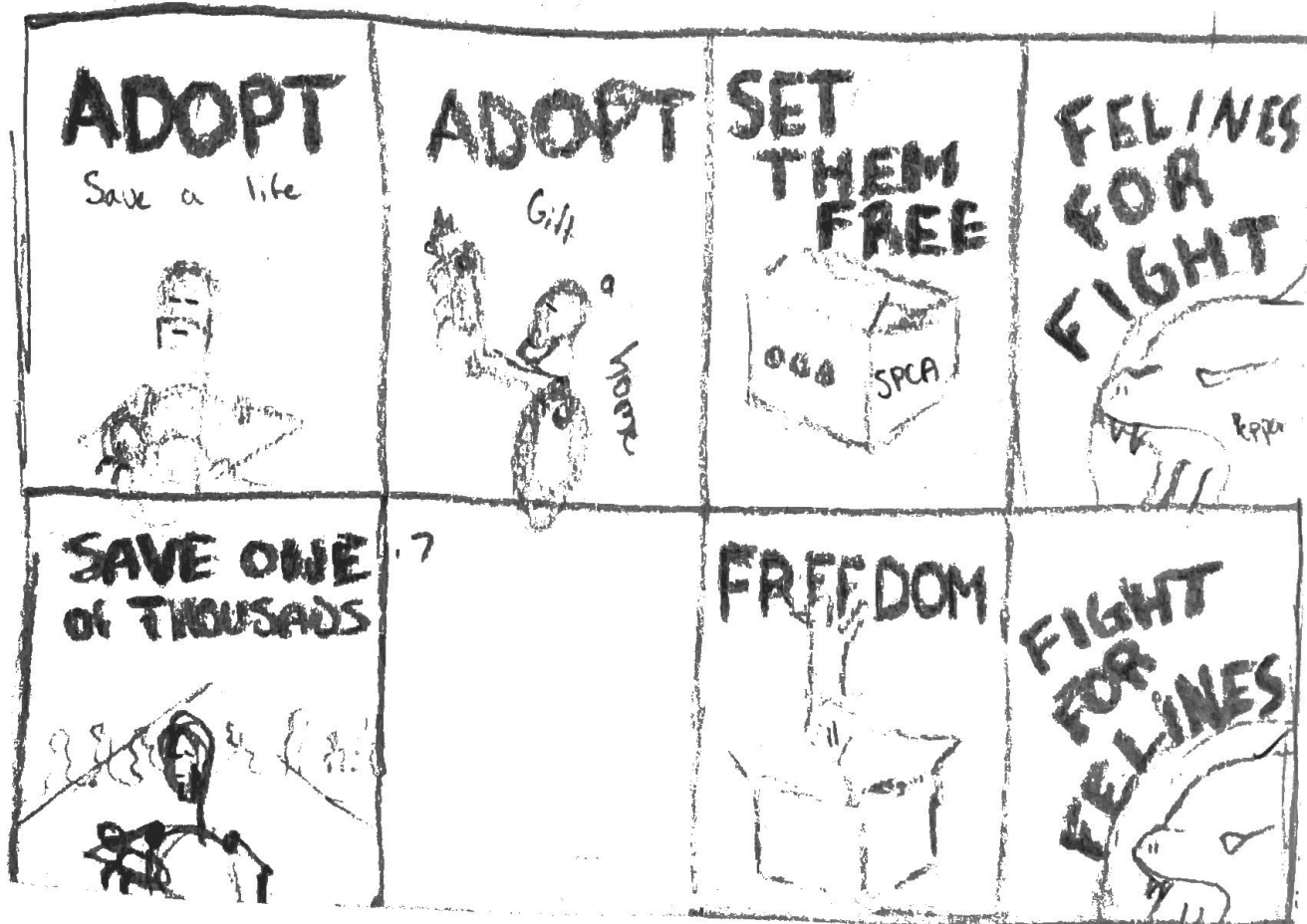
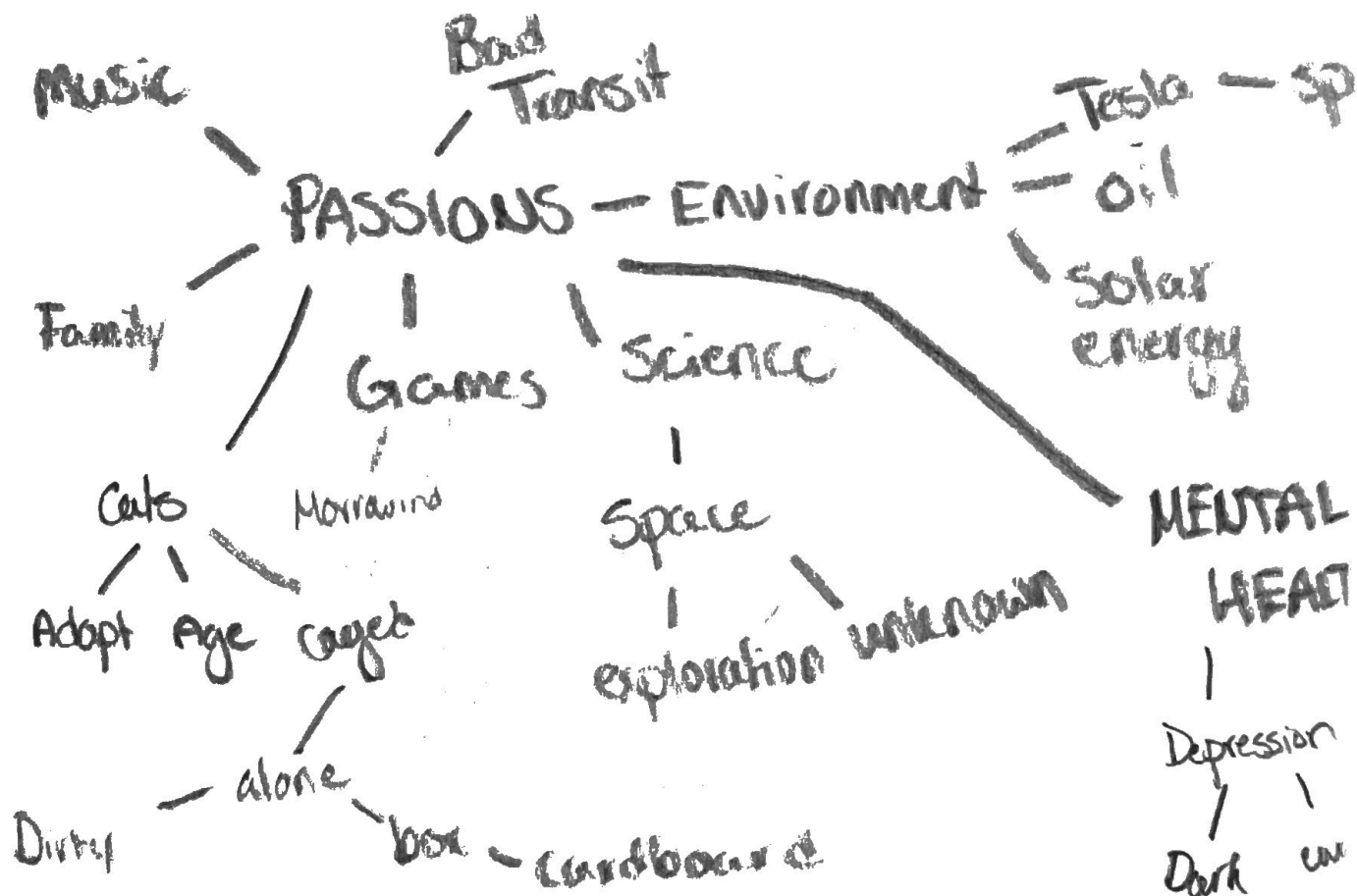


Noise  
Isolated  
Interruption

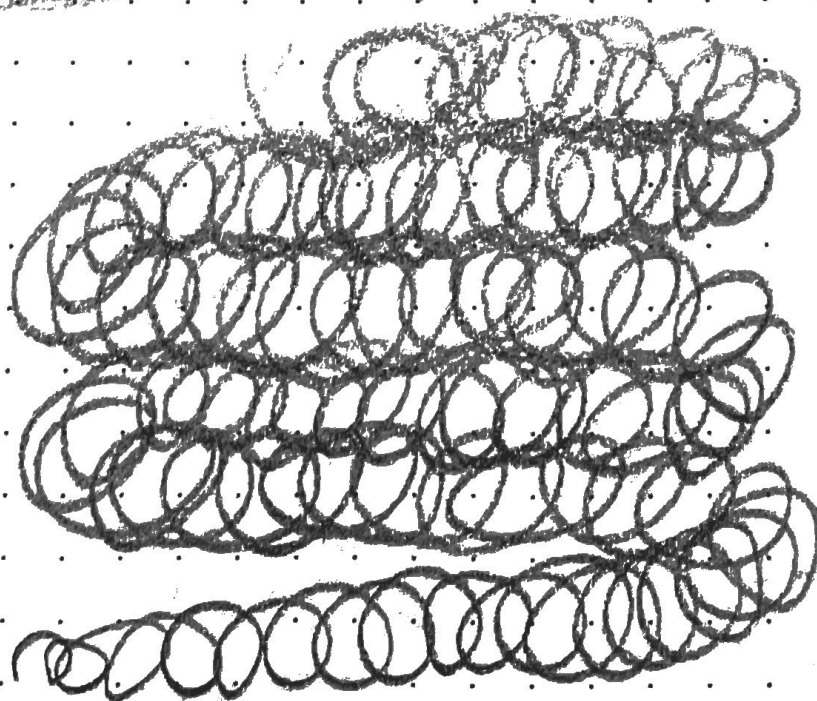
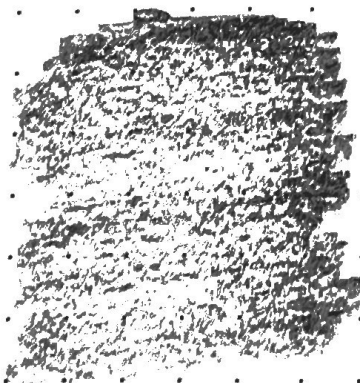
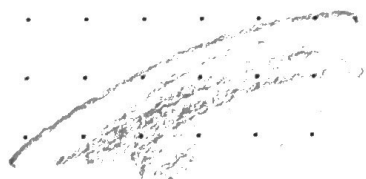
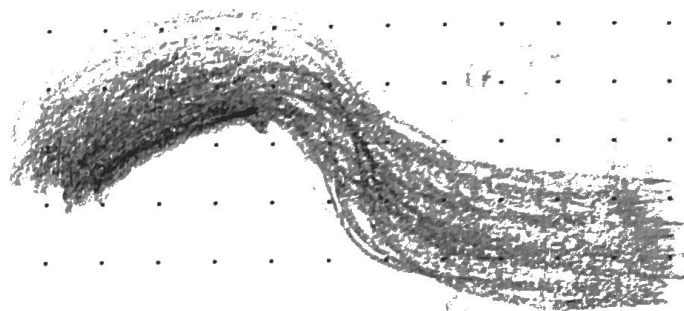
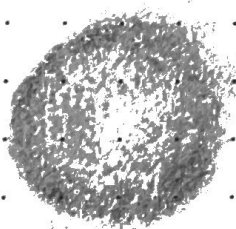


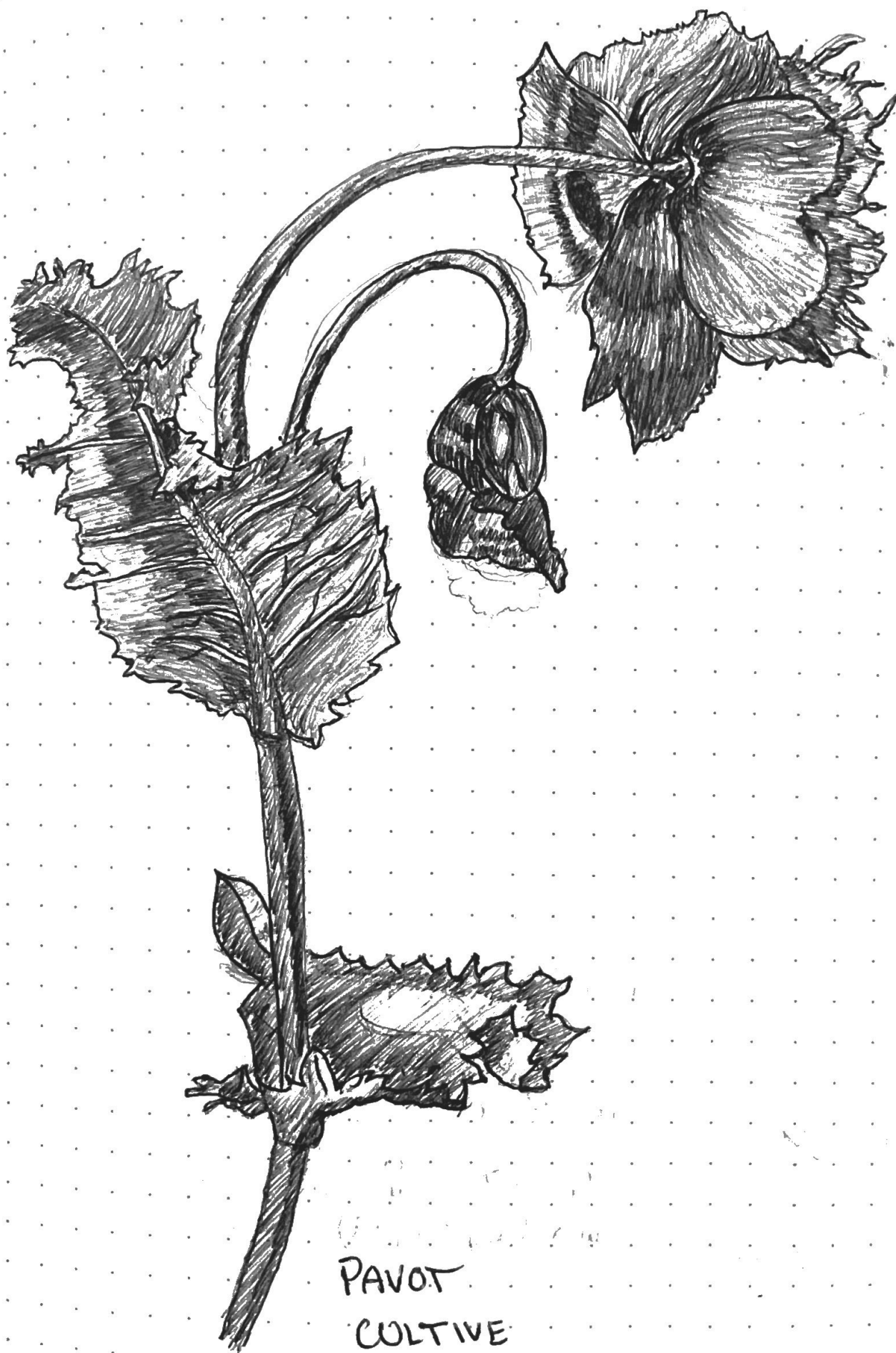
Noise  
Separation

# PANEL 7 - PROPOGANDA POSTER



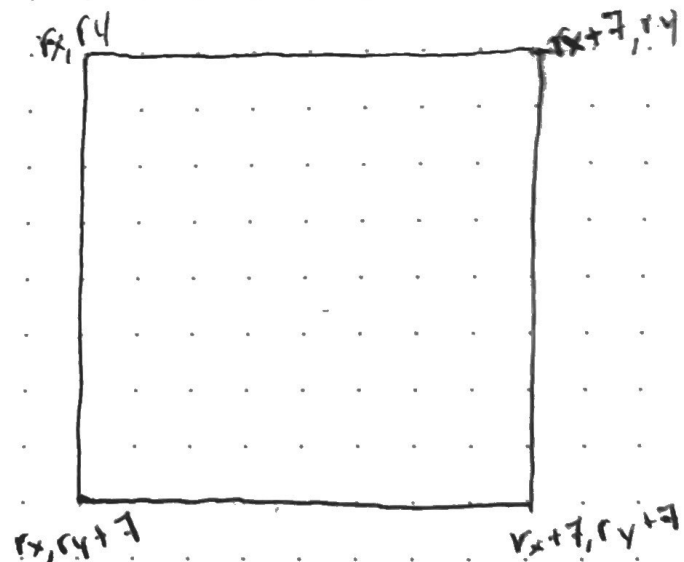
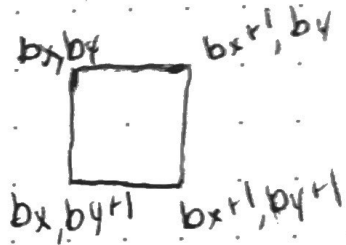
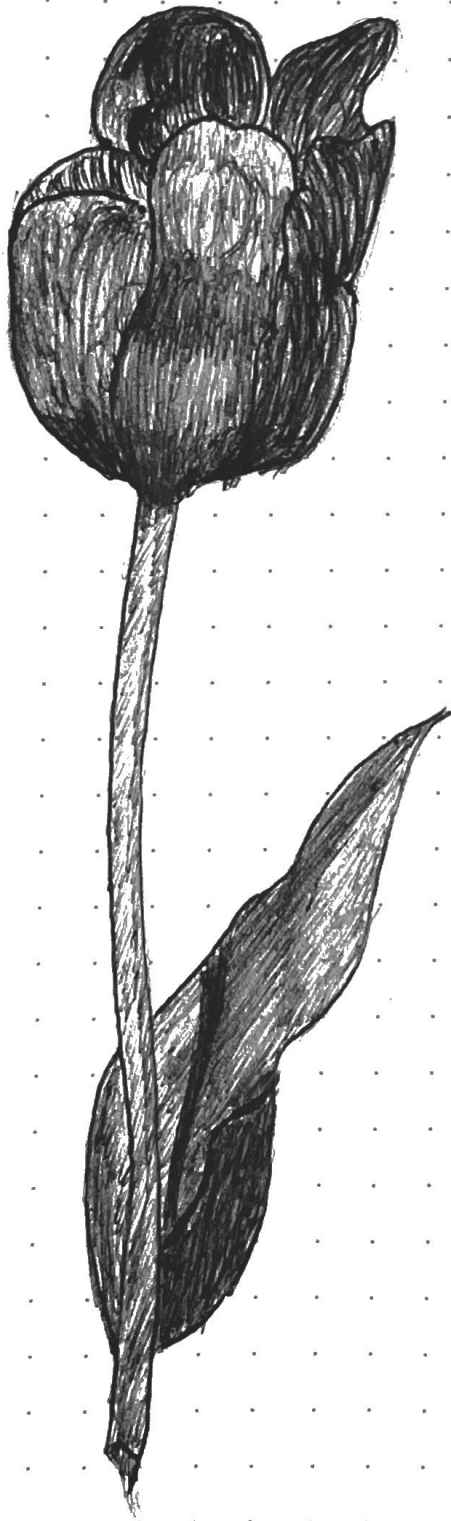






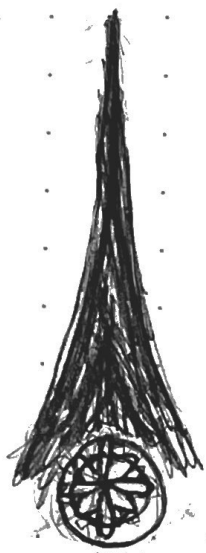
PAVOT  
CULTIVE

# FUCKING CODE

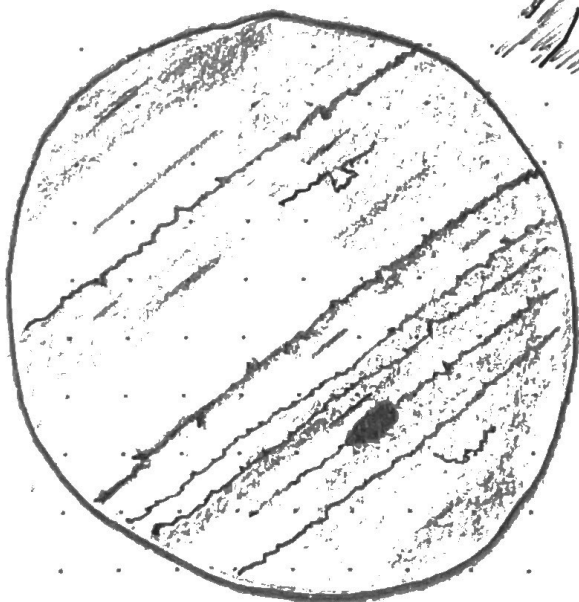
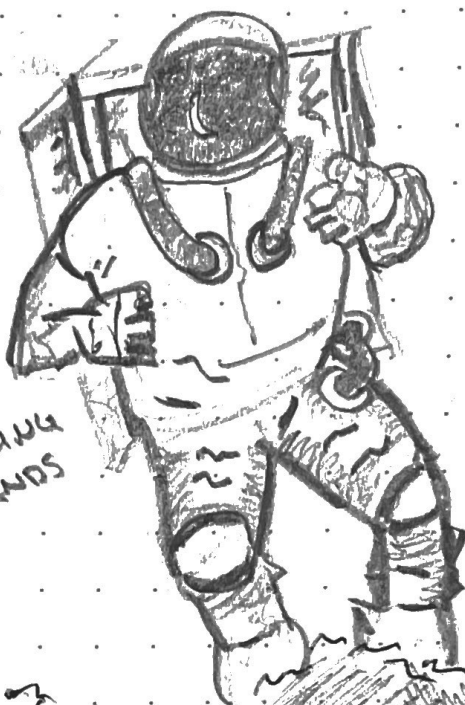


if ~~bx < rx~~  
 if ( $bx + 1 > rx$  <sup>or</sup>  $bx < rx + 7$ )  
 and ( $by > ry + 7$ ) then





FUCKING  
HANDS



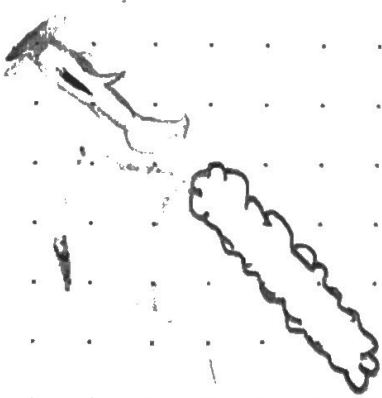
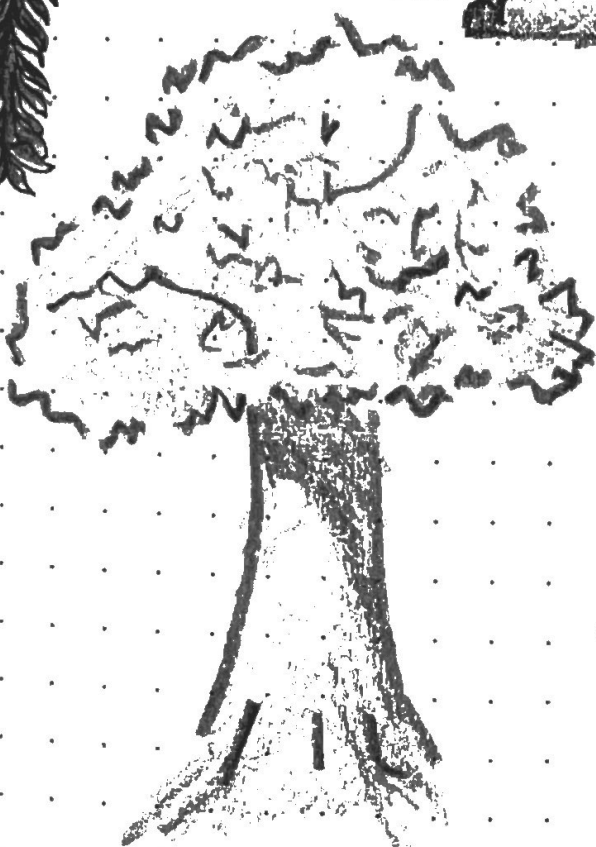
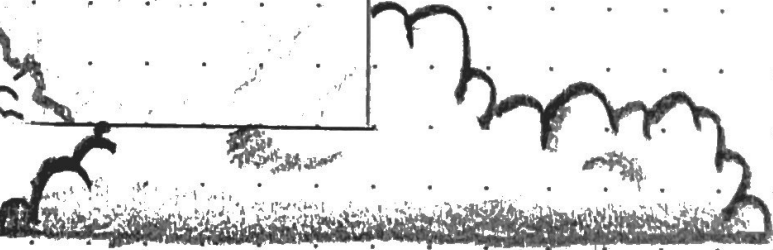
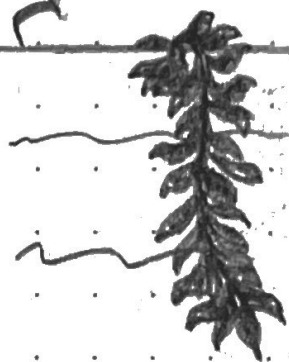


RPG GAME

128 / 128

16x16

1 sq = 8px



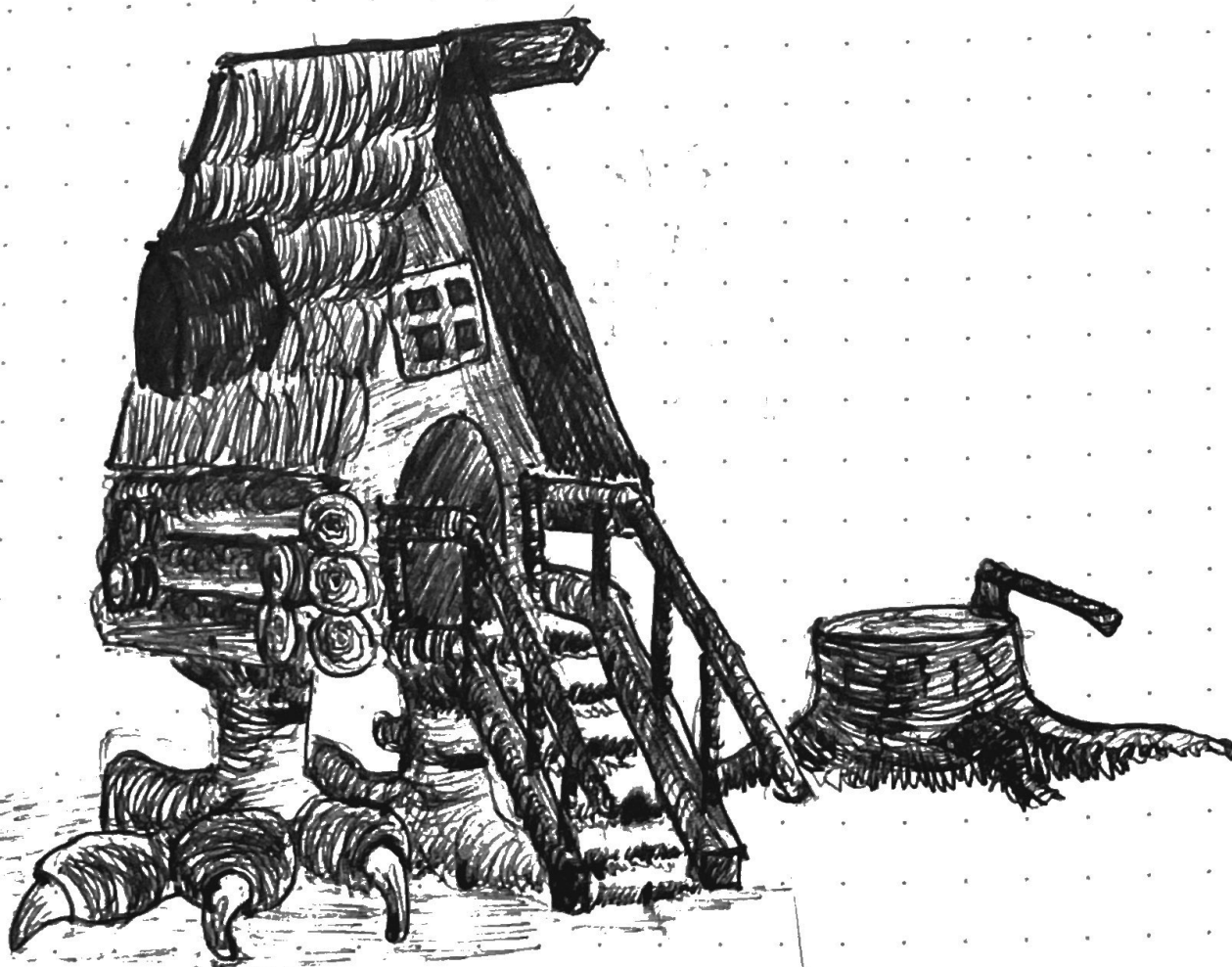
RPG Game didn't  
exactly... germinate.

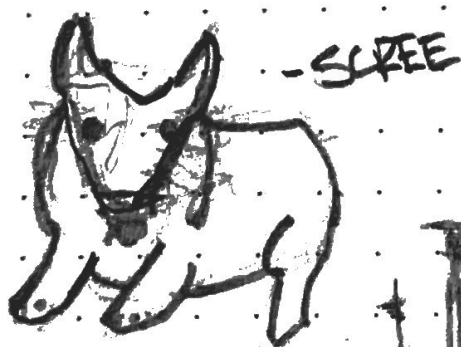
780-342-4123

Ansac Clinic

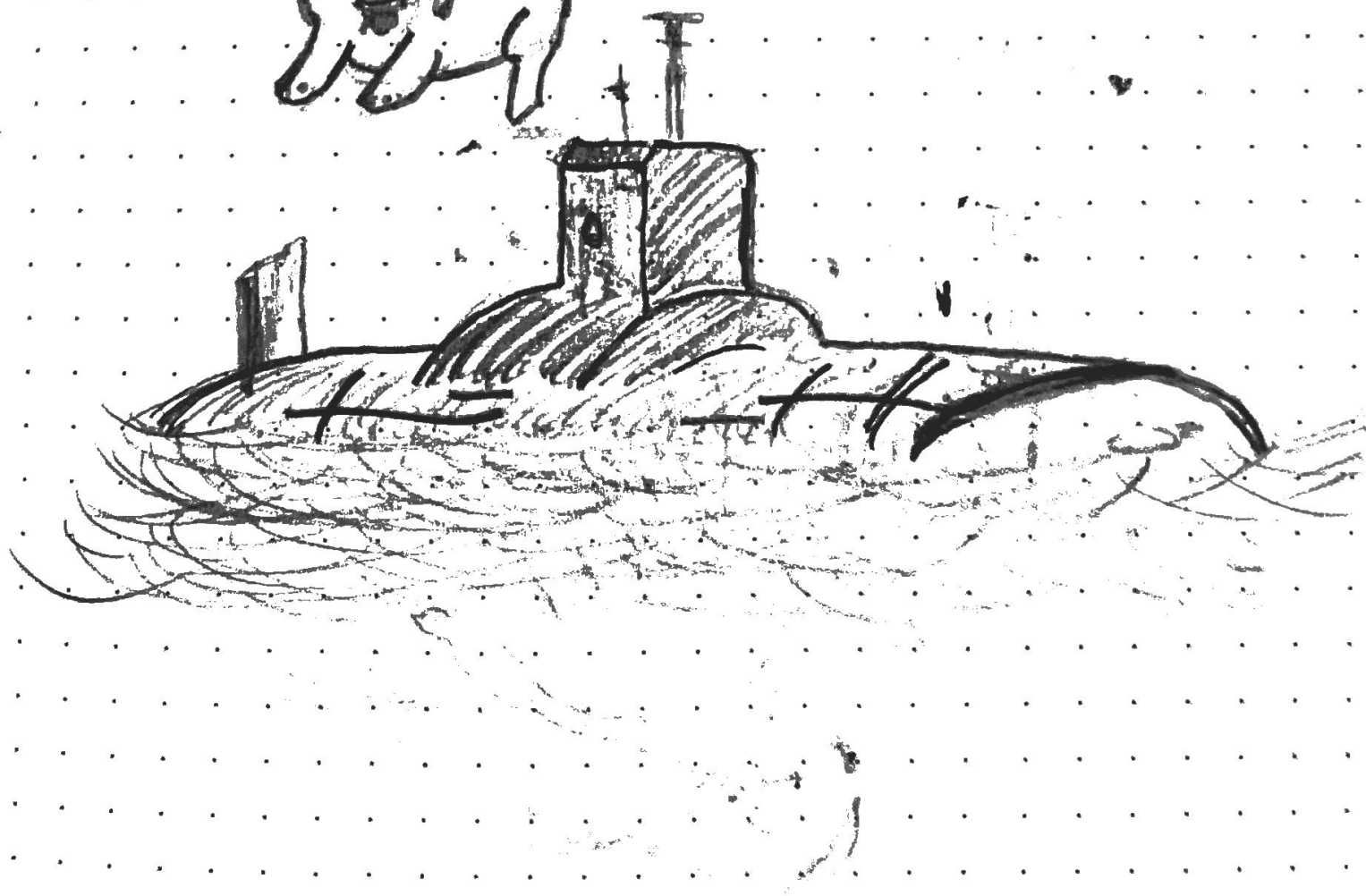
Northeast

Call Tuesday

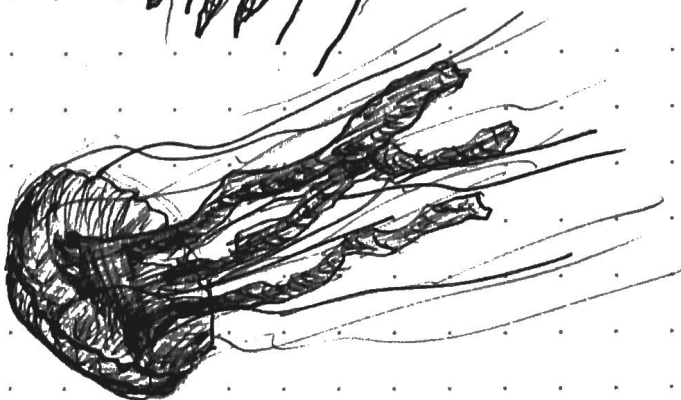
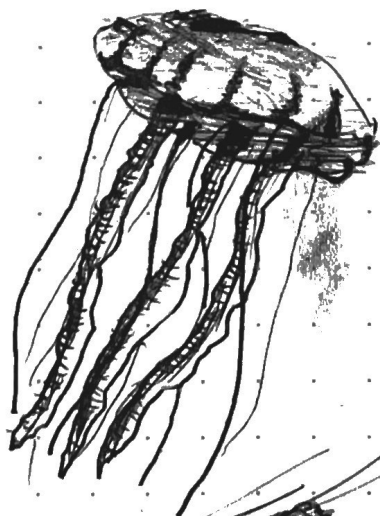
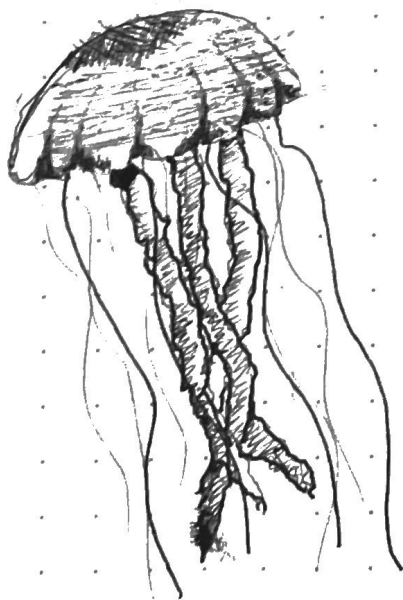
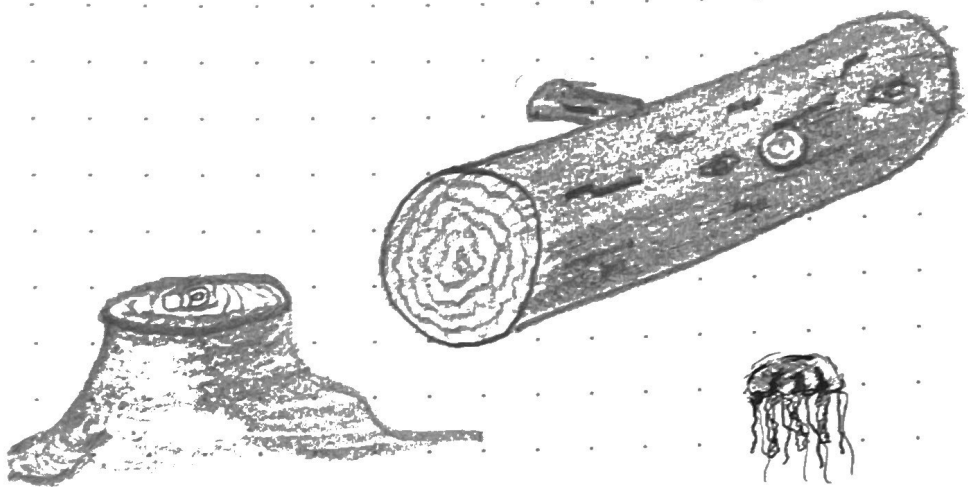


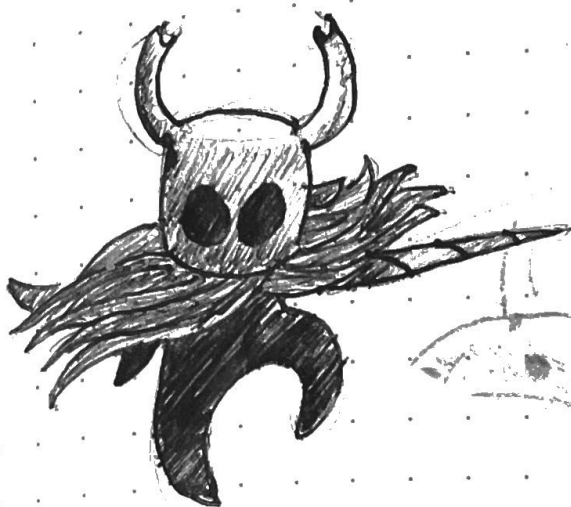


-SCREE



2/2



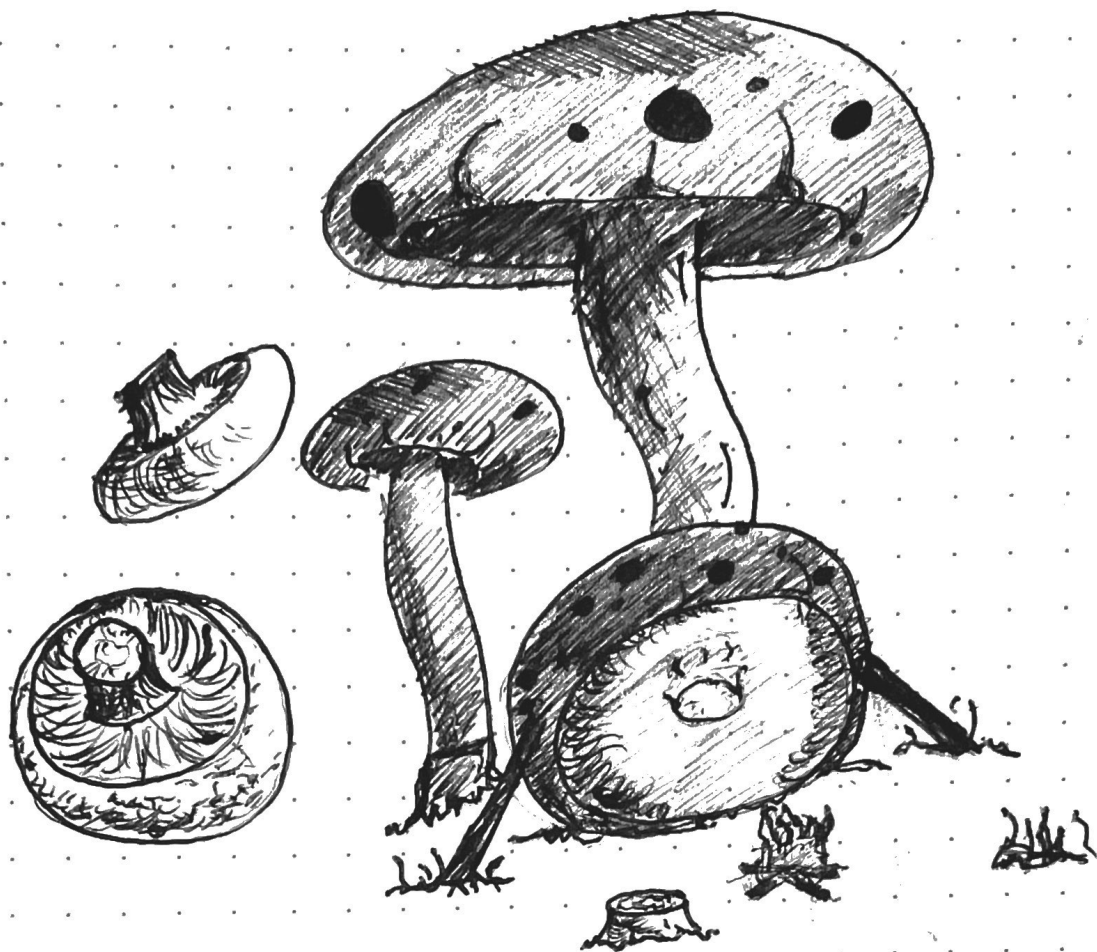


← SHORTER



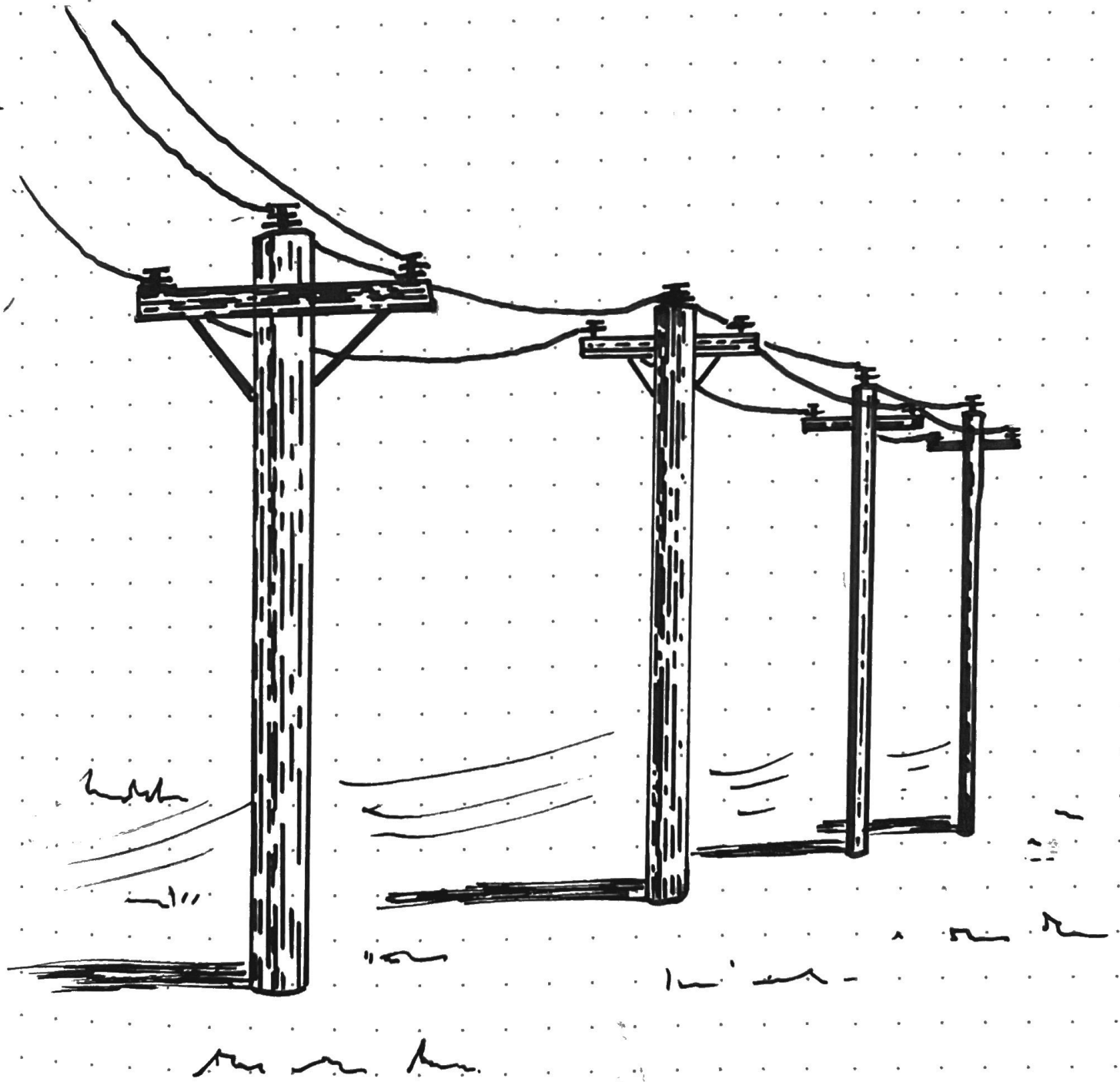
← SPLIT  
MORE  
RIGHT  
LEFT!

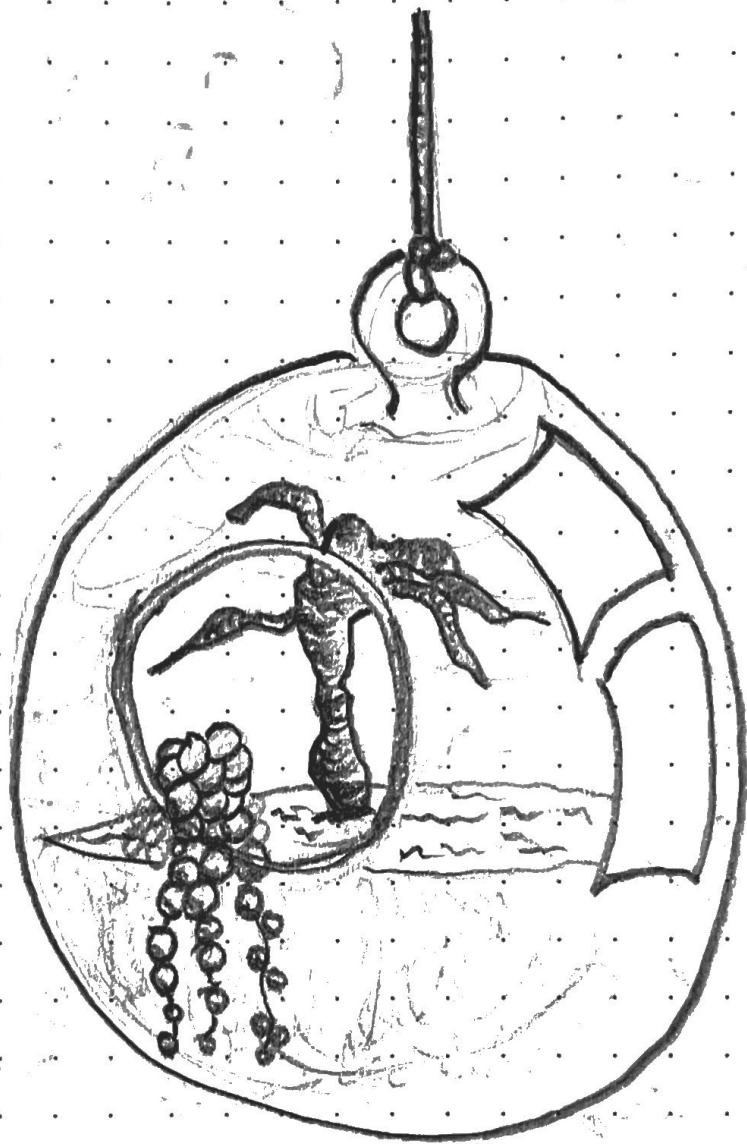


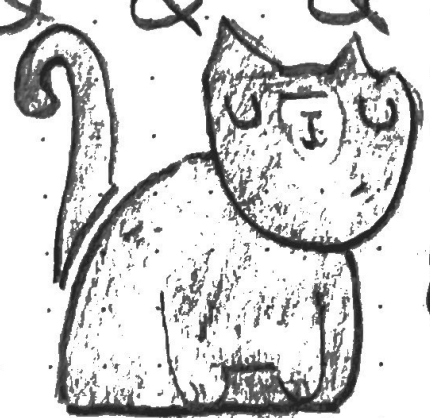
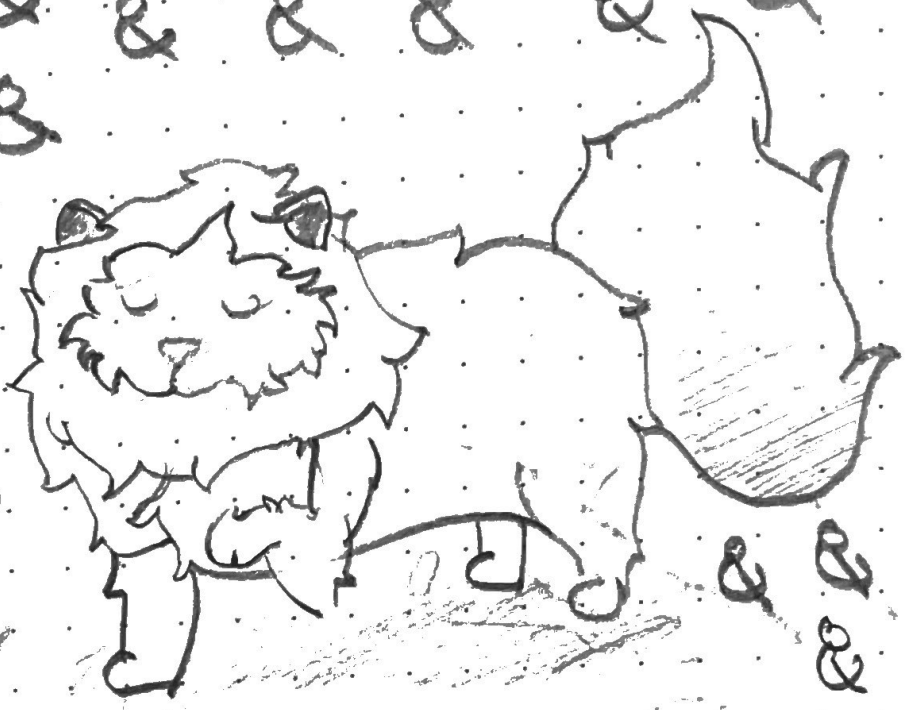
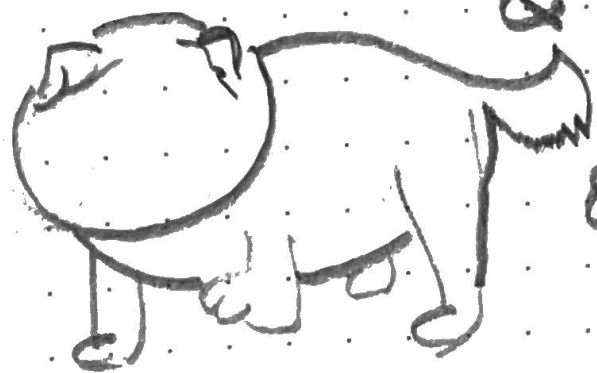


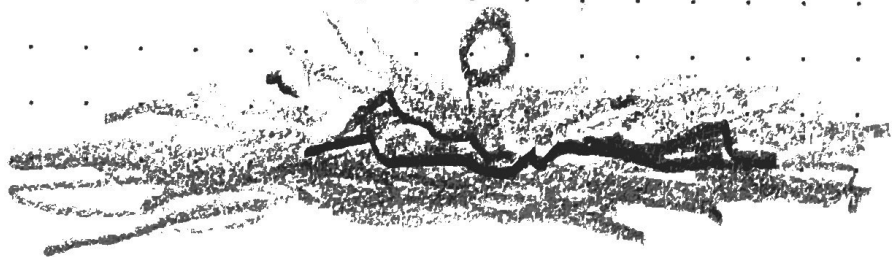
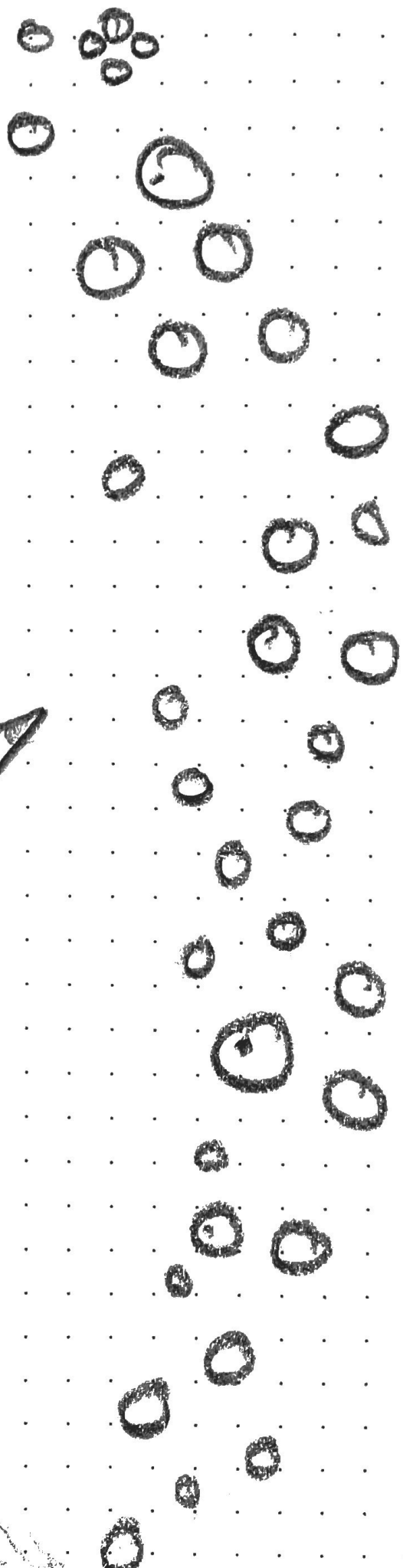
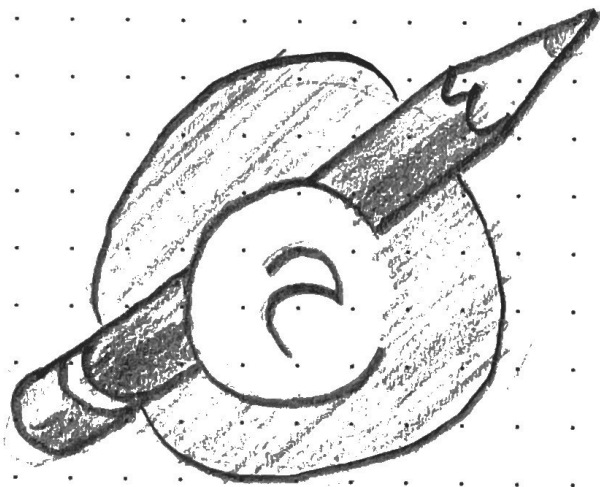
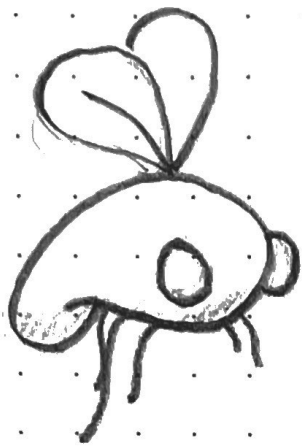


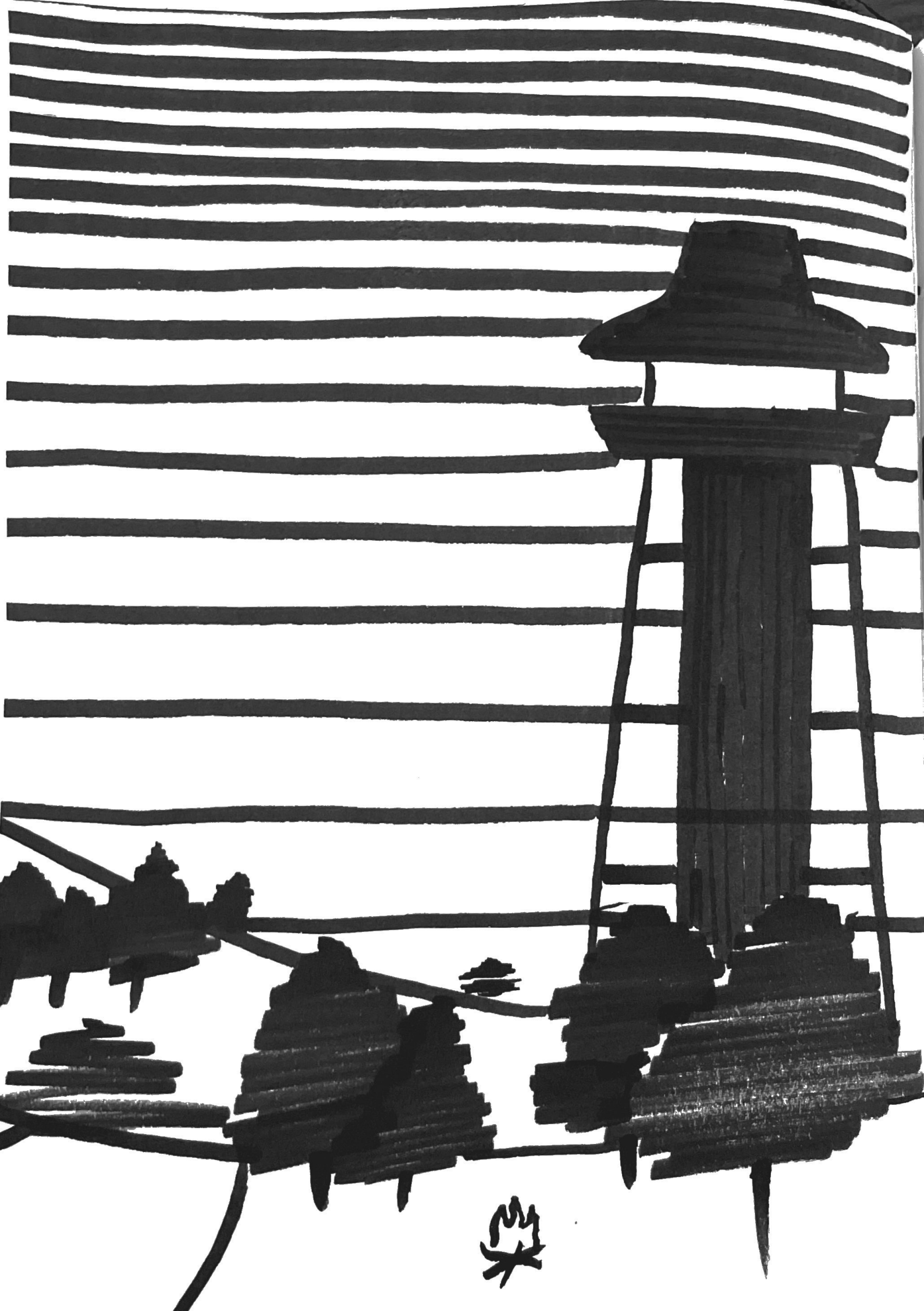
Fuck



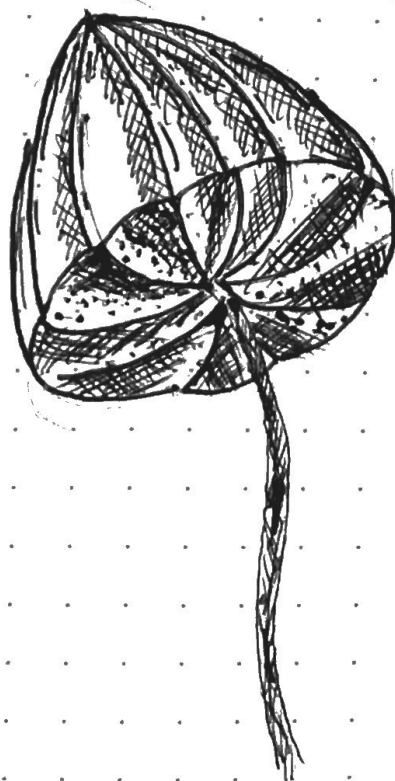
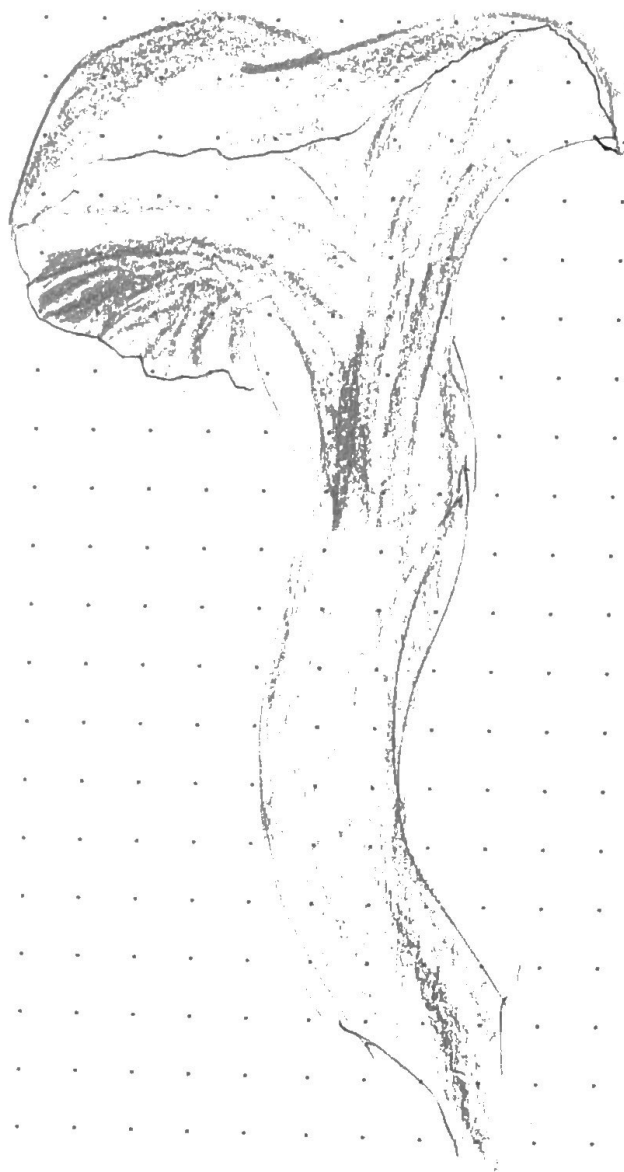
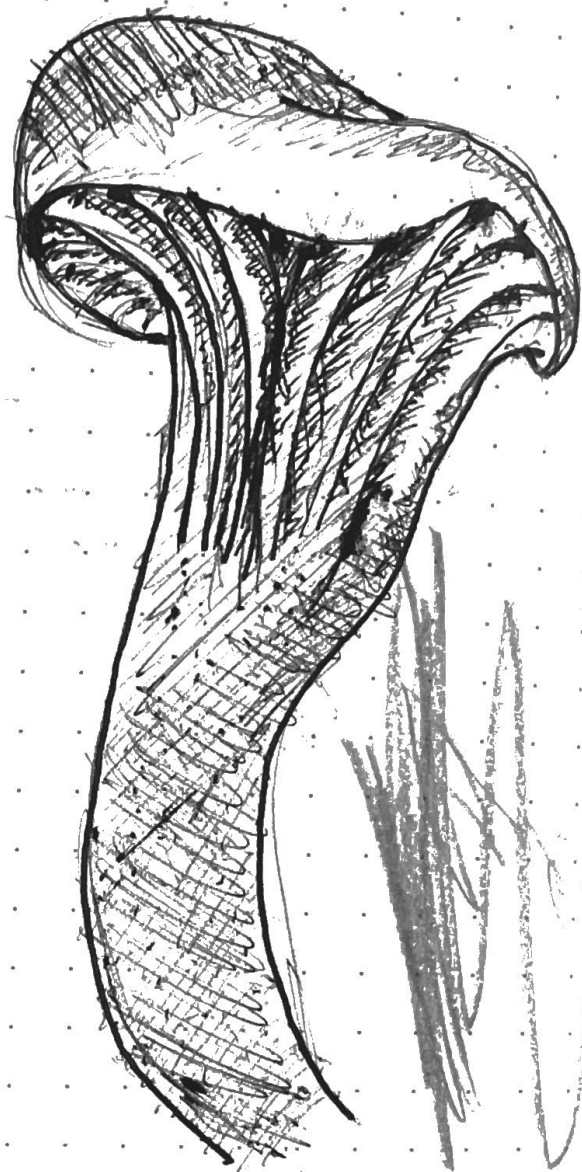
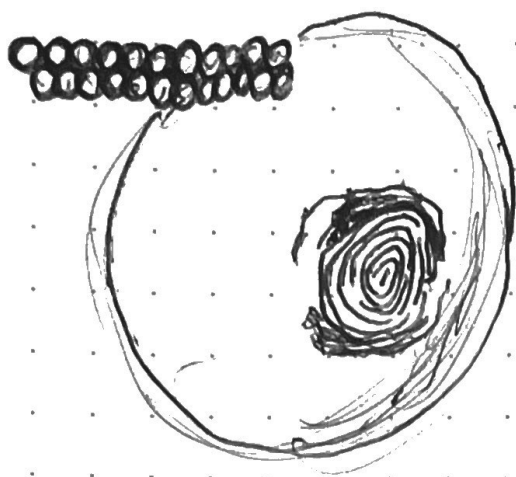








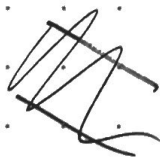
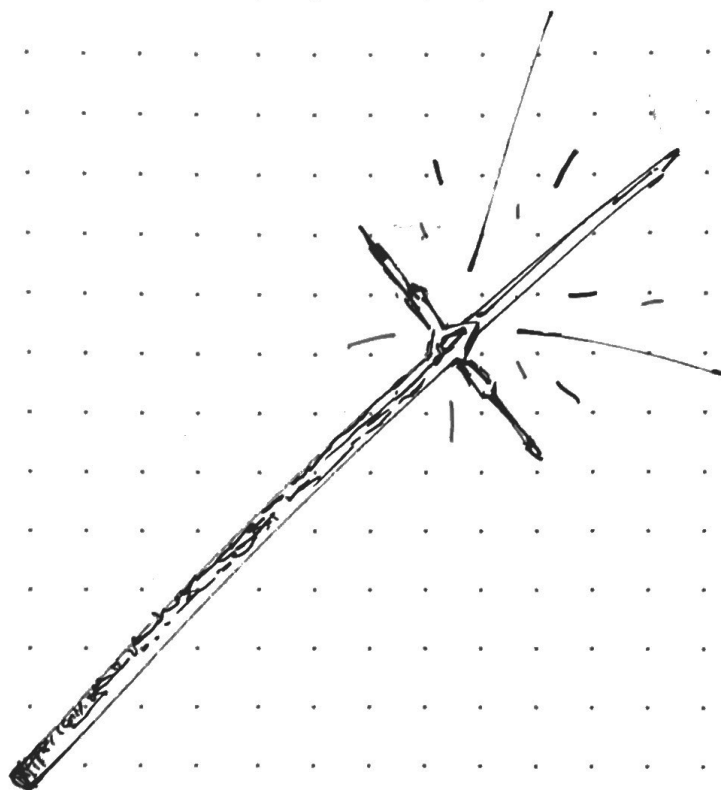
SK

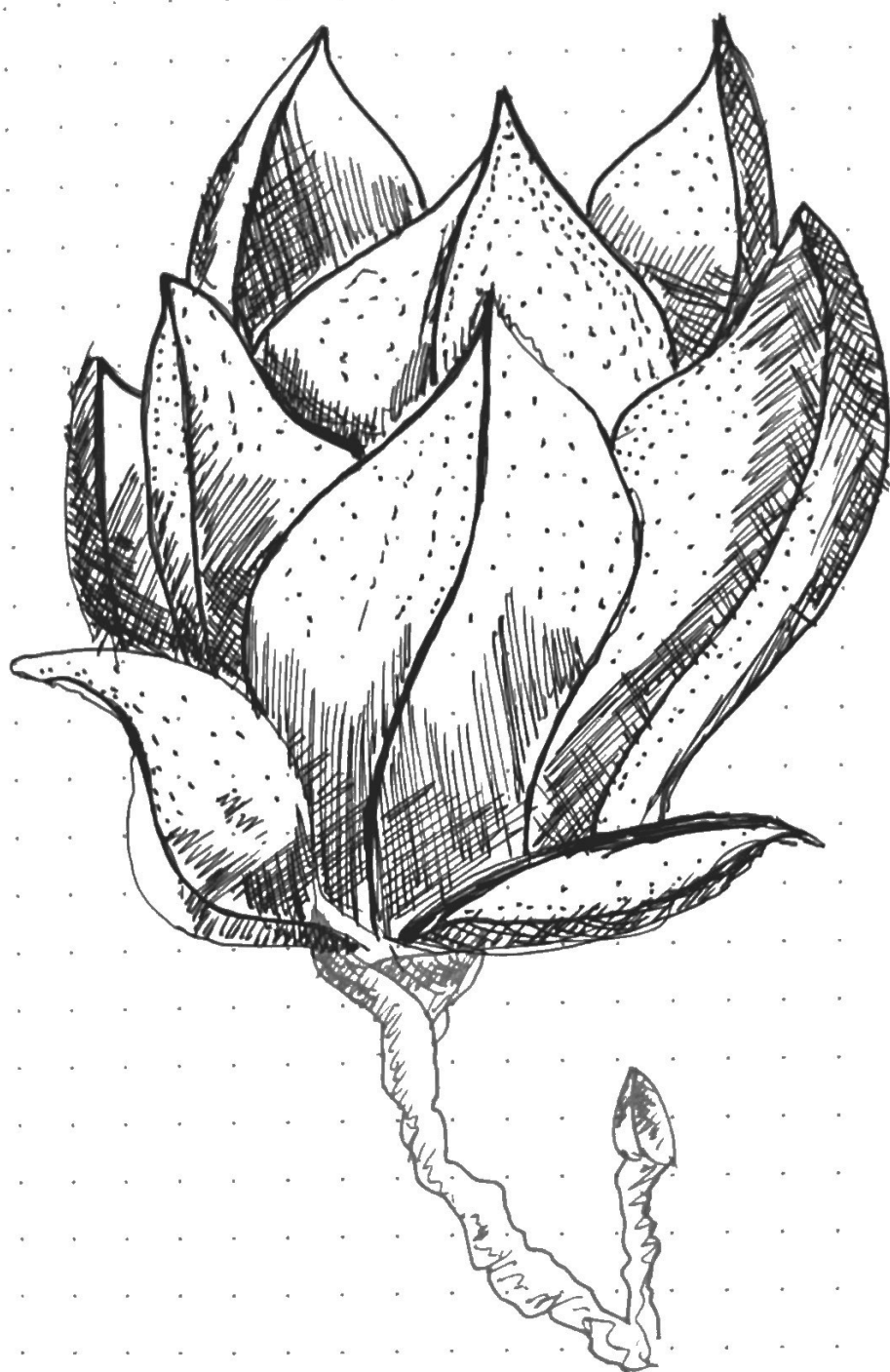






ROWAN  
29/07/19





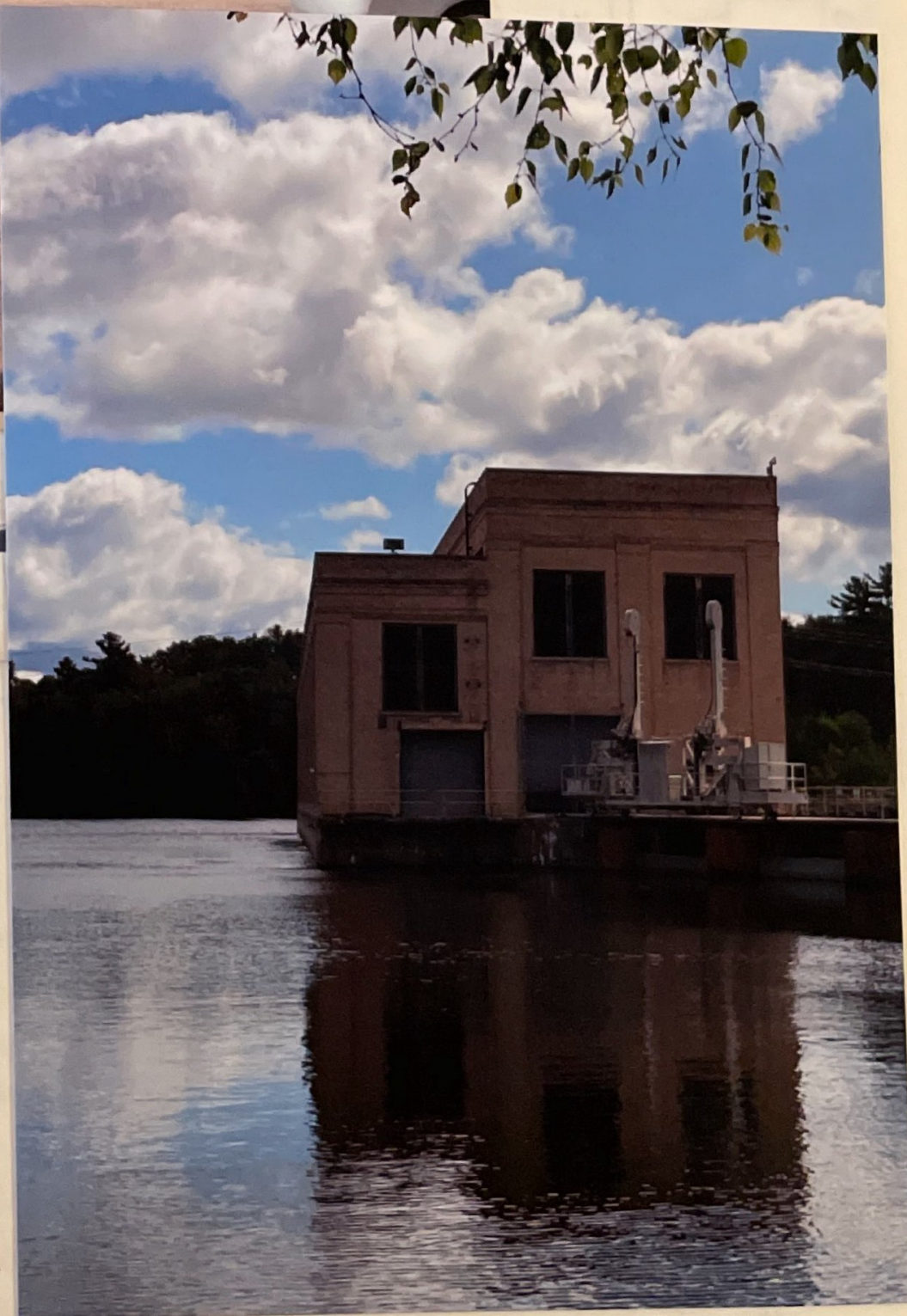
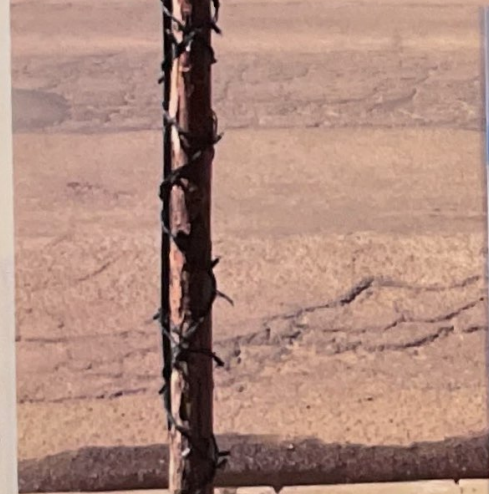
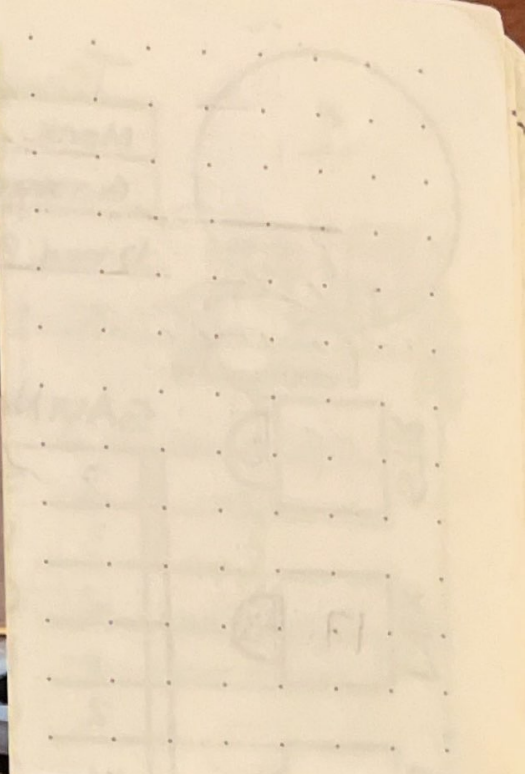




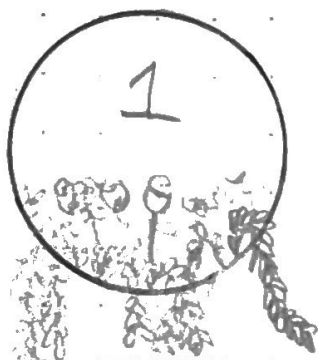
82 AVE 105 STL EDMONTON











Traven  
Monk  
Gnome  
Urban Bounty Hunter

Level Neutral  
0 XP

0  
+2

INSPIRATION  
 PROFICIENCY

|           |                                   |                 |
|-----------|-----------------------------------|-----------------|
| AC<br>15  | INIT<br>3                         | SPD<br>35       |
| MAX<br>20 | NOW<br>20                         | TEMP<br>[Heart] |
| HIT<br>d8 | DEATH SAVES<br>↑ 0 0 0<br>↓ 0 0 0 |                 |

STR 11 0

DEX 17 +3

CON 15 12

INT 12 1

WIS 15 12

CHA 9 -1

### SAVING THROWS

|    |     |
|----|-----|
| 2  | STR |
| 3  | DEX |
| 2  | CON |
| 1  | INT |
| 2  | WIS |
| -1 | CHA |

### SKILLS

|   |    |                 |
|---|----|-----------------|
| D | 5  | Acrobatics      |
| W | 2  | Animal Handling |
| I | 1  | Arcana          |
| S | 2  | Athletics       |
| K | -1 | Deception       |
| I | 1  | History         |
| W | 2  | Insight         |
| K | -1 | Intimidation    |
| I | 1  | Investigation   |
| W | 2  | Medicine        |
| I | 1  | Nature          |
| W | 2  | Perception      |
| K | -1 | Performance     |
| K | 1  | Persuasion      |
| I | 1  | Religion        |
| D | 3  | Sight at Hand   |
| D | 5  | Stealth         |
| W | 2  | Survival        |

### LANGUAGE

Common  
 Gnomish

### ATTACKS + SPELLS

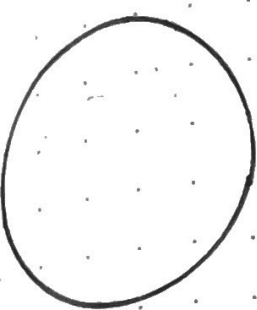
| Name         | Bonus | Damage      |
|--------------|-------|-------------|
| Quarterstaff | +5/3  | 1d6 bludge. |
| Unarmed      | +5/3  | 1d4 bludge. |
| dart         | +3/3  | 1d4         |

### EQUIPMENT

|    |     |                     |                    |
|----|-----|---------------------|--------------------|
| GP | 125 | -backpack           | - thieves tools    |
|    |     | -bedroll            | - 8 larts          |
| SP | 131 | -mess kit           | - 1 work bag (dog) |
|    |     | - tinder            | - 1 firestarter    |
| EP |     | - 10 torches        | - 1 orc spellbook  |
|    |     | - 10 potions        | - 1000 purple yams |
| GP | 21  | - waterskin         | - metal            |
|    |     | - rope (50 ft)      | - something        |
| PP |     | - woodworking tools |                    |
|    |     | - playing cards     |                    |







Traven

200 yrs

3'1"

35 lbs

FRIENDS

Al-Sum

Thalder - Josh

## PERSONALITY

### Traits

- Quick to anger

### Ideals/Bonds

- Believes in his own morality, not in the law itself
- Still feels obligation towards monastery

### Flaws

- Broken loyalty is the ultimate sin

## FEATURES + TRAITS

### Weapon Proficiency

- Simple, Short sword

### Tinker (10gp, 1hr) = twice (SAC, 1HP)

- Clockwork Toy: Moves 5ft, makes noise appropriate to its form
- Fire Starter: Produces a small flame
- Music Box: Plays a single song at moderate volume

### Artificers Lore

- History check on tech, magic, or alchemy = 2x proficiency

### Marital Arts:

- Use DEX instead of STR for unarmed/simple weapons
- After attacking with unarmed/simple, gain bonus unarmed attack

### Ear to the Ground: Centuries in the city.

## KI ABILITIES

Saver DC = 12

Name

Cost

Effect

Flurry of Blows

1

2 unarmed strikes as bonus action

Patient Defense

1

Take the Dodge action as a bonus action

Step of the Wind

1

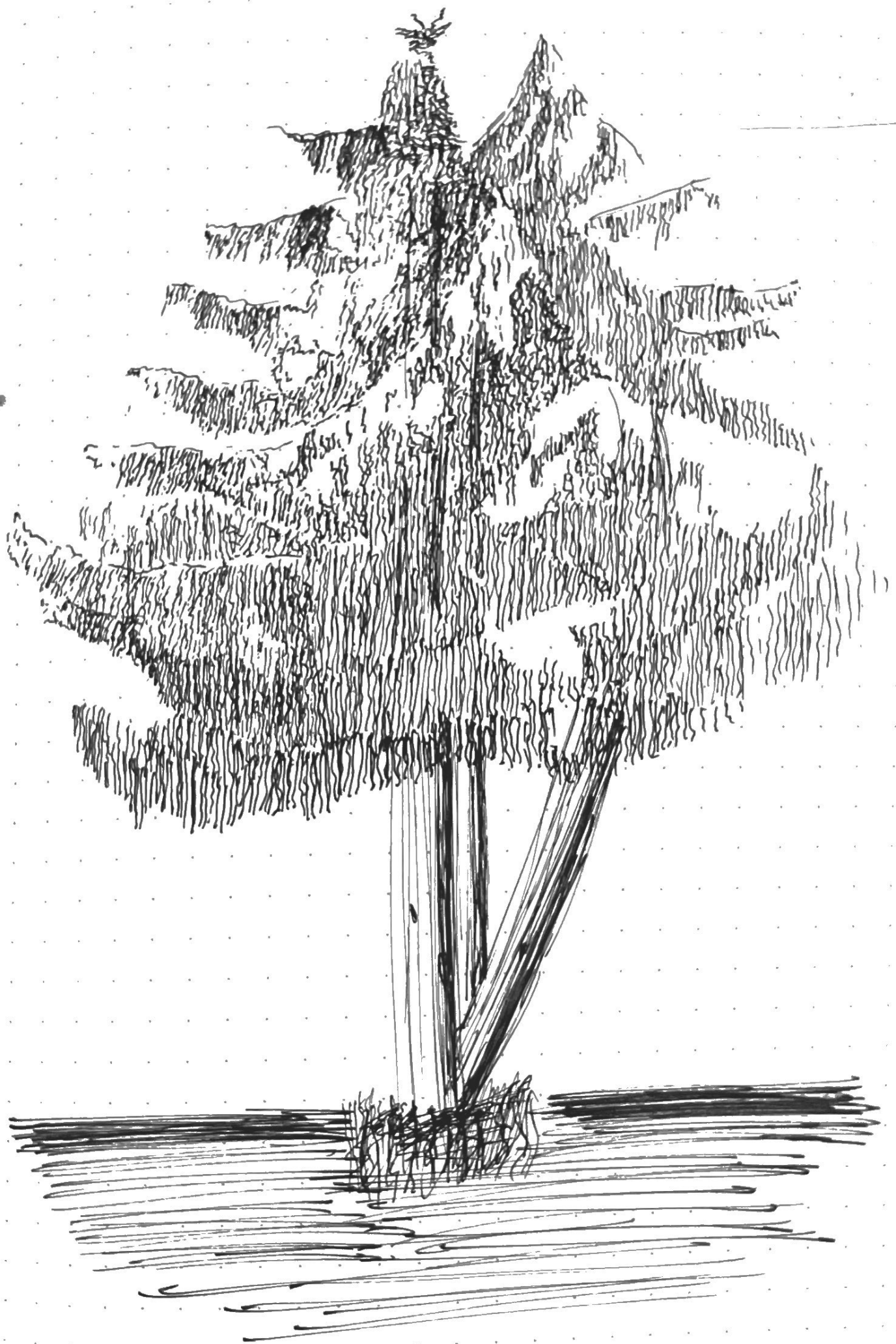
Take the Disengage or Dash action as bonus

Jump distance x2

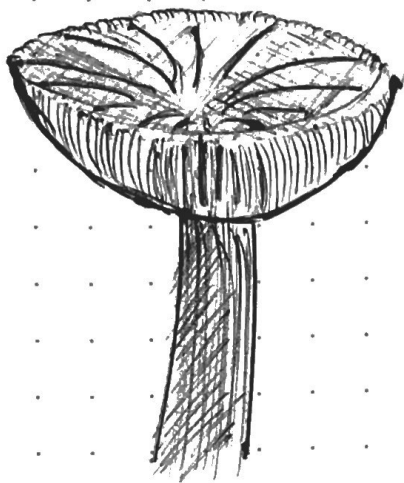
### History

- Orphaned into my monastery and was raised as a monk
- Monastery was generally impartial in outside disputes. I tended to pick the side that needed and deserved aid
- I challenged the abbot on his stances, and in a rough street fight, resulting in my banishment
- Became a bounty hunter to provide justice even when the law couldn't





KENORA, ON - MINK TRAIL



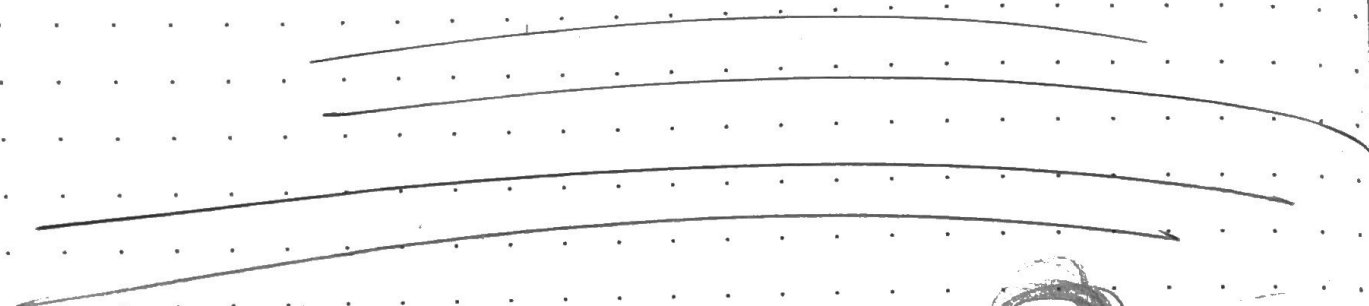
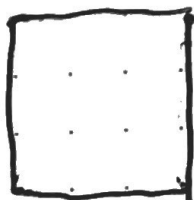
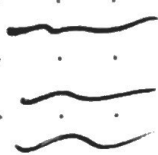
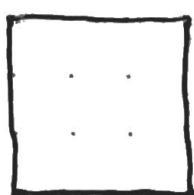
Why are these so fucking hard...



# Berta Bear Layout

Berta Bear

about friends

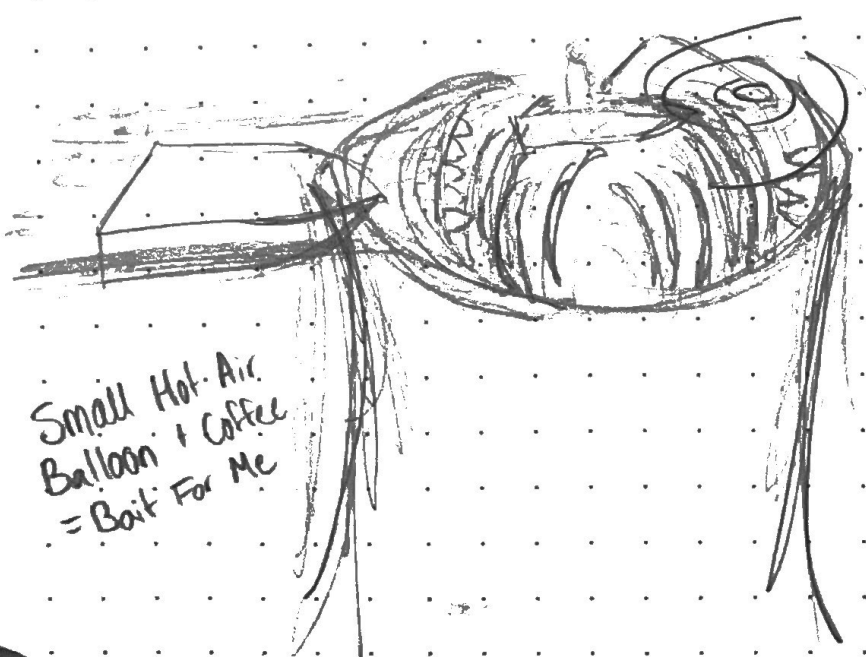


hook  
|  
Lure - prey  
|  
Bait - fishing rod  
|  
fish - harpoon  
|  
Shark  
|  
Sticky - tape  
|  
goop - glue

rowboat - water  
|  
ocean - large lagoon - lochness monster



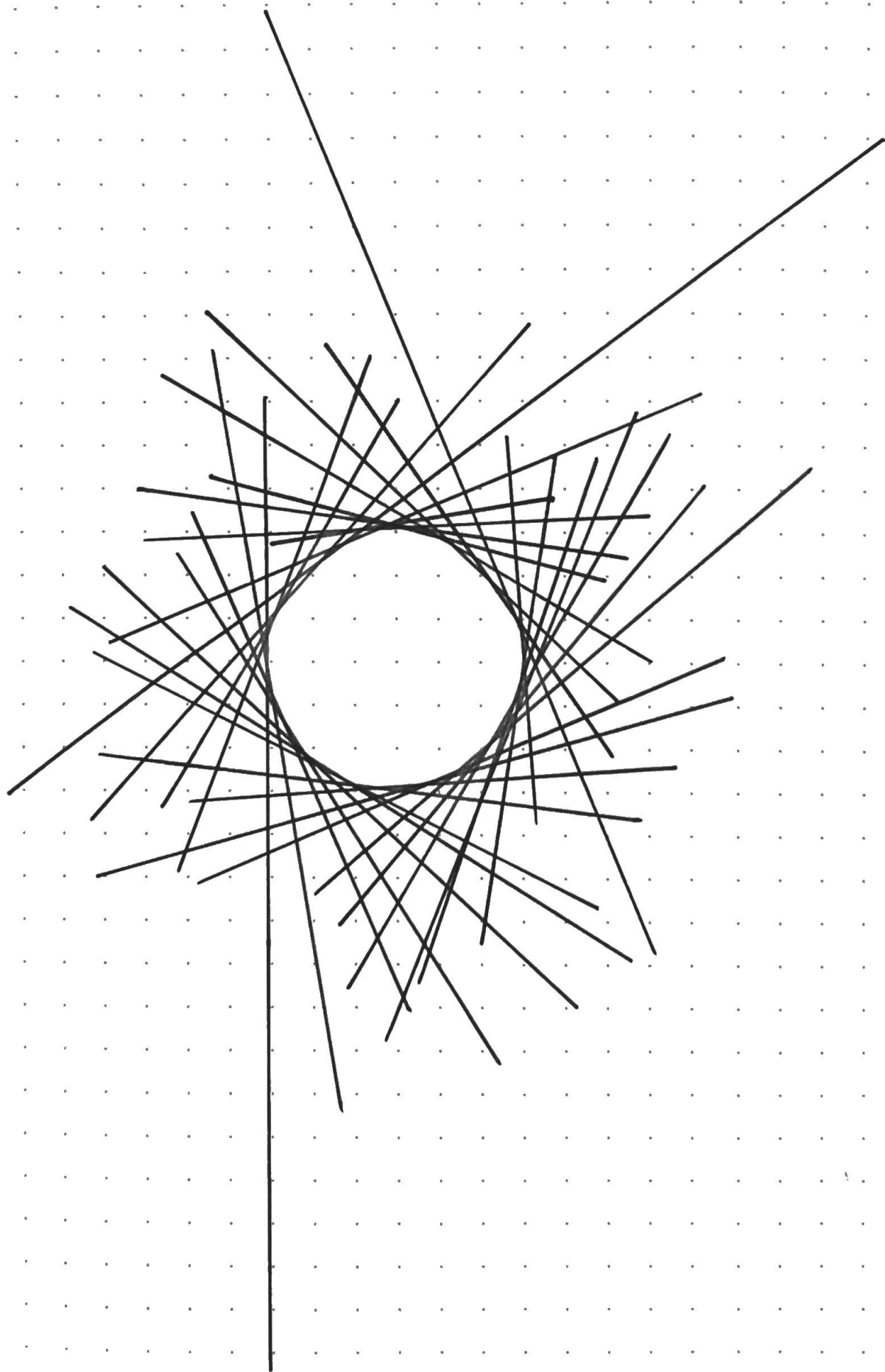
Fishing in a Black Hole / Galaxy



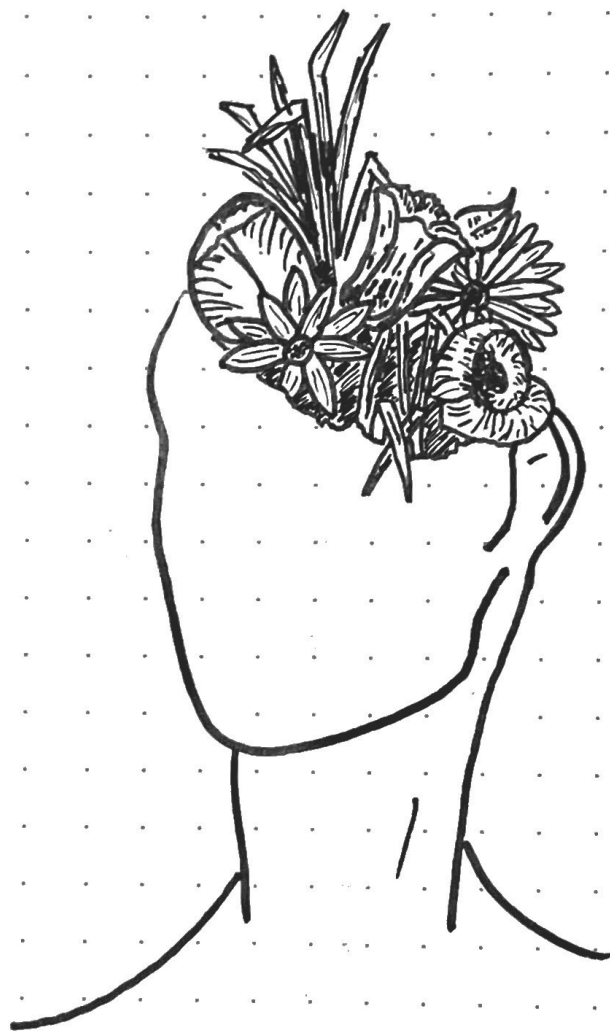
Small Hot Air Balloon + Coffee = Bait For Me



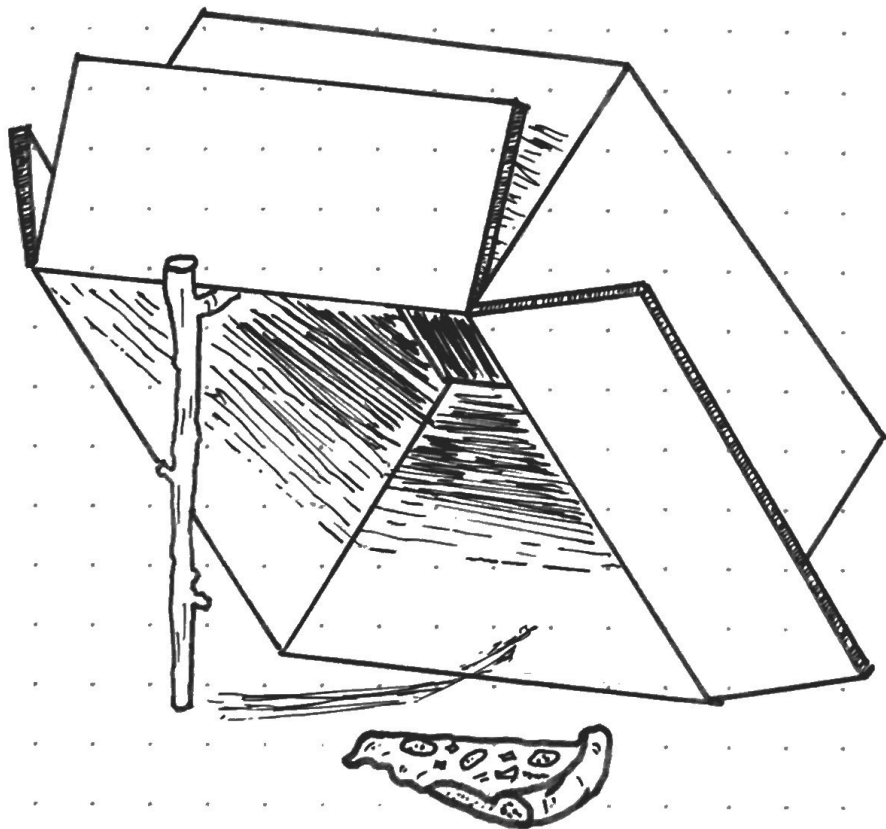
OCTOBER 1 : RING



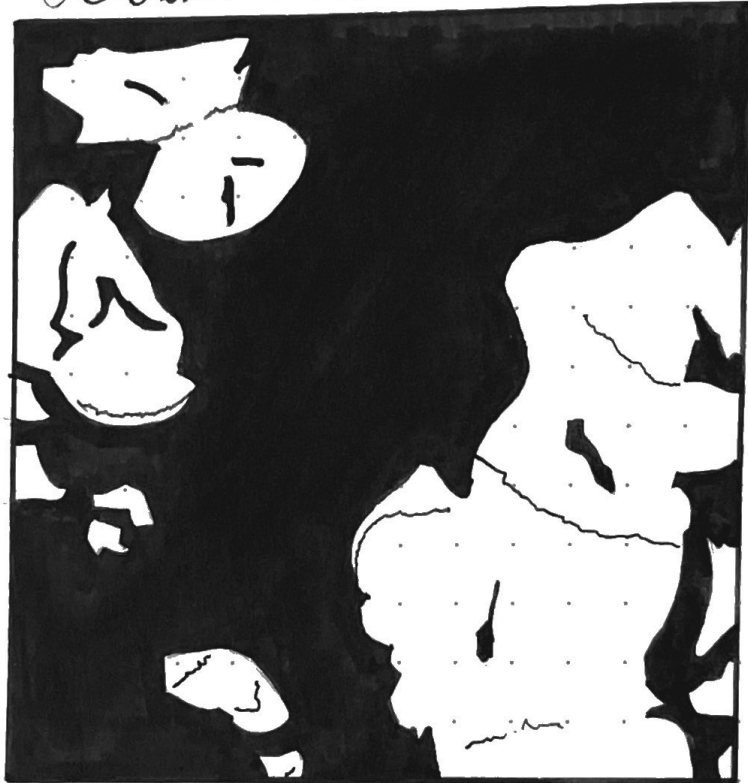
October 2: MINDLESS

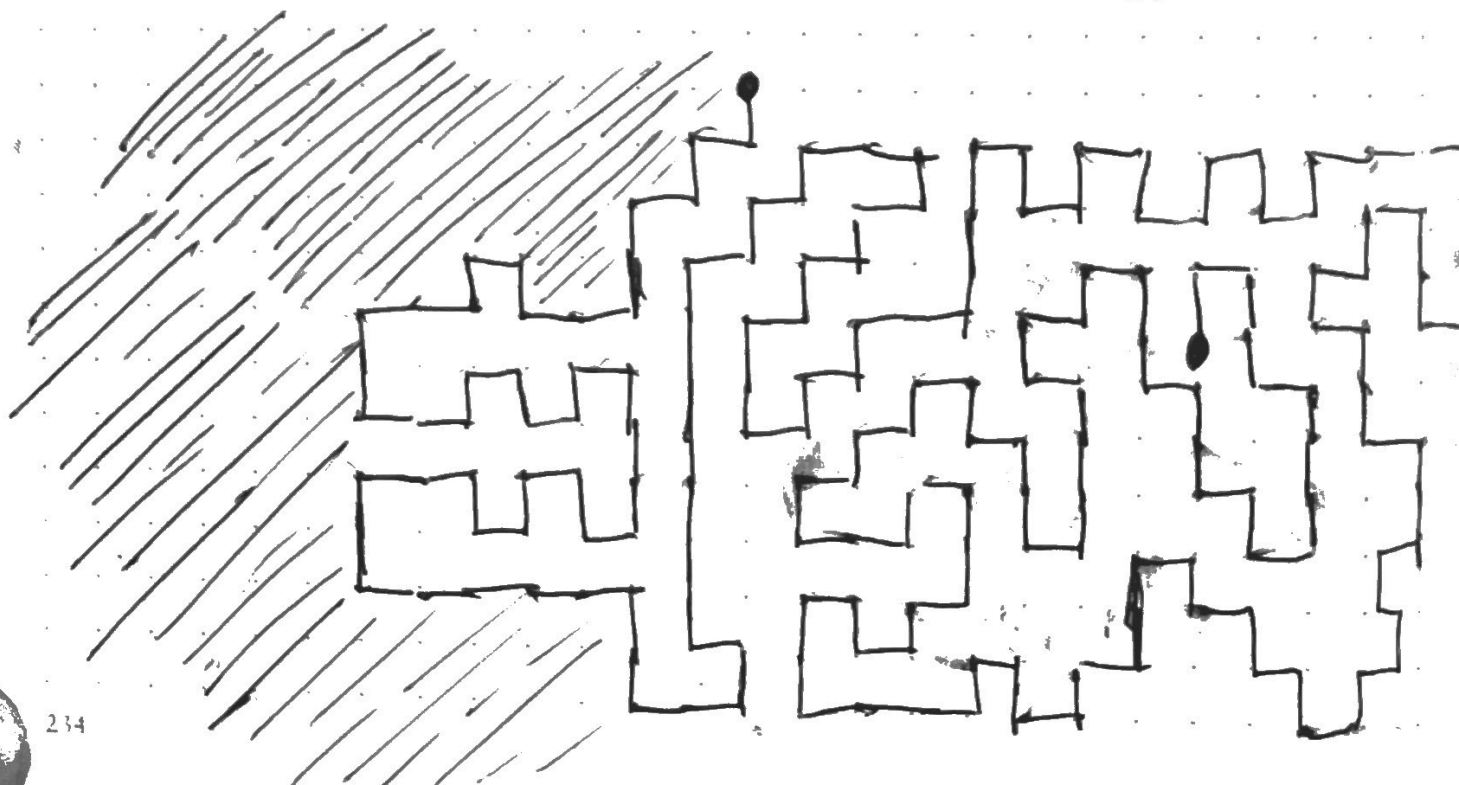
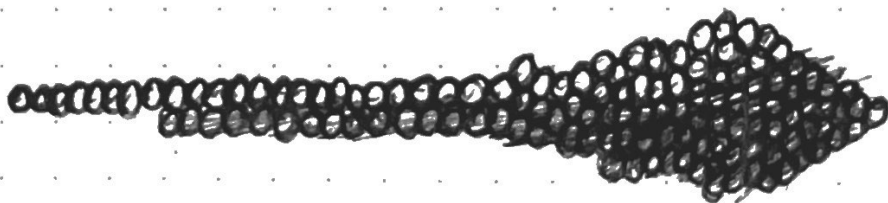
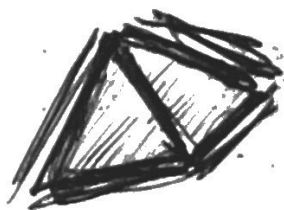
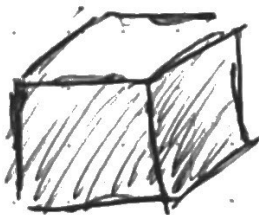
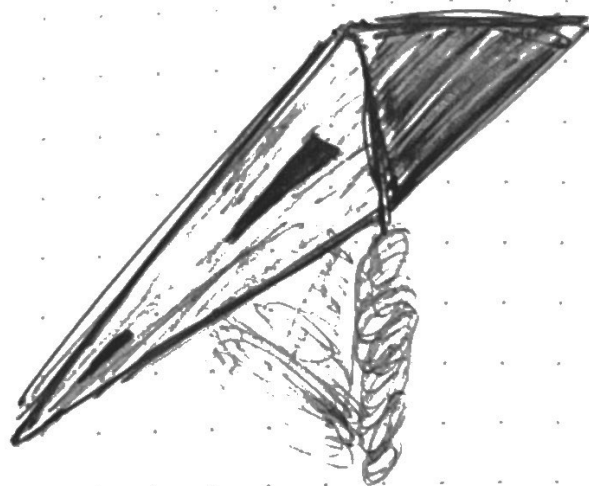
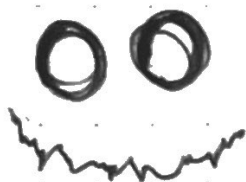


OCTOBER 3: BAIT



OCTOBER 4: FREEZE



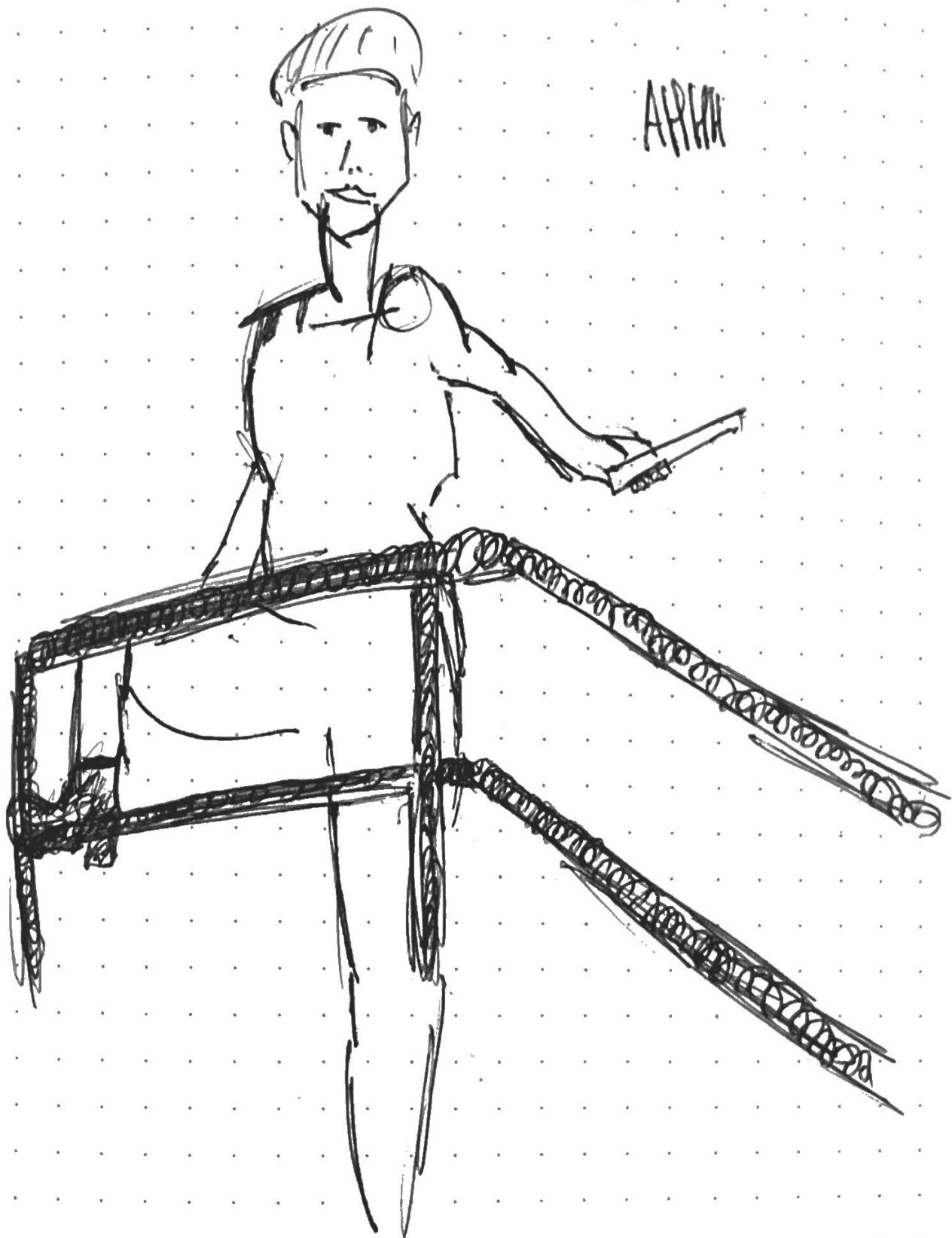




# CROQUIS

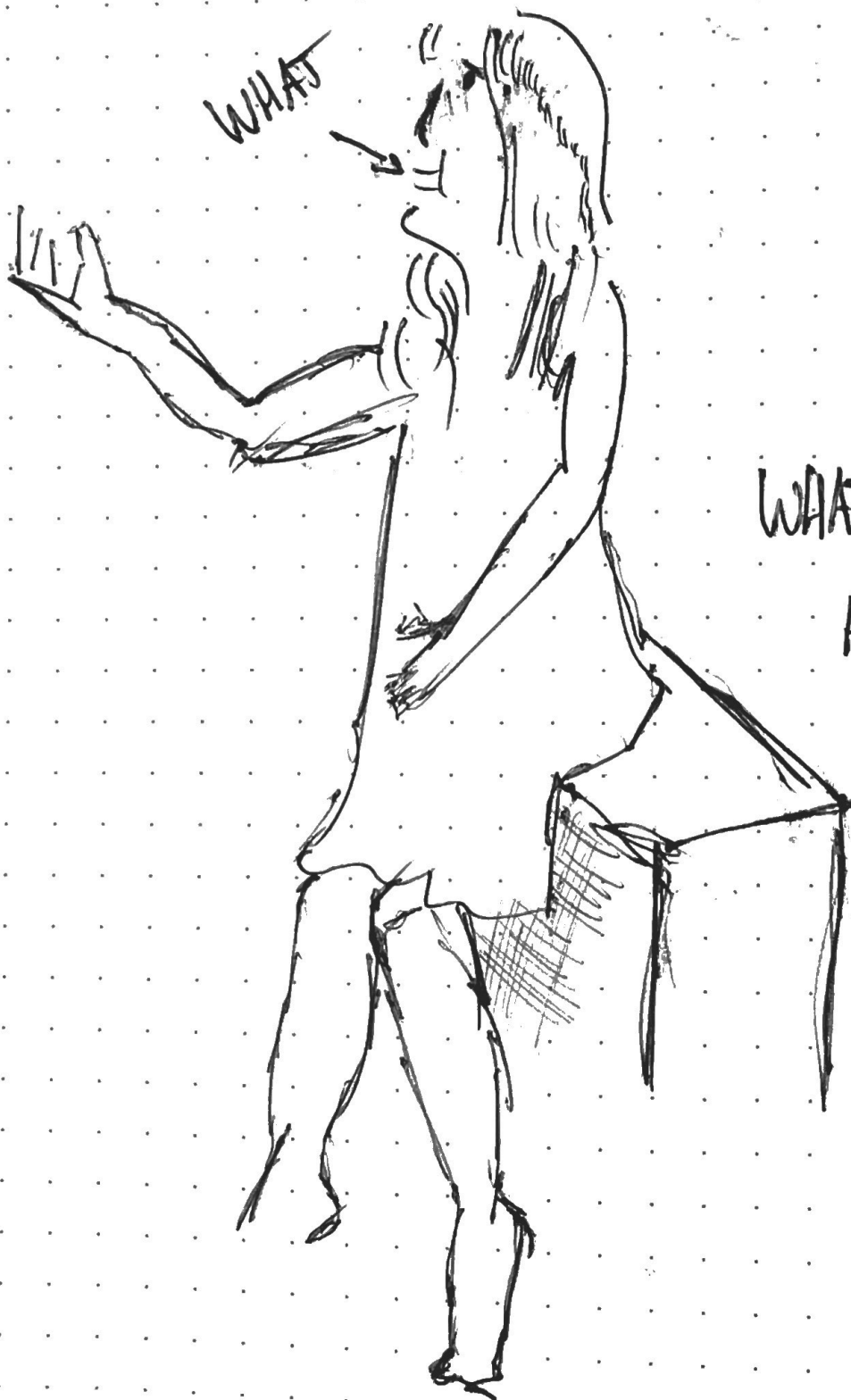


WAT

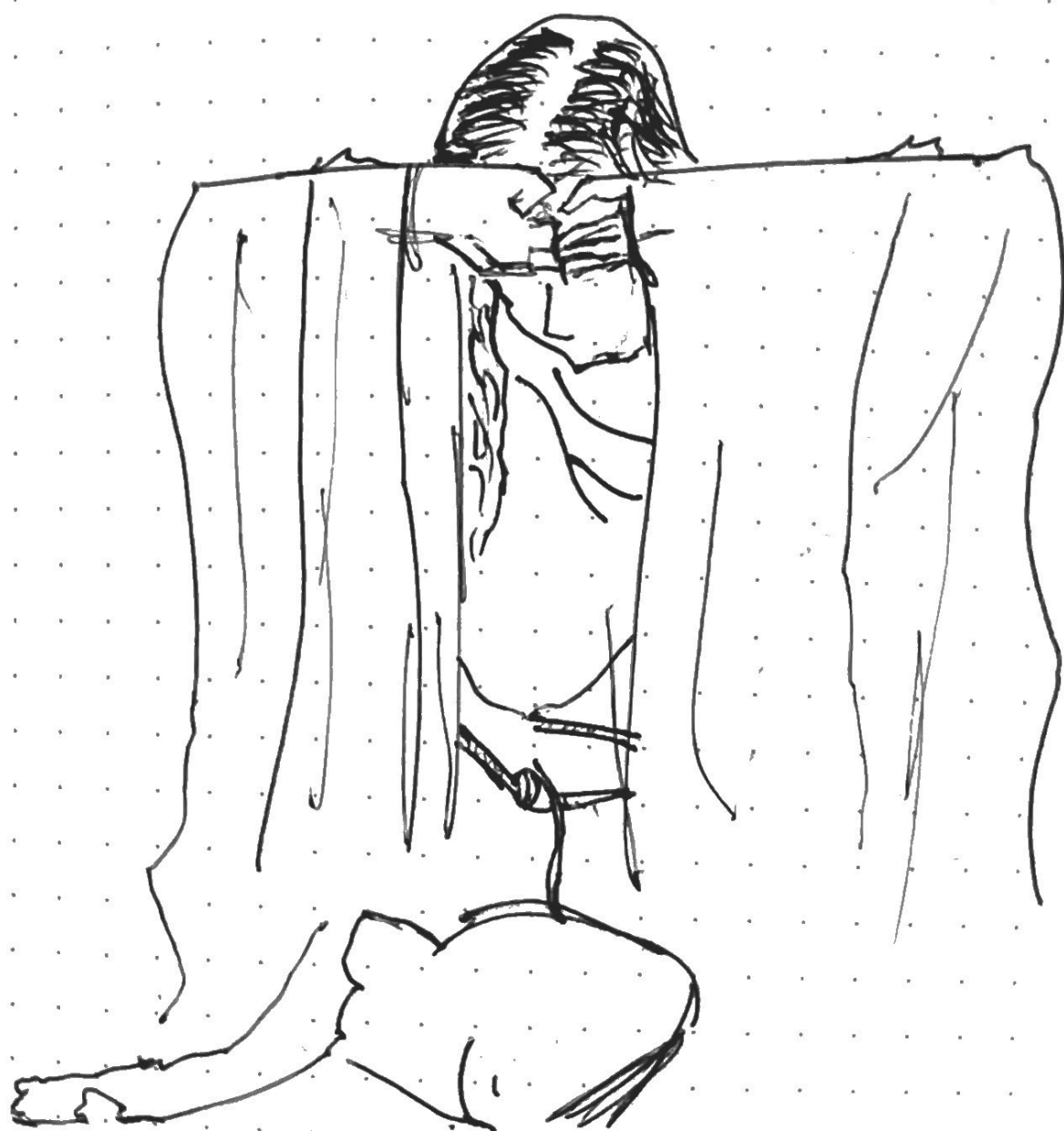


ALPHA

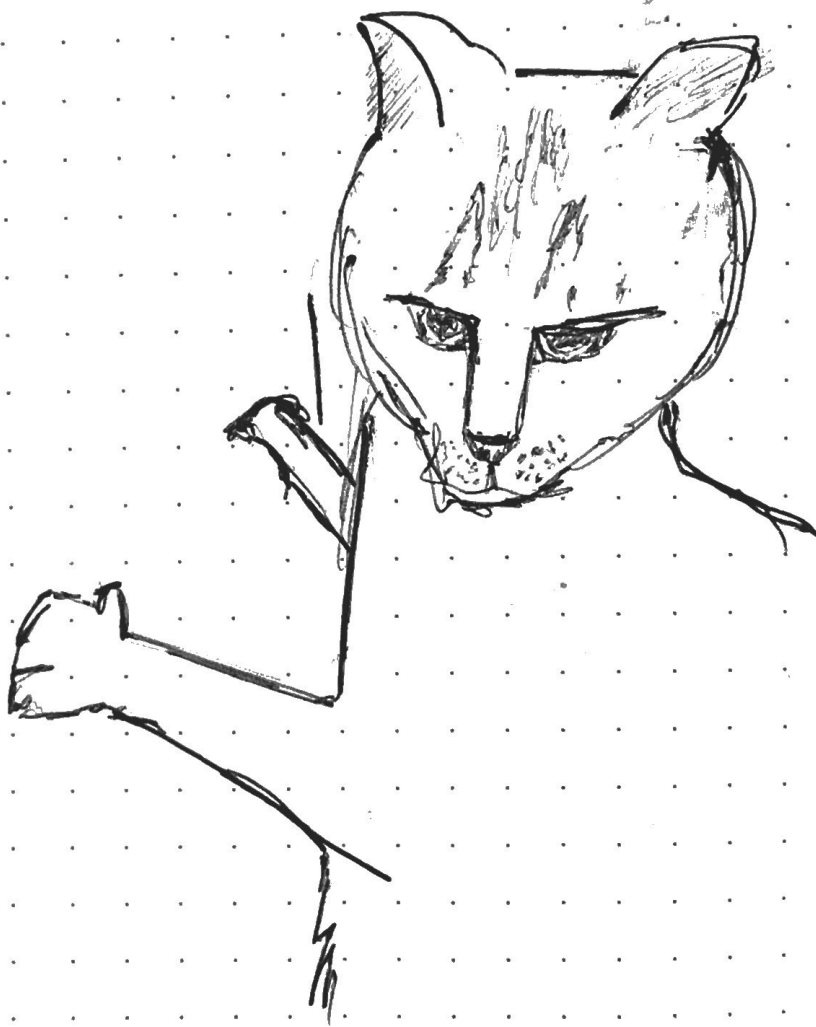
PEOPLE ARE  
HARD



WHAT IS  
HAPPENING  
HERE



OUCH  
OUEF

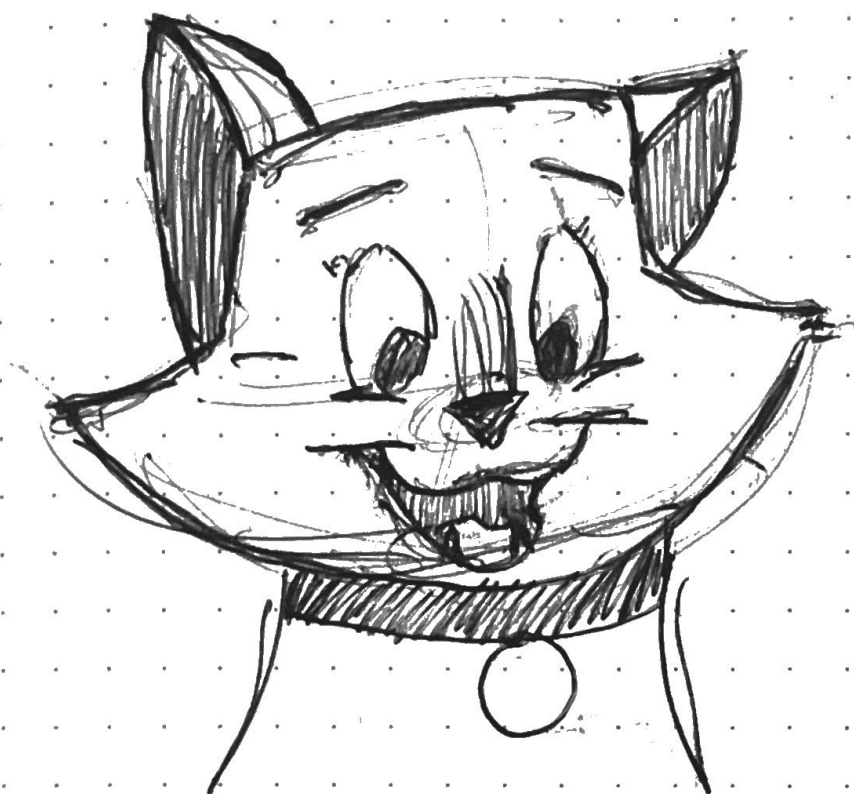


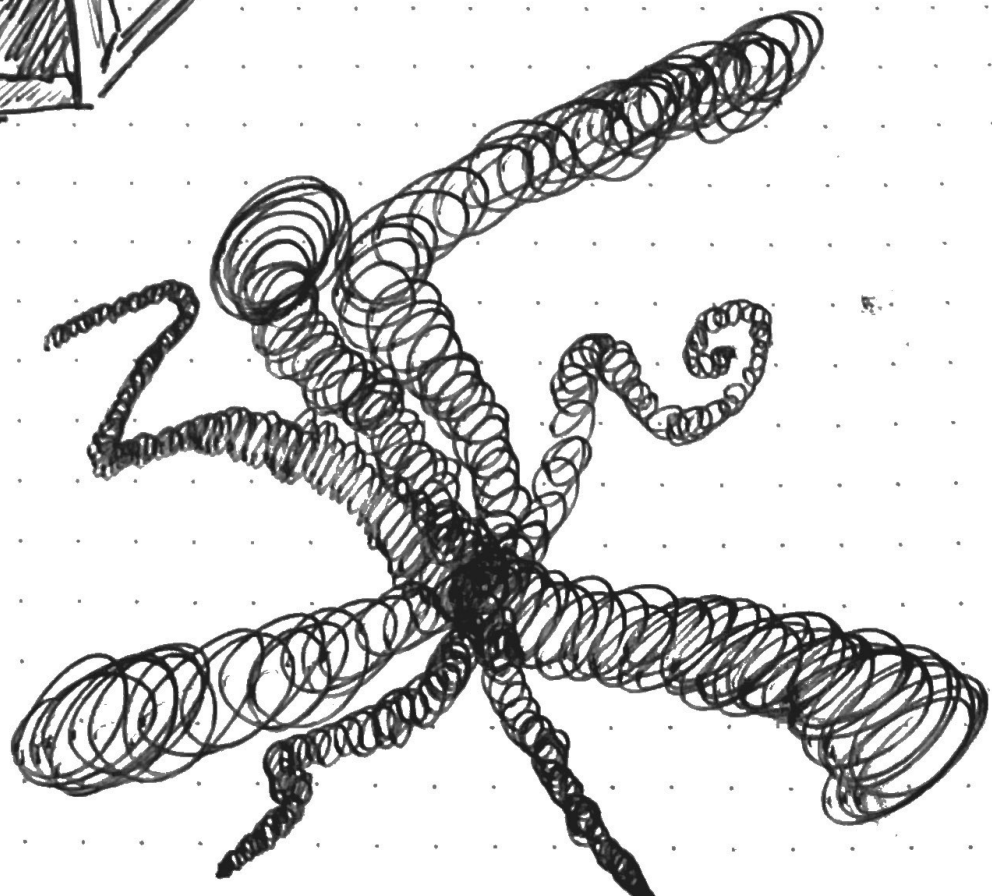
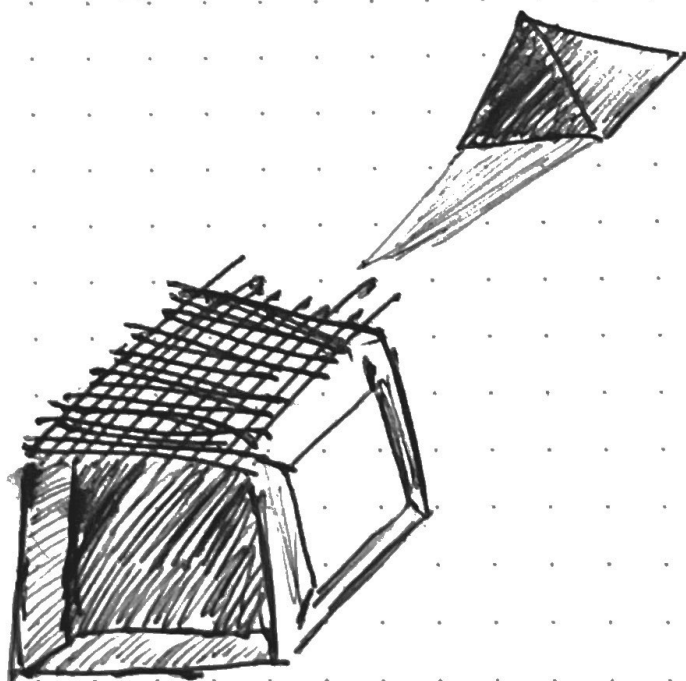
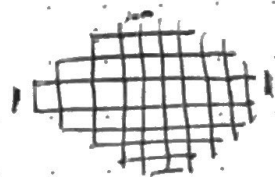
MY  
SWEET  
BOY

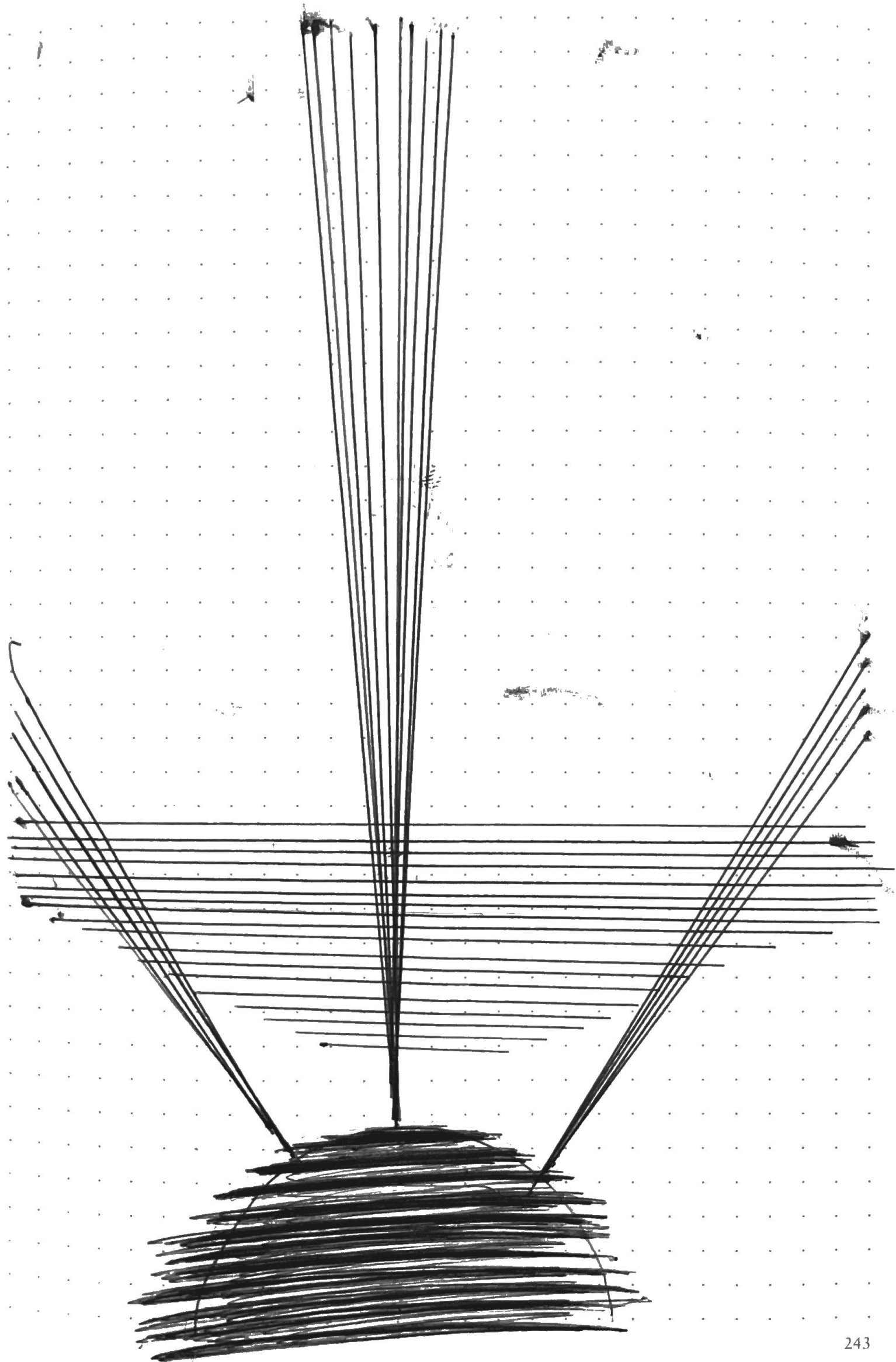
WHAT  
HAVE  
I

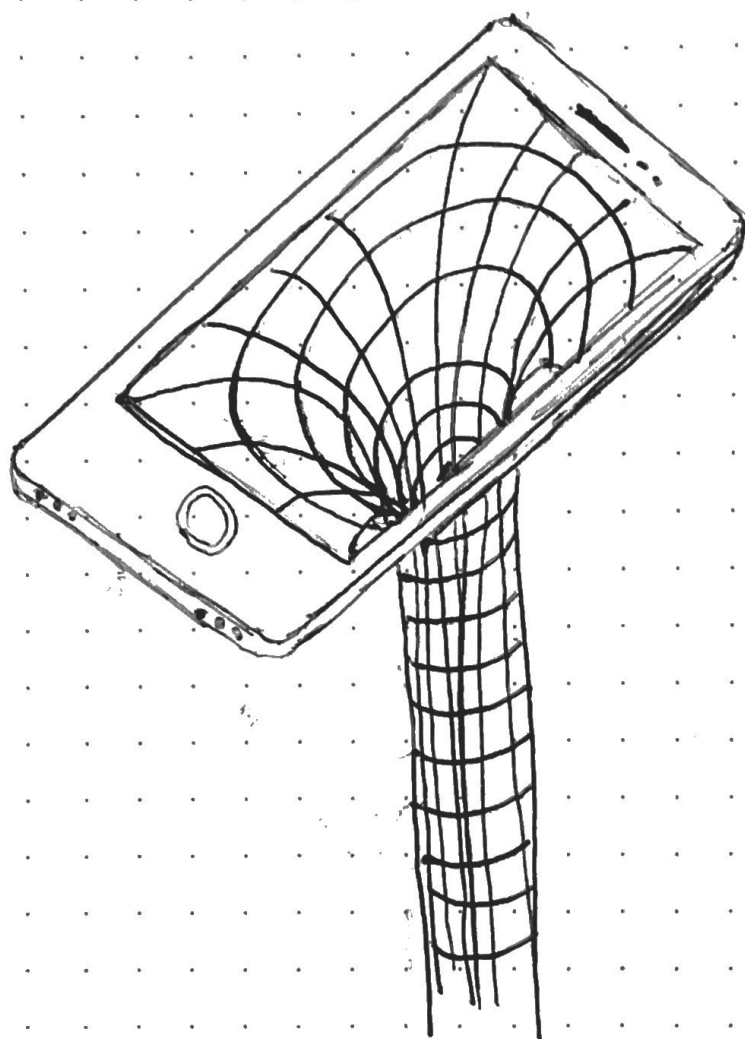
DONE







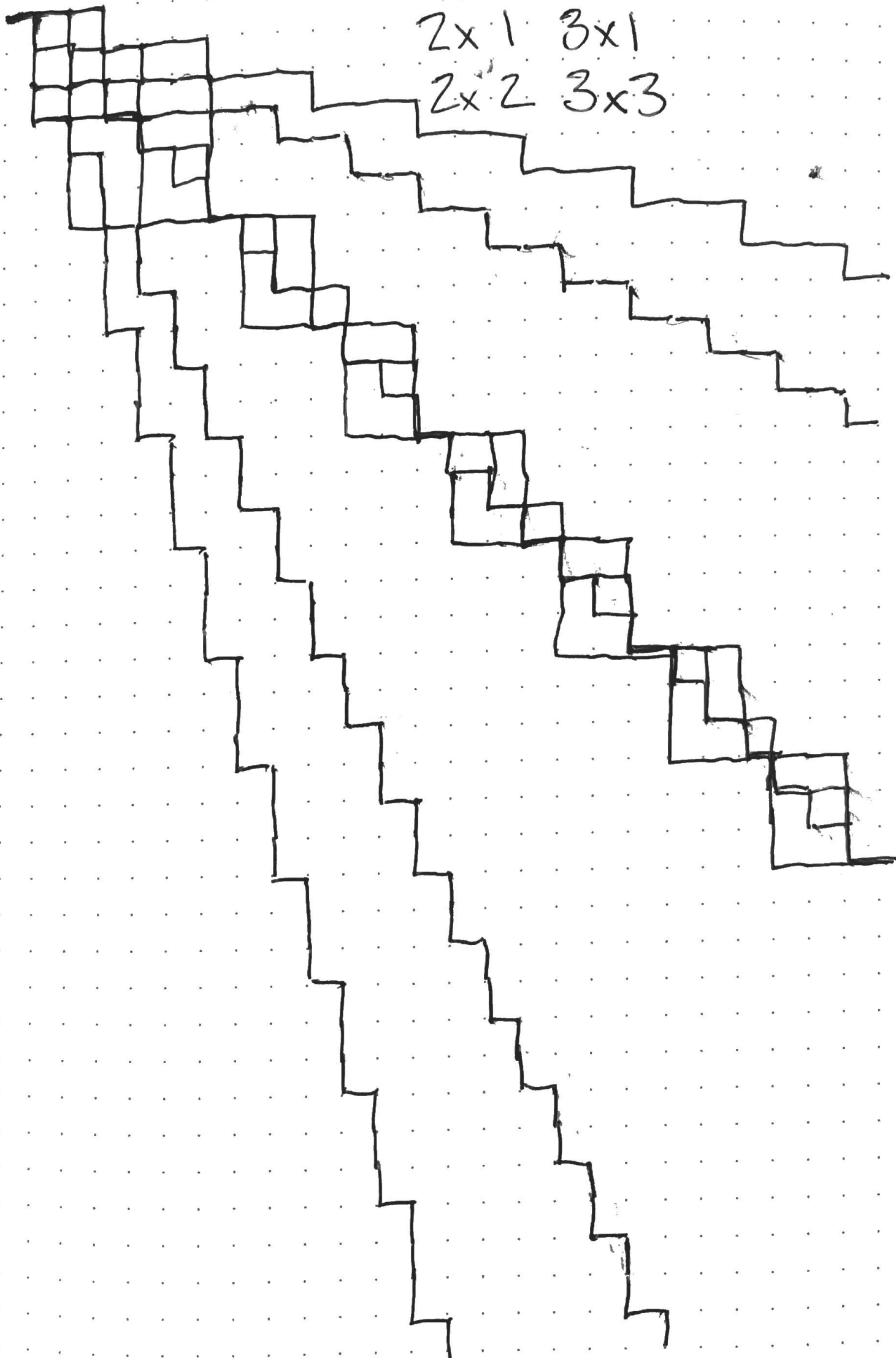




1x1 1x2 1x3

2x1 3x1

2x2 3x3





111

