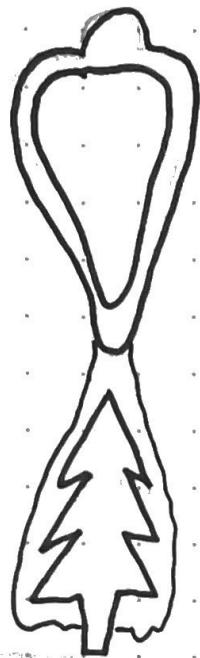
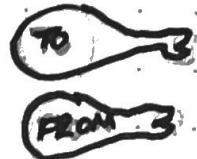


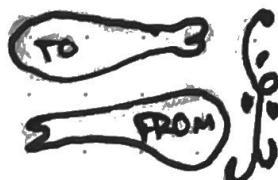
SEASONAL IDENTITY



Santa
Baby
Pass the
Gravy



Happy Holidays



THAT'S JUST GRAVY - PAPER
SANTA BABY, PASS THE GRAVY - CARD



That's
just
Gravy

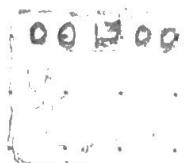


That's
just
Gravy

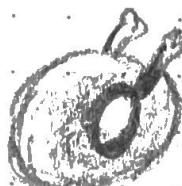
That's
just
Gravy



POTATO'S



TURKEY
LEG.

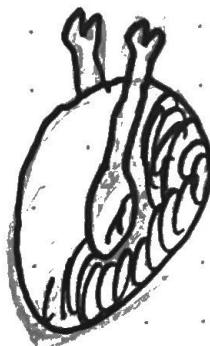
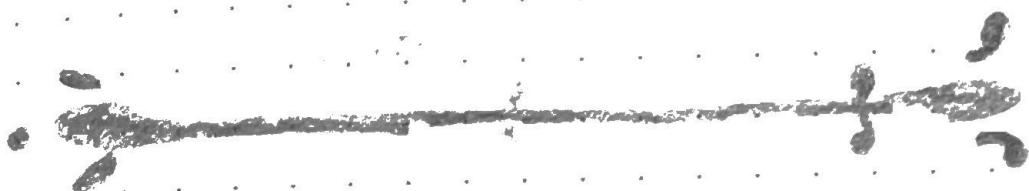
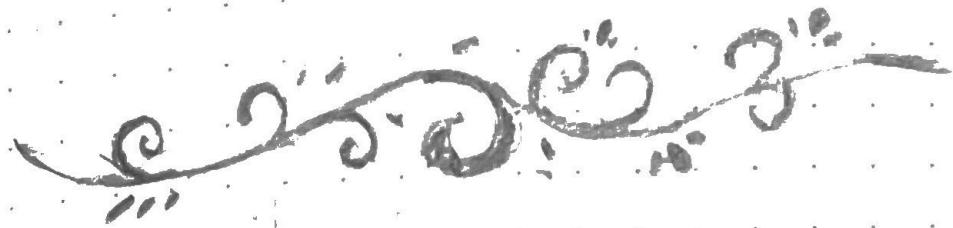


STOVE

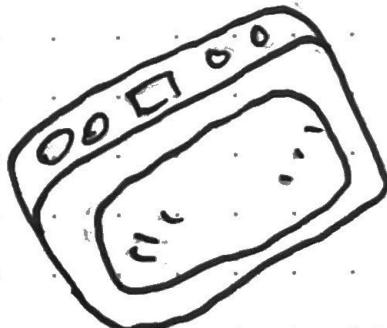
TURKEY

GRAVY
BOAT

SEASONAL IDENTITY - FLOURISH



That's just
Gravy



Merry
CHRISTMAS



now
Pass
the
Gravy

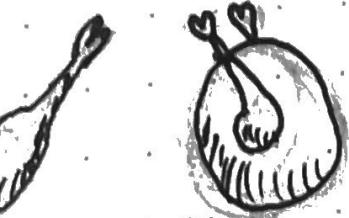
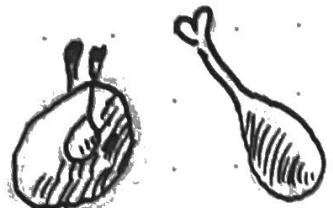
Santa
Baby

Send
me
Gravy

Hey There
Baby

Pass
the
Gravy

That's just
Gravy



That's just
Gravy



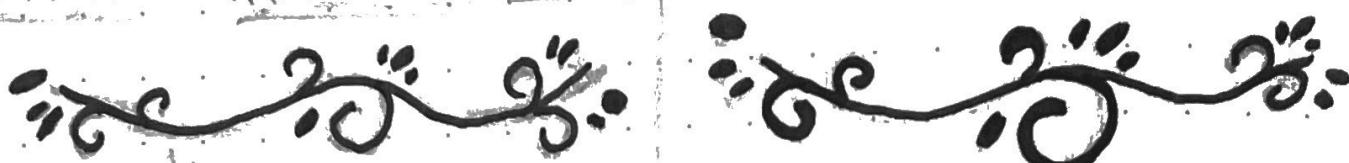
That's just
Gravy



That's just
Gravy



WRAPPING PAPER



Hey there
Baby

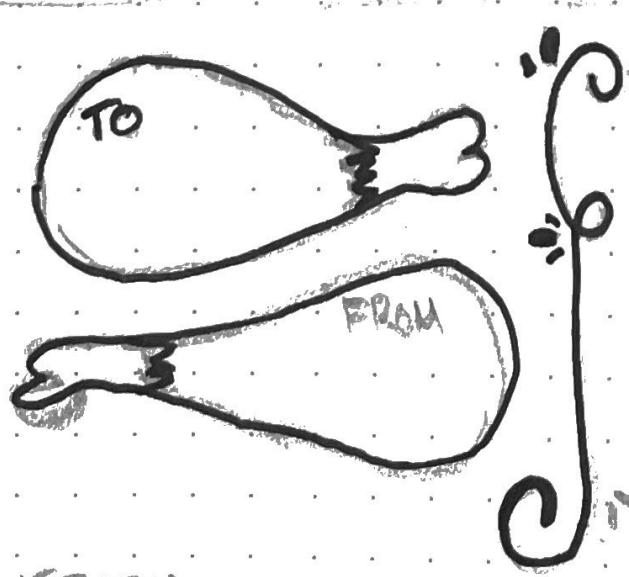


Pass
the
Gravy



FRONT

BACK



Happy
Holidays

GIFT TAG

TO/FROM GREASE SLIME

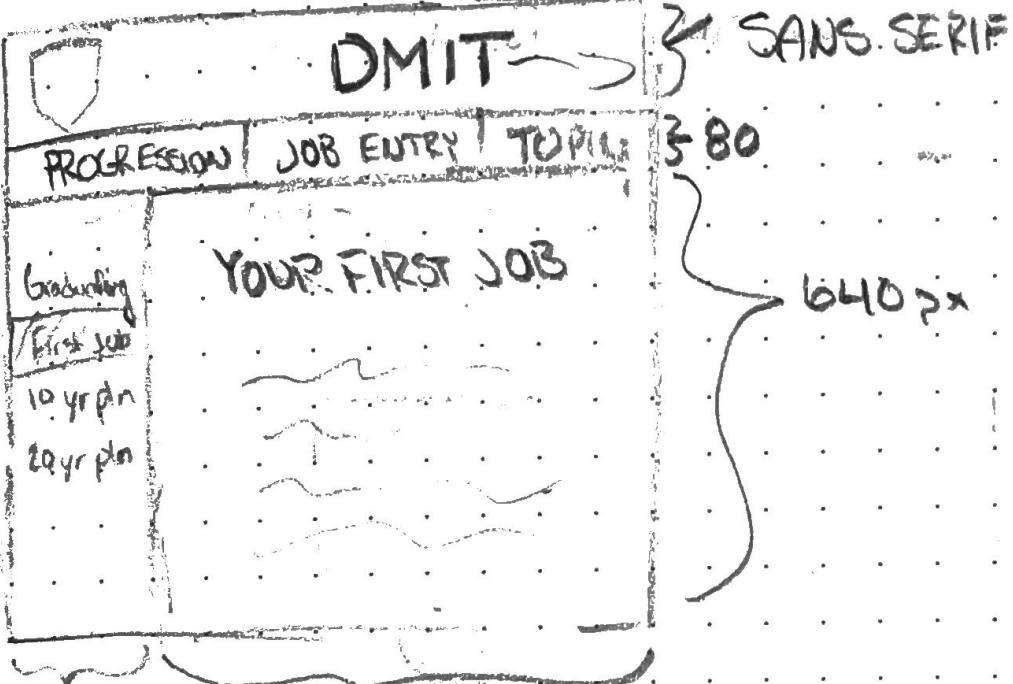
COMMUNICATIONS - TEAM PROJECT

DMIT - NAIT colours - BLUE
| - NAIT LOGO

WHITE SPACE - SPARLE INFO - TARGET
GRADUATES/STUDENTS

960

160



PANEL 8

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

BROWN
DRY
CRACK

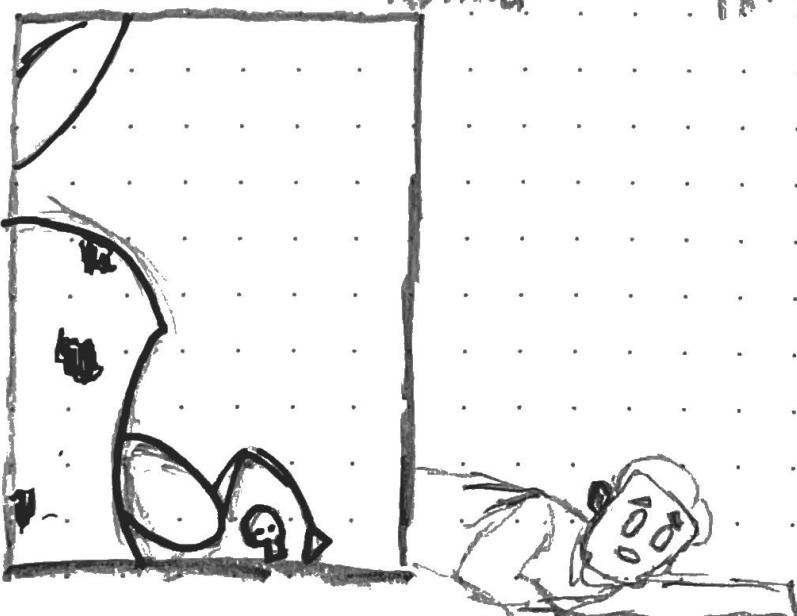
THINK
"DIFFERENT"

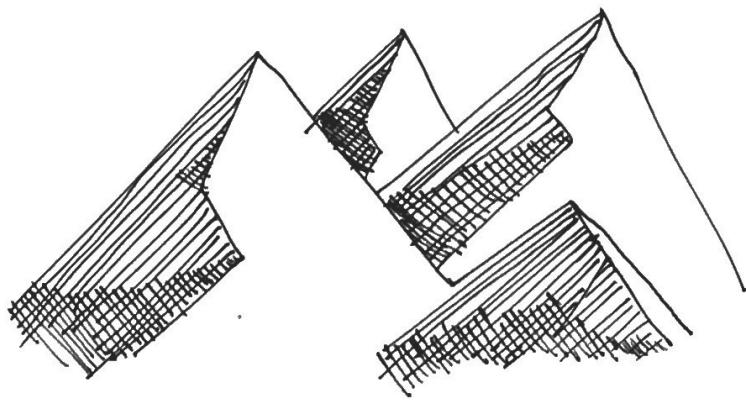
THINK
"OFF."

SHRIVELLED
ROTTING

CONSUME
TXT MSG

LIVIN' THE DREAM





PANEL 9 - VEINS OF GOLD

EXPLOSION HEALING - FORGIVENESS

POWDER UNIFICATION

- VEINS OF - DRAGONWOOD - MOUNTAIN - ORE VEIN
GOLD - STONE

TEARS - LOVE

COMPOSITION ALLEGORIE

VAMP

REAL VEINS - BLOOD / DROPS

- BLEED

HAND



GOLD VEINS

RISING FOR SUPPORT



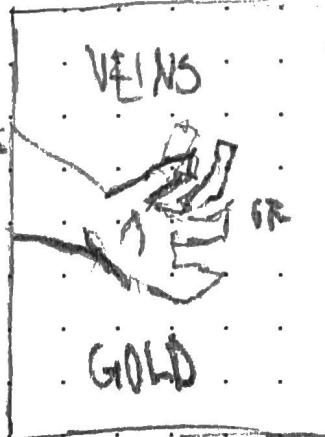
OPEN HAND

GOLD DROPS



STONE HAND

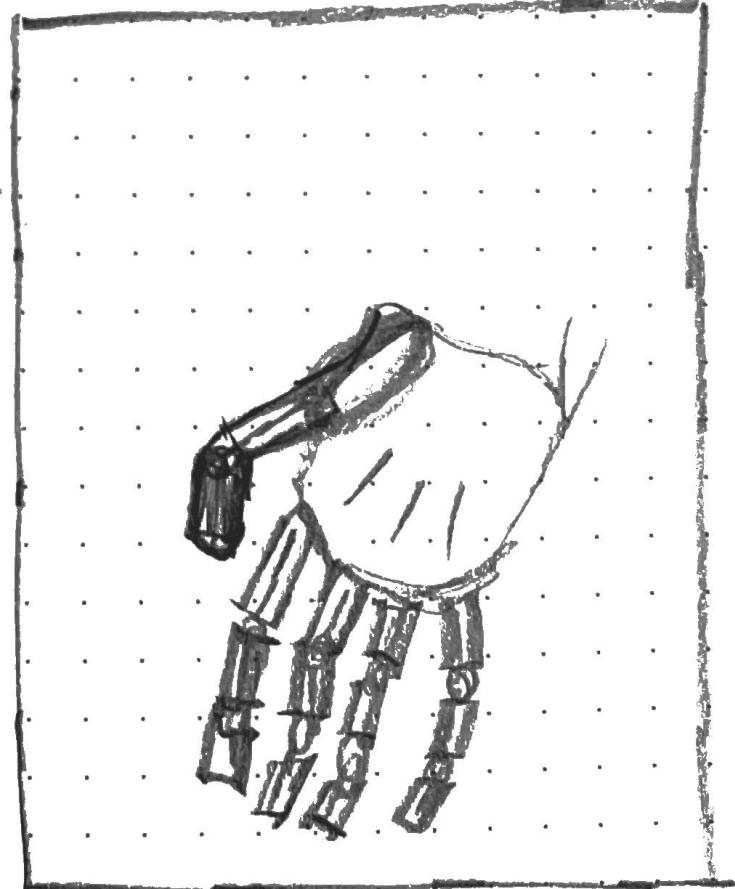
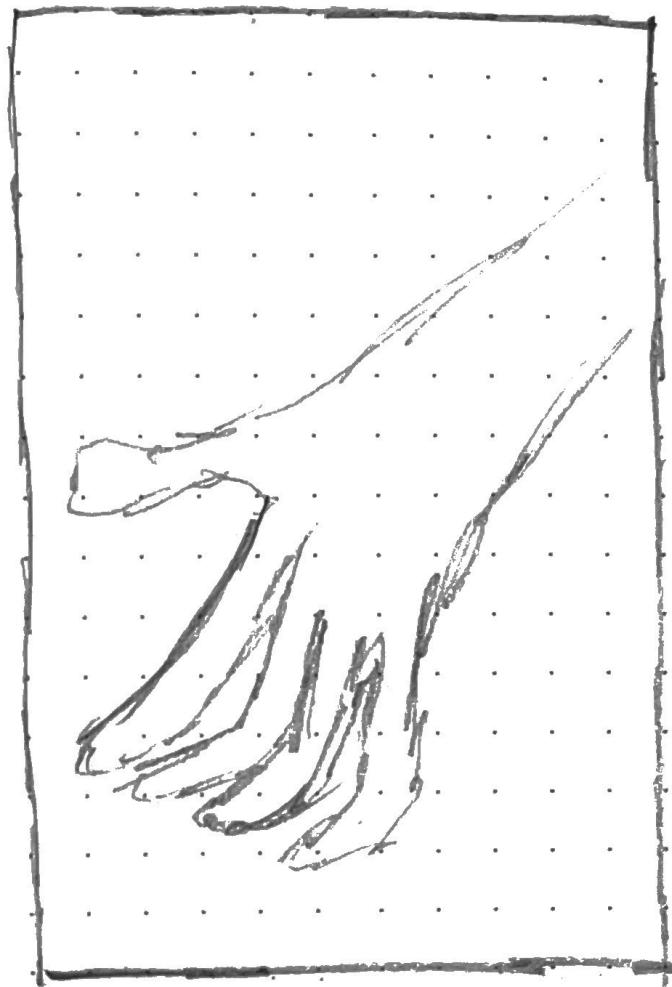
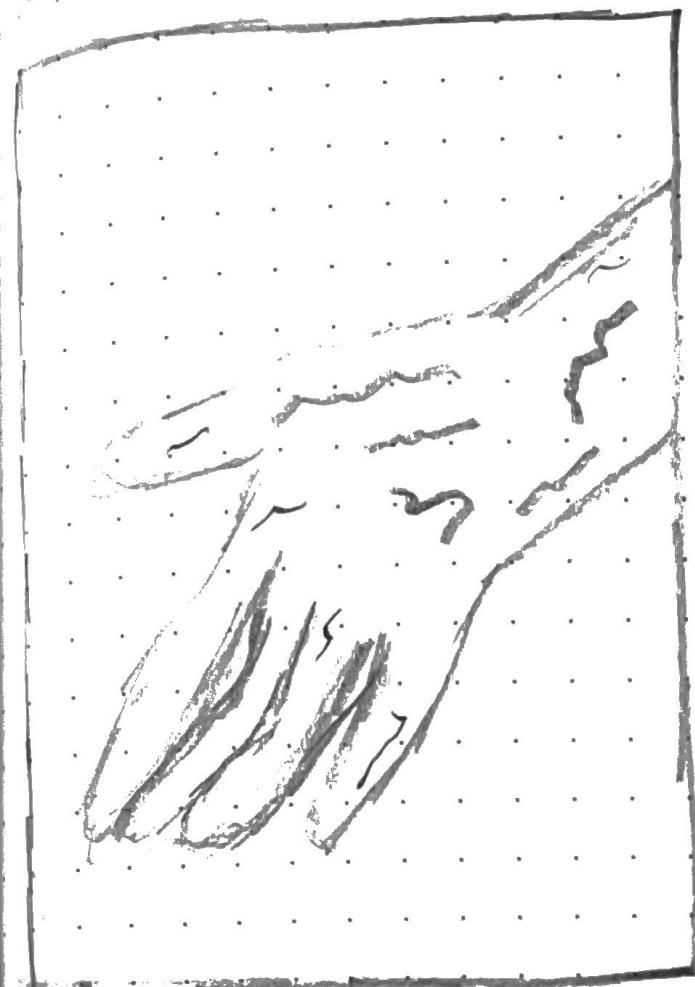
GOLDEN GRIDS



VEINS

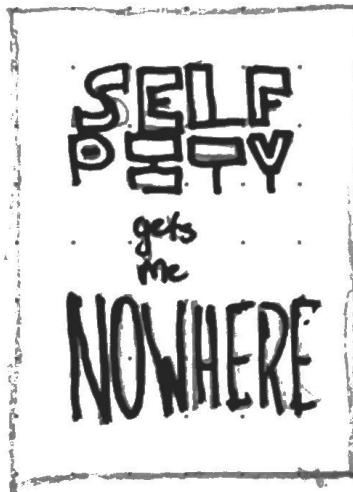
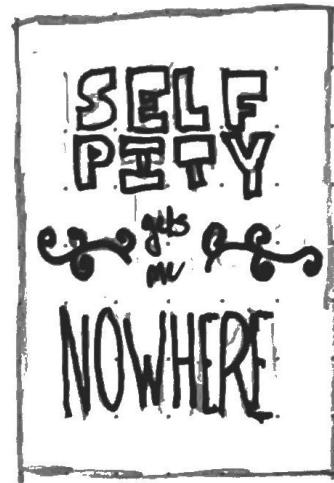
GOLD

PANEL 9 - VEINS OF GOLD



PANEL 10 - THE MIGHTY - SELF PITY

ANXIETY GREED
TOXIC - BUBBLY WANDERLUST
ELF PITY - GETS ME - ROAD TO
NOWHERE NOWHERE
LYRICS - GUITAR DESERT
- RHYTHMIC
- TYPOGRAPHY



PANEL 10 - SELF PITY

SELF

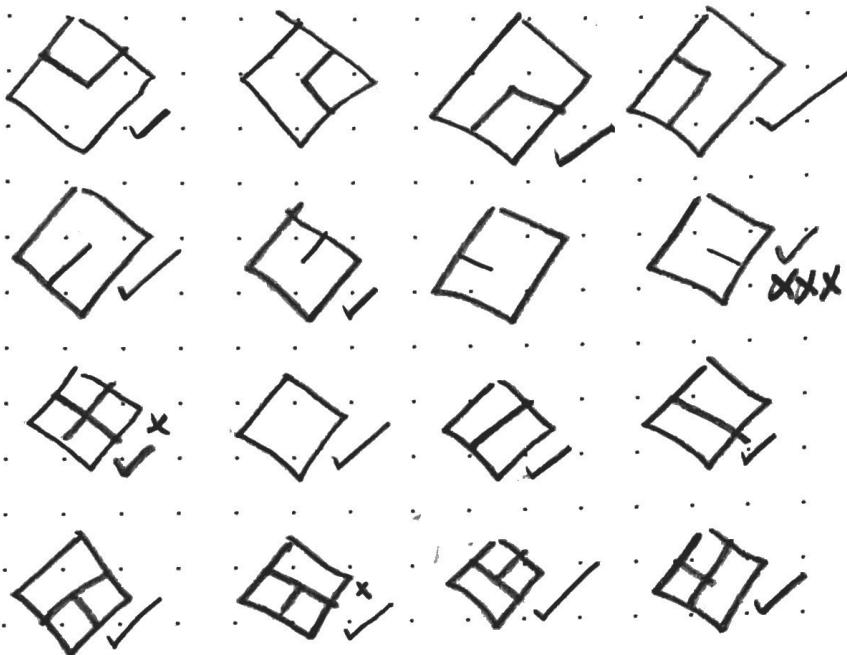
PETTY

gets
me

NOWHERE

Illustrator Part 3

TILES



SKYSCRAPER

STORE : |||

HOUSE

VEHICLES

TREES

SHRUBS

OTHER : |||

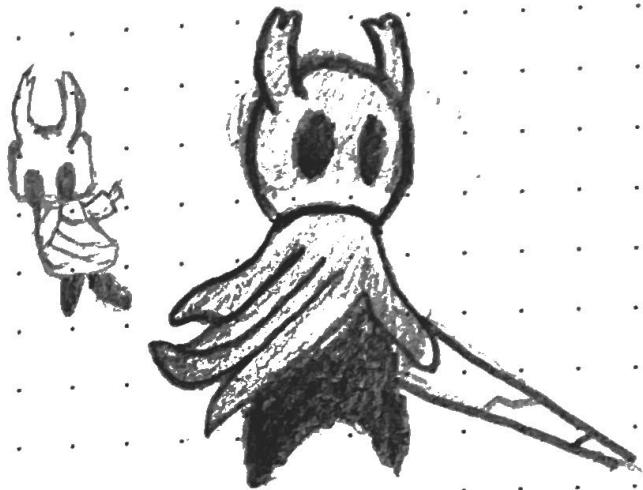
KNIGHT

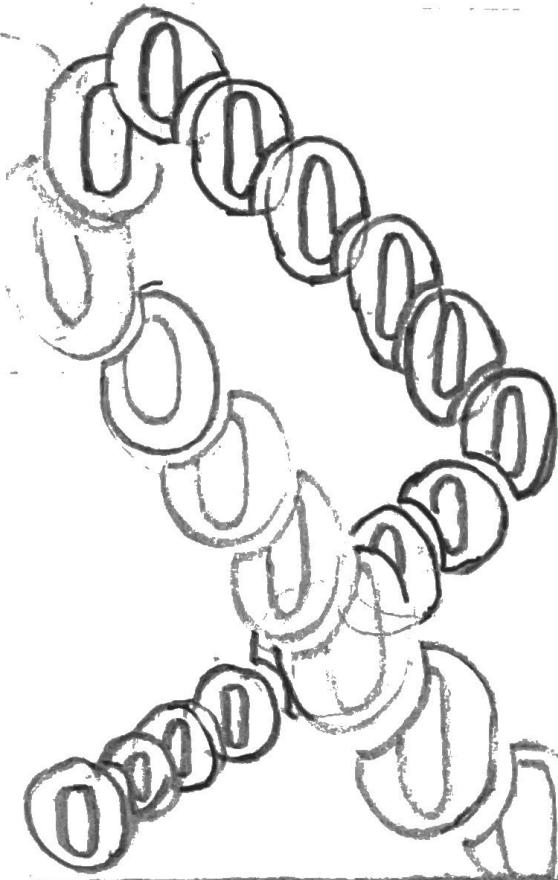
RADIANCE

Hollow Knight

INFECTION - CROSSROADS

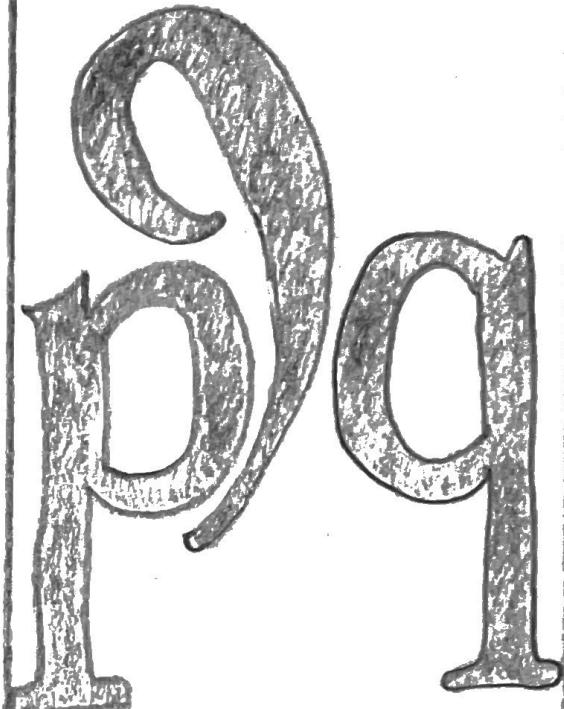
- GRUBS = CUTE





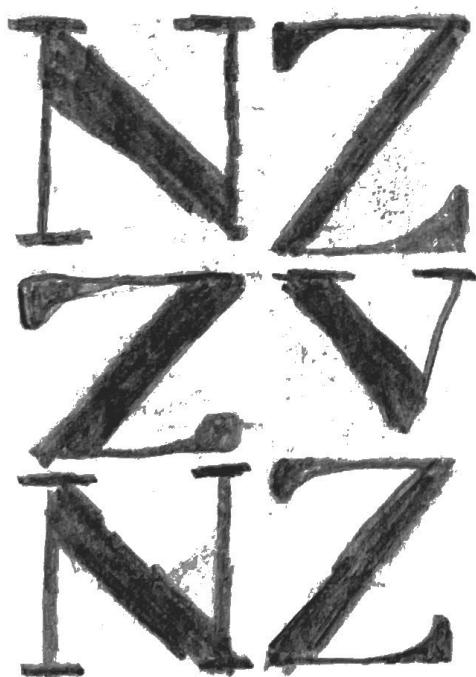
PLAYFUL
MODERN
MORE SPIRAL SHAPE?

⑨



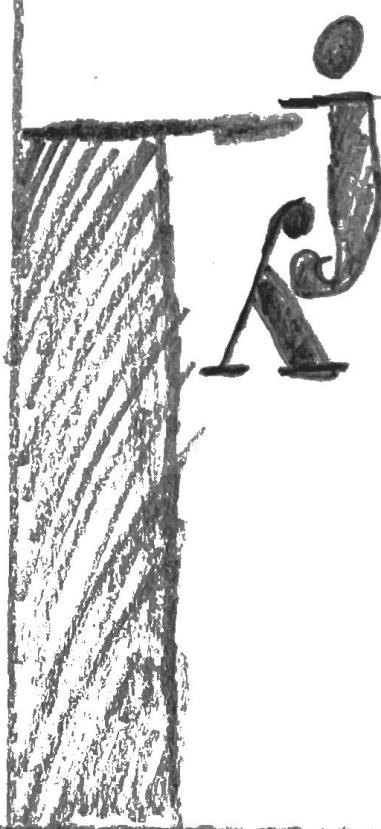
CONGESTION
OLD

⑩



PATTERN
MODERN

⑭



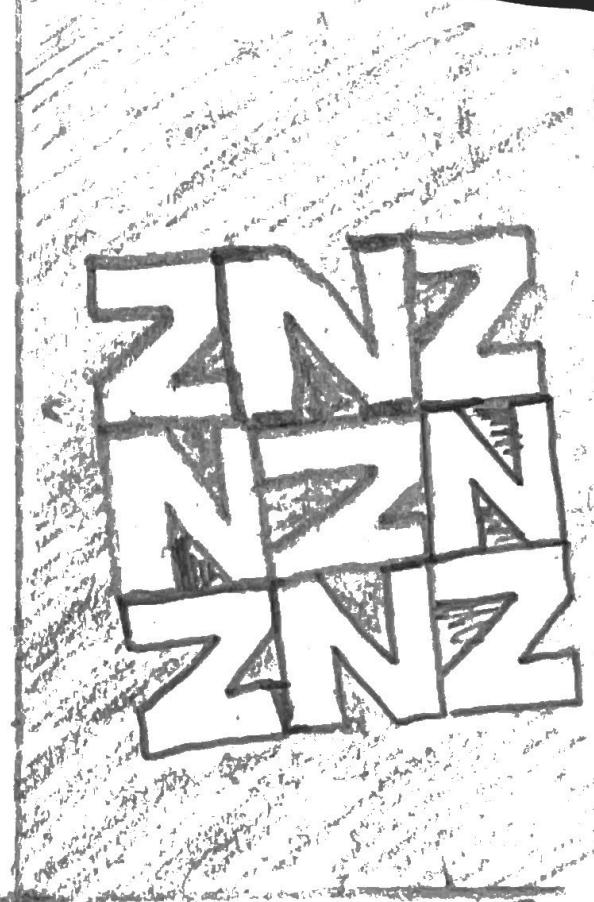
TENSION
MODERN

⑮



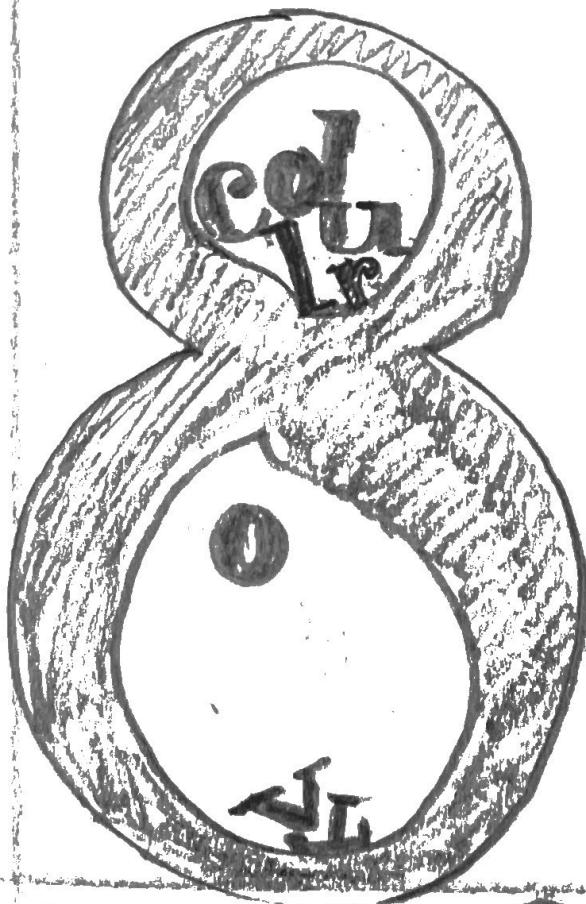
⑩
POS/NEG
SANS

⑪



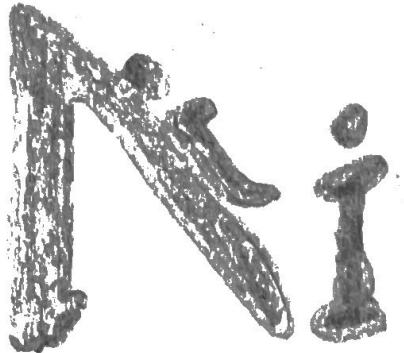
⑫
PATTERU
SAUS

⑬



⑭
CONGESTION
MODERN

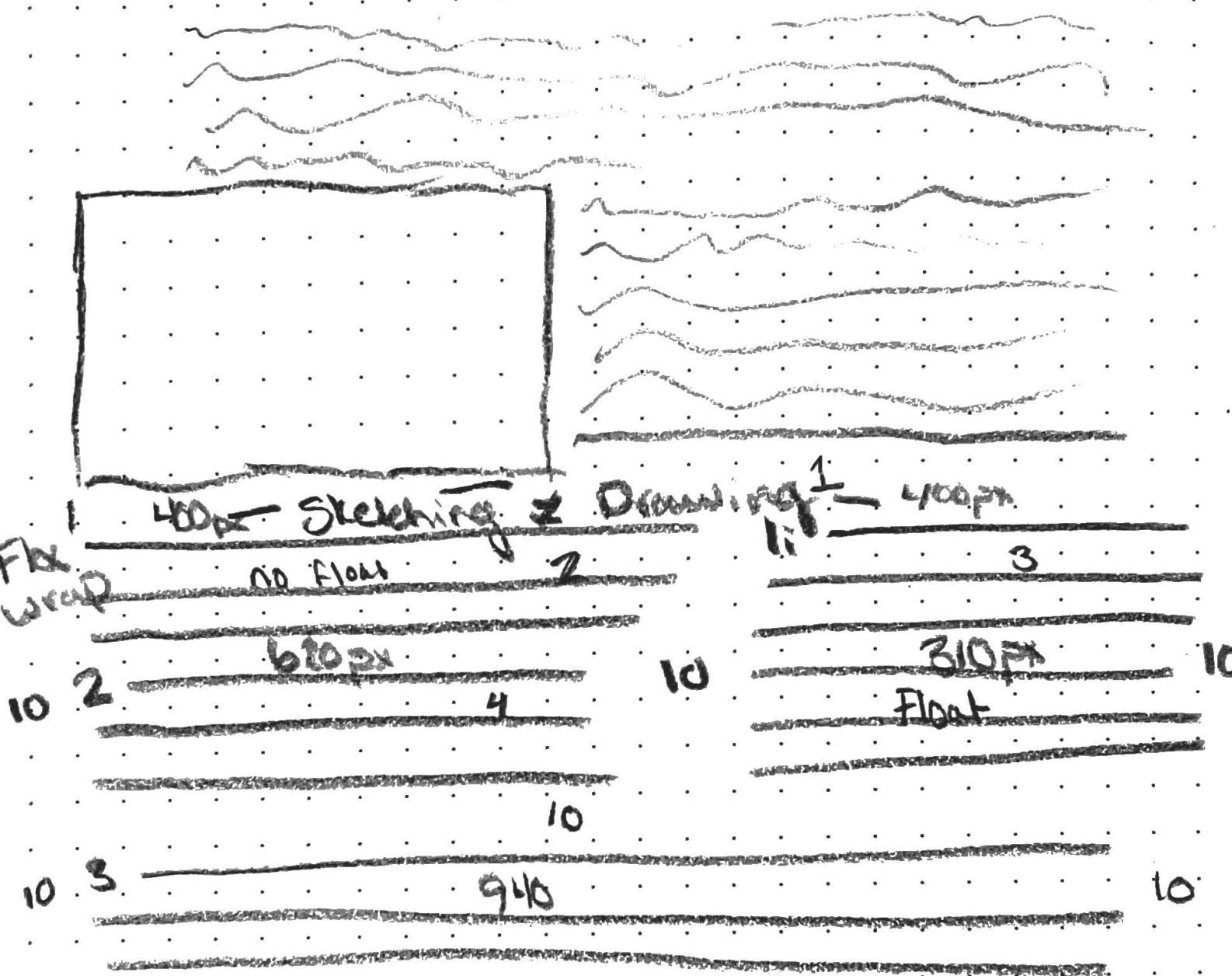
⑮



⑯
PLAYFUL
OLD

⑰

The Messy Art of UX Sketching



Ok, let's go!

Work in Layers

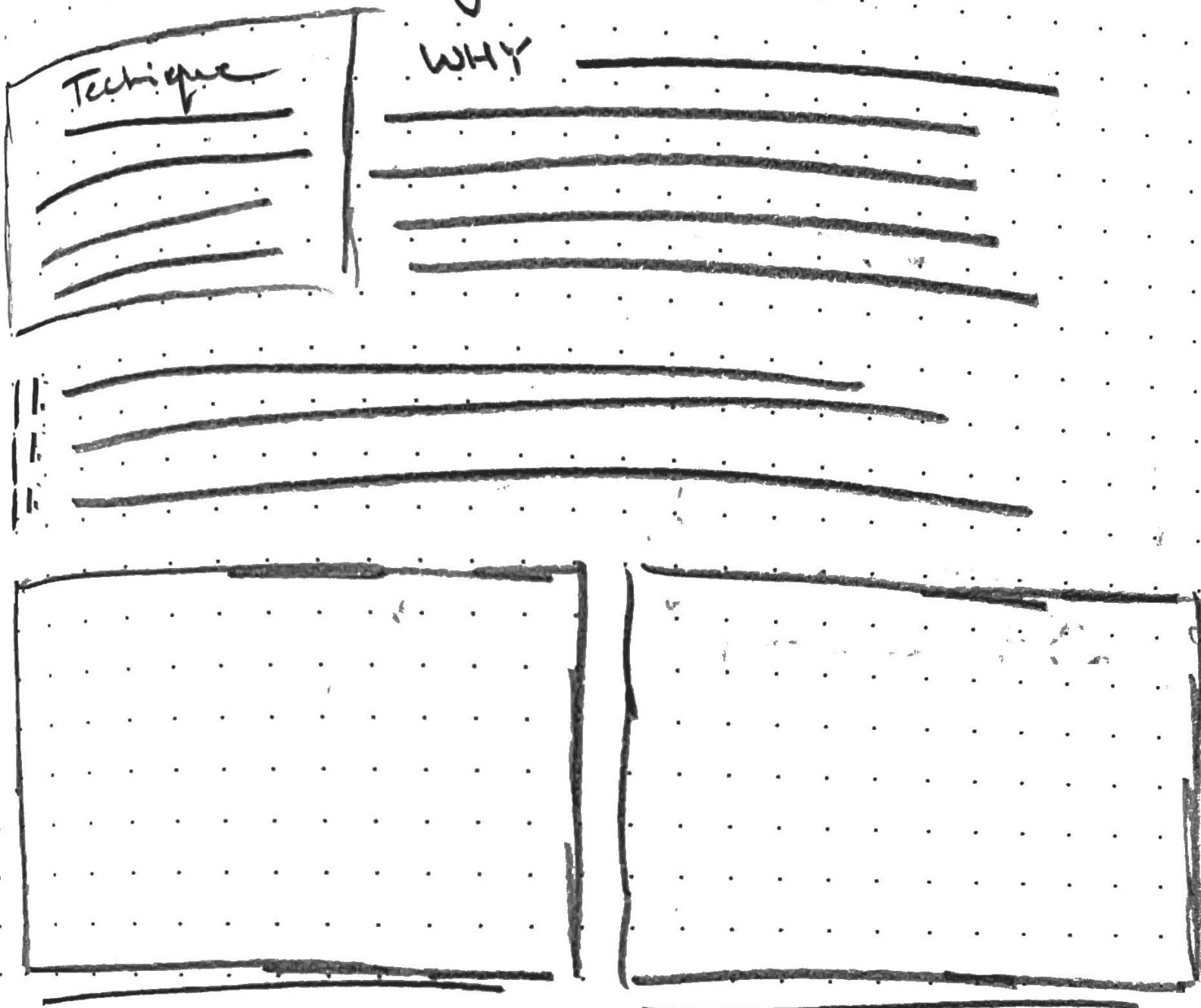
PROPS
Tech.
Float

WHY?
TOP

CAUTION

Technique

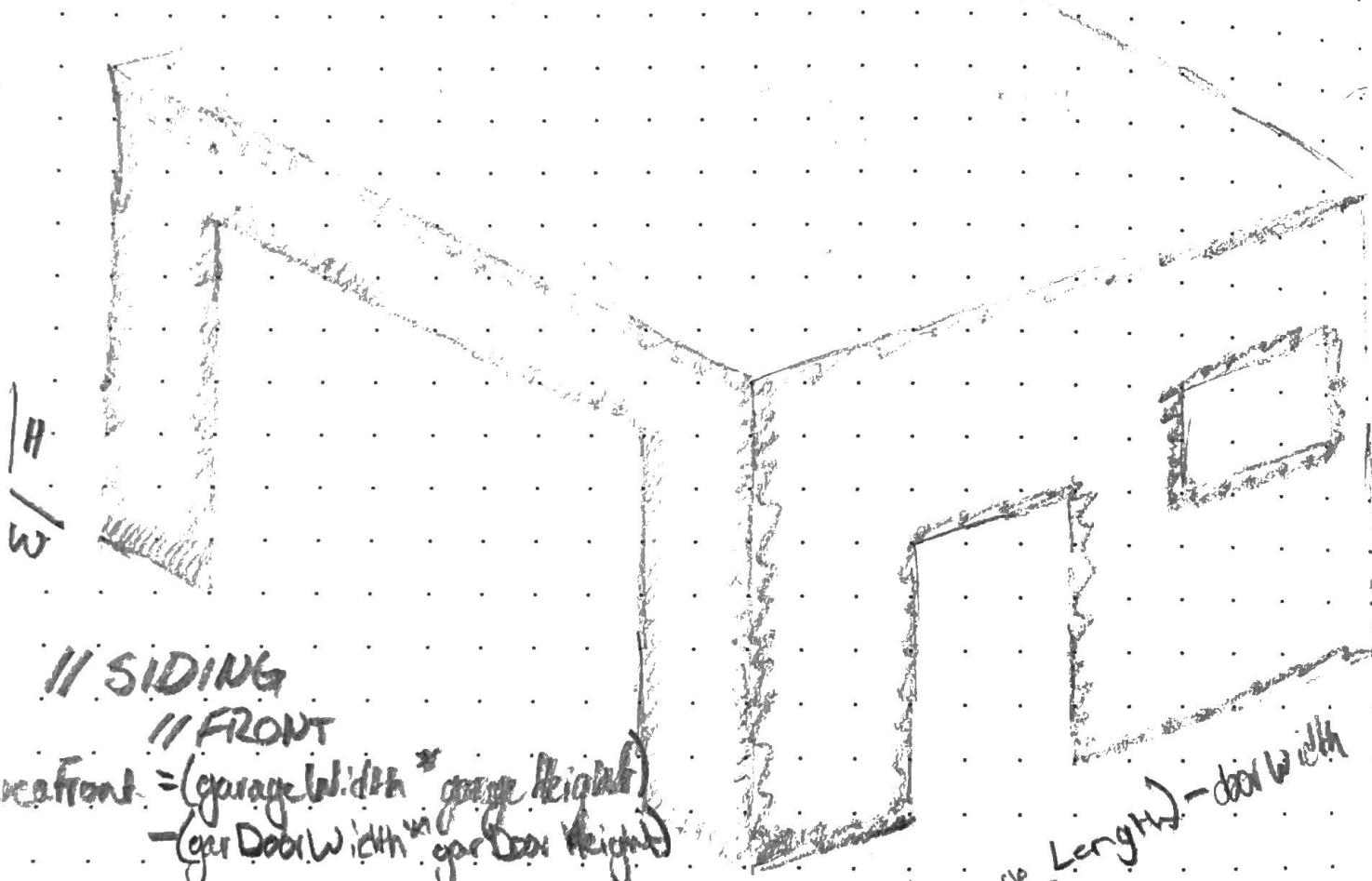
WHY



COOP DUTY

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

CORE PORTFOLIO ONE



// SIDING

// FRONT

$$\text{areaFront} = (\text{garageWidth} * \text{garageHeight}) - (\text{garageDoorWidth} * \text{garageDoorHeight})$$

// BACK

$$\text{areaBack} = (\text{garageWidth} * \text{garageHeight})$$

$$\text{areaSideOne} = (\text{garageLength} * \text{garageHeight}) - (\text{entranceWidth} * \text{entranceHeight})$$

$$- (\text{windowWidth} * \text{windowHeight})$$

$$\text{areaSideTwo} = (\text{garageLength} * \text{garageHeight})$$

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

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

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

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

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

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

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

waste
factor

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

$$\text{trimCost} = (\text{Math.Ceiling(trimTotal / 10)} * \$28.35$$

Boxes Needed

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

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

CORE PORTFOLIO ONE | CPSU012 - Siding Calc - Hampton Tristan

// PSEUDO CODE

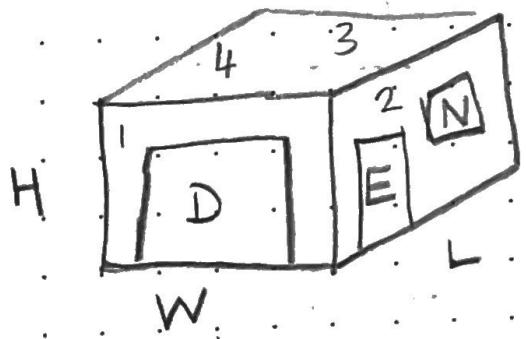
- Prompt for garageLength, garageWidth, garageHeight
- Prompt for garageDoorWidth, garageDoorHeight
- Prompt for entranceWidth, entranceHeight
- Prompt for windowWidth, windowHeight
- calculate areaFront (garageWidth * garageHeight) - (gDoorWidth * gDoorHeight)
- calculate areaBack (garageWidth * garageHeight)
- calculate areaSideOne (garageLength * garageHeight) - (entranceWidth * entHeight)
- (windowWidth * windowHeight)
- calculate areaSideTwo (garageLength * garageHeight)
- calculate areaTotal ((Front + Back) * 2 + 452) * 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

803	£15 "Tax"	£2,203	£3,153
4	Siding Boxes	@ \$245.00 =	\$980.00
31	Trim pieces	@ \$28.35 =	\$1,858.00
		Net Total =	
		GST =	
		Delivery Fee =	

Siding correct
Trim incorrect

mine
y
31(35)
↑
expired



$$1: W + W + H + H + DH + DH \\ 2W + 2H + 2DH$$

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

$$3: W + W + H + H \\ 2W + 2H$$

$$4: L + L + H + H \\ 2L + 2H$$

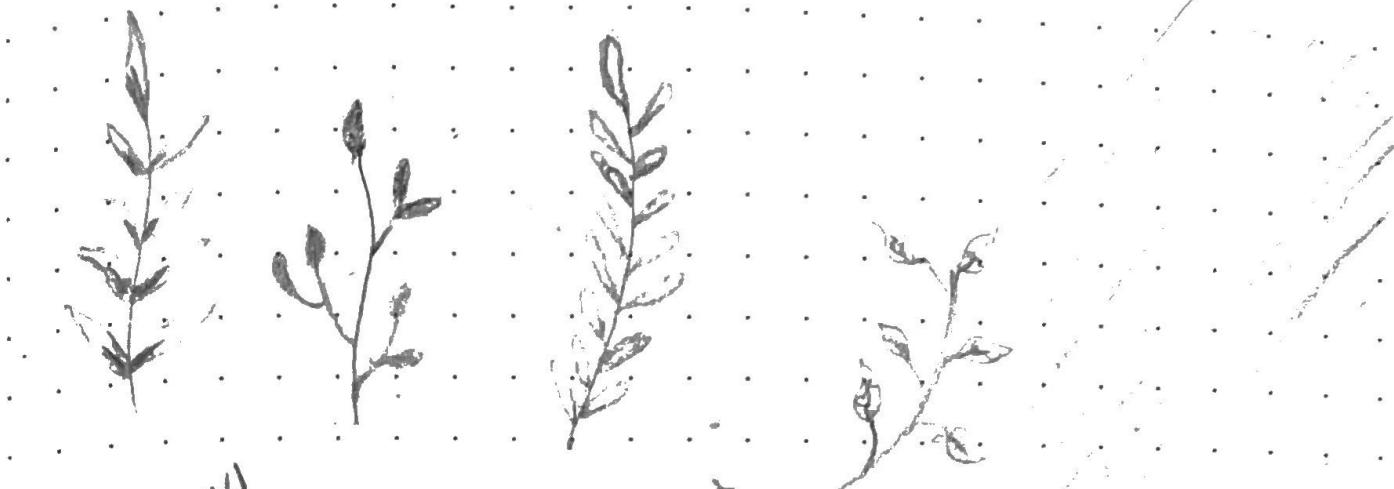
$$\text{Total: } 2W + 2H + 2DH + 2H + 2L + 2EH + 2NH + 2NL \\ + 2W + 2H + 2L + 2H$$

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

CORE PORTFOLIO ONE

- Prompt for:
 - garageLength
 - garageWidth
 - garageHeight
 - garageDoorWidth
 - garageDoorHeight
 - windowWidth
 - entranceWidth
 - entranceHeight
 - windowHeight

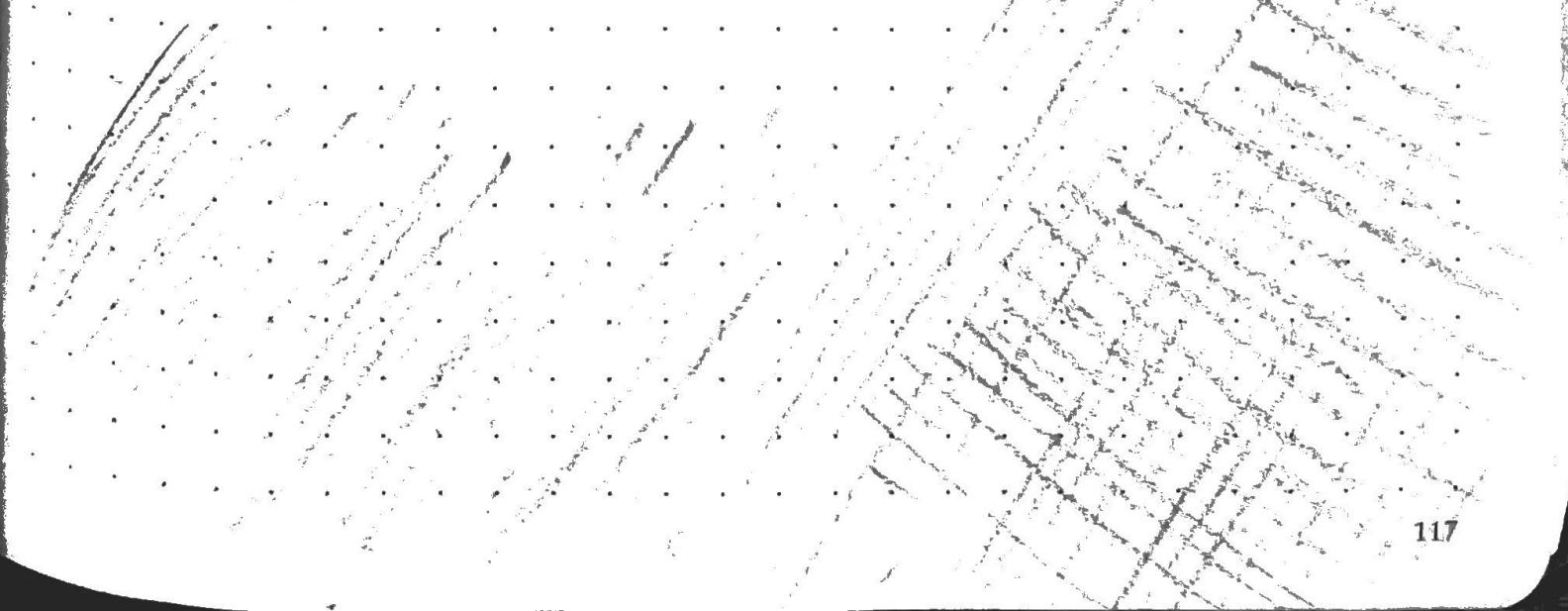
- convert prompts to numbers
- calculate surface area of garage:
$$(\text{garageWidth} \times \text{garageHeight}) + (\text{garageWidth} \times \text{garageHeight} - \text{garageDoorWidth} \times \text{garageDoorHeight}) + (\text{garageLength} \times \text{garageHeight} - \text{entranceWidth} \times \text{entranceHeight}) - (\text{windowWidth} \times \text{windowHeight}) + (\text{garageLength} \times \text{garageHeight})$$
- 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 = boxes $\times \$245.00$
 - Trim cost = packs $\times \$28.35$
- calculate net cost:
 - Siding cost + Trim cost
- calculate GST:
 - Net cost $\times 0.05$
- calculate Total:
 - Net cost + GST + \$250.00 delivery
- Display:
 - Total boxes siding
 - Total packages
 - Net Total
 - GST
 - Delivery Fee
 - Total



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

Space = height
space = 1

- - x -
- - * - * -
* - * - * - *
* - * - * - *





THYME

CORE PORTFOLIO TWO | CPSC 1012

Create Menus:

- Main Menu

- Enter Dimensions
- Select Trim
- Exit
- Select Siding
- View Invoice

- Select Siding

- White (\$245)
- Blue (360)
- Red (425)

- Select Trim

- White (\$28.35)
- Blue (\$41.65)
- Red (\$49.25)

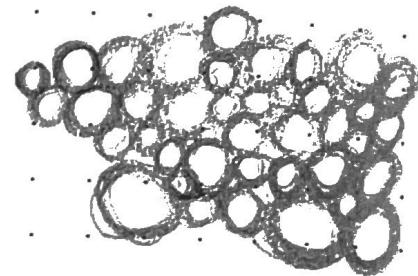
View Invoice

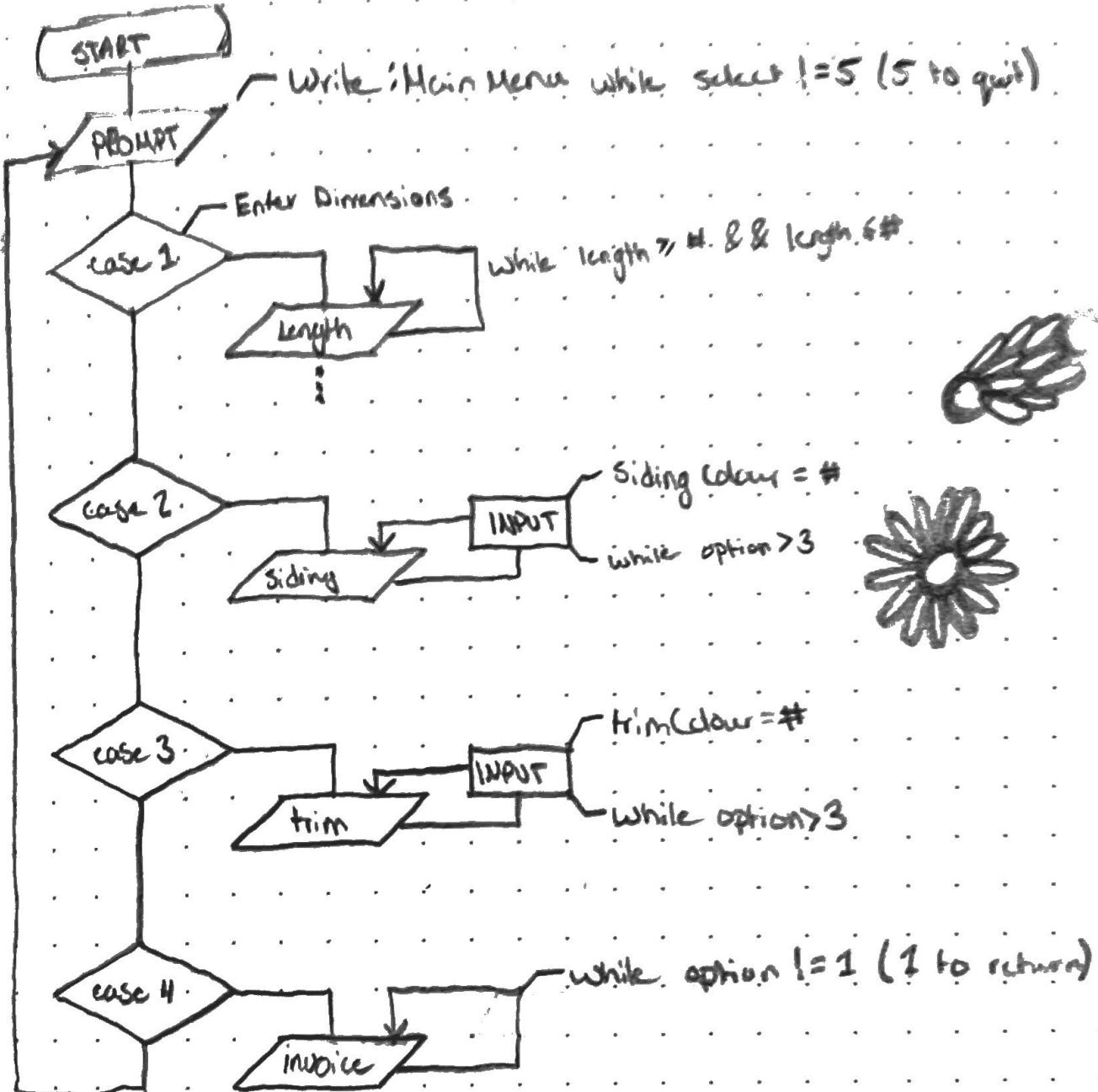
- Siding Information

- Colour, siding
- Surface Area
- Colour, trim
- Trim Length

- Invoice

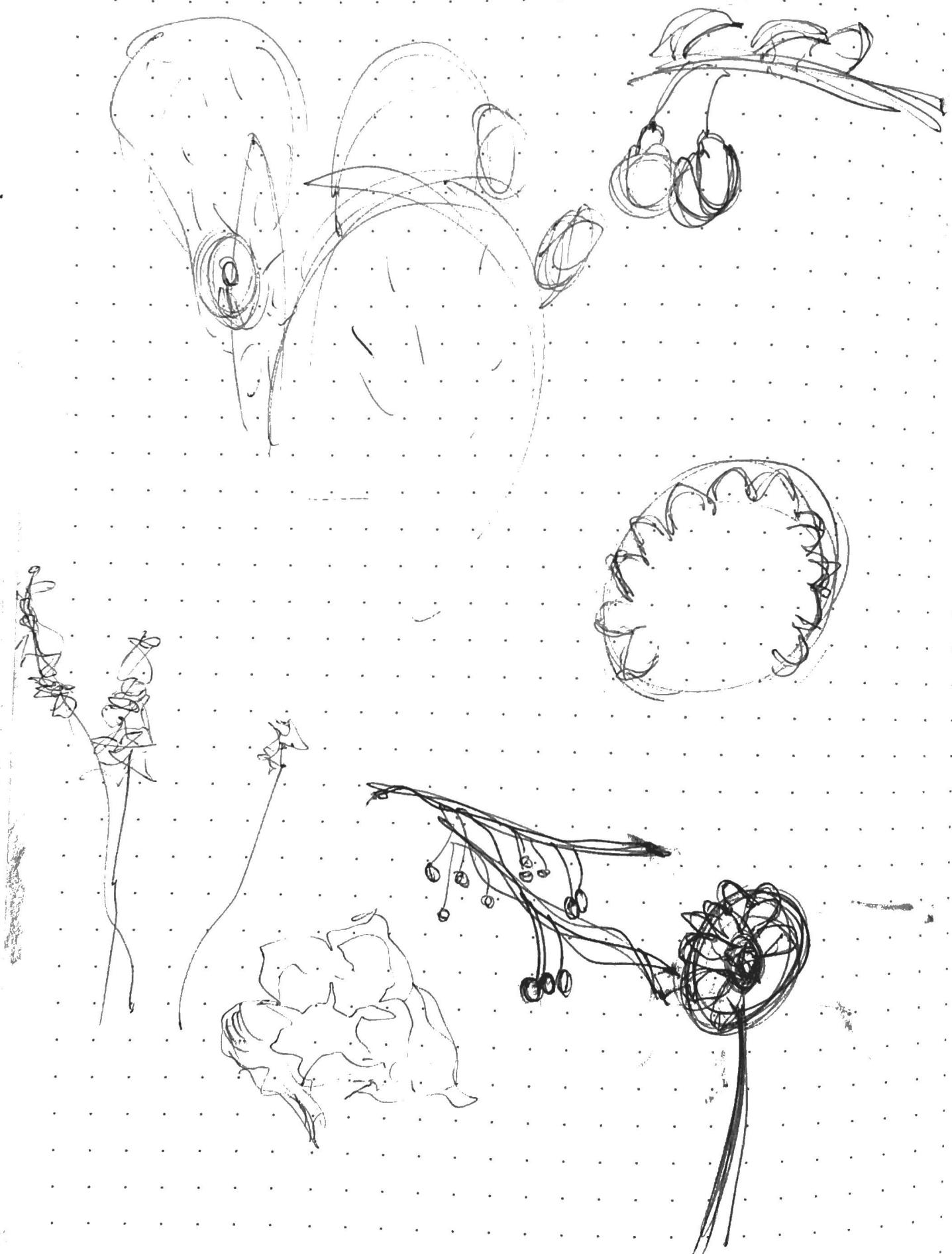
- Same w/ current

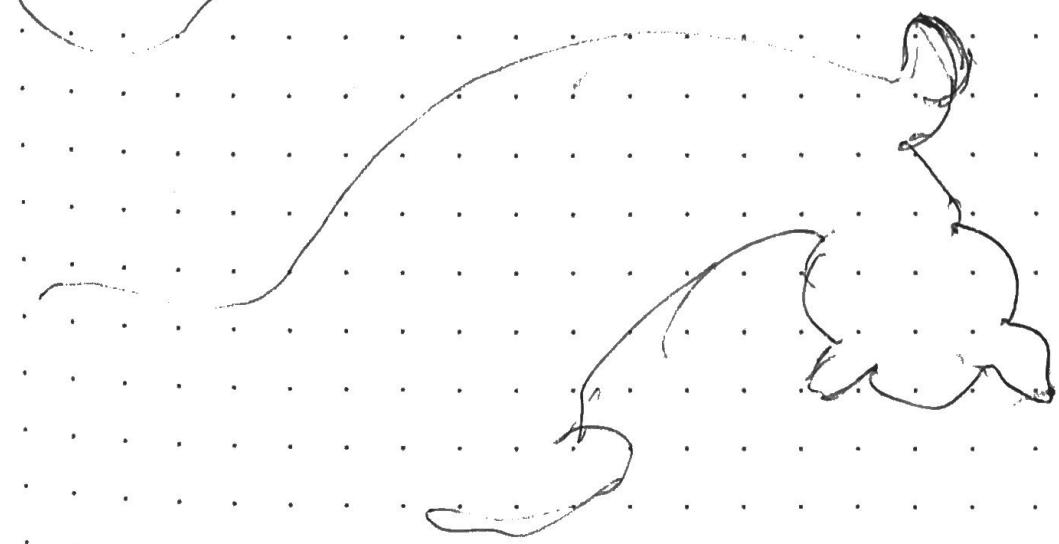
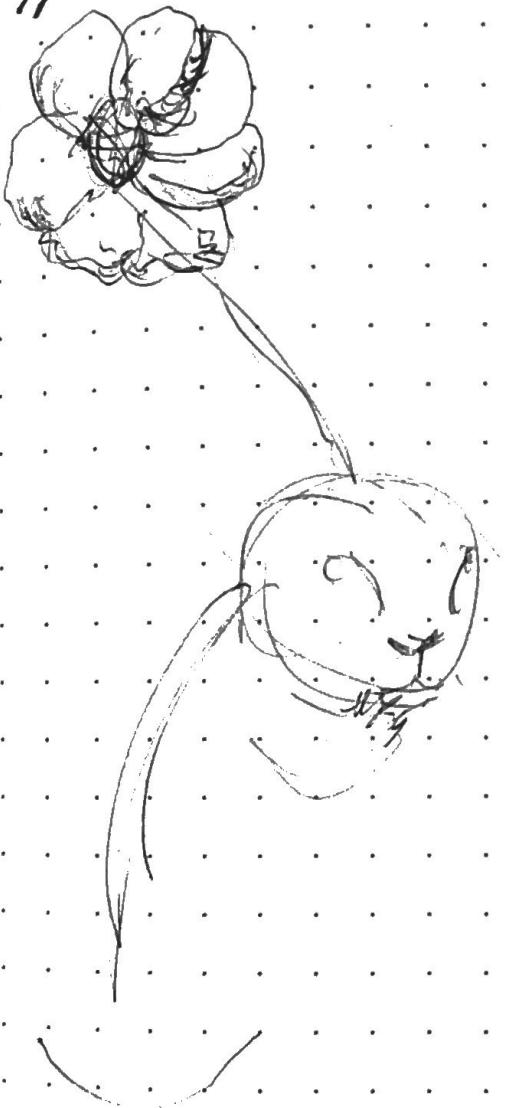
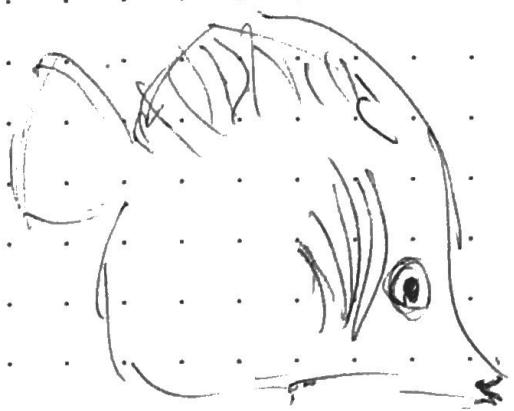
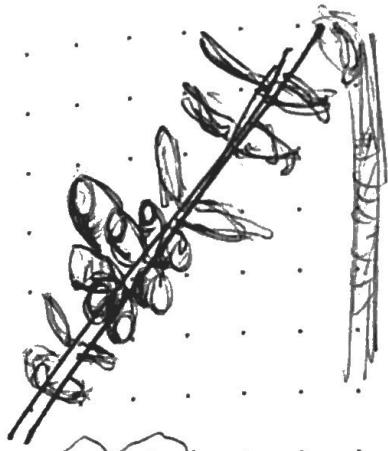


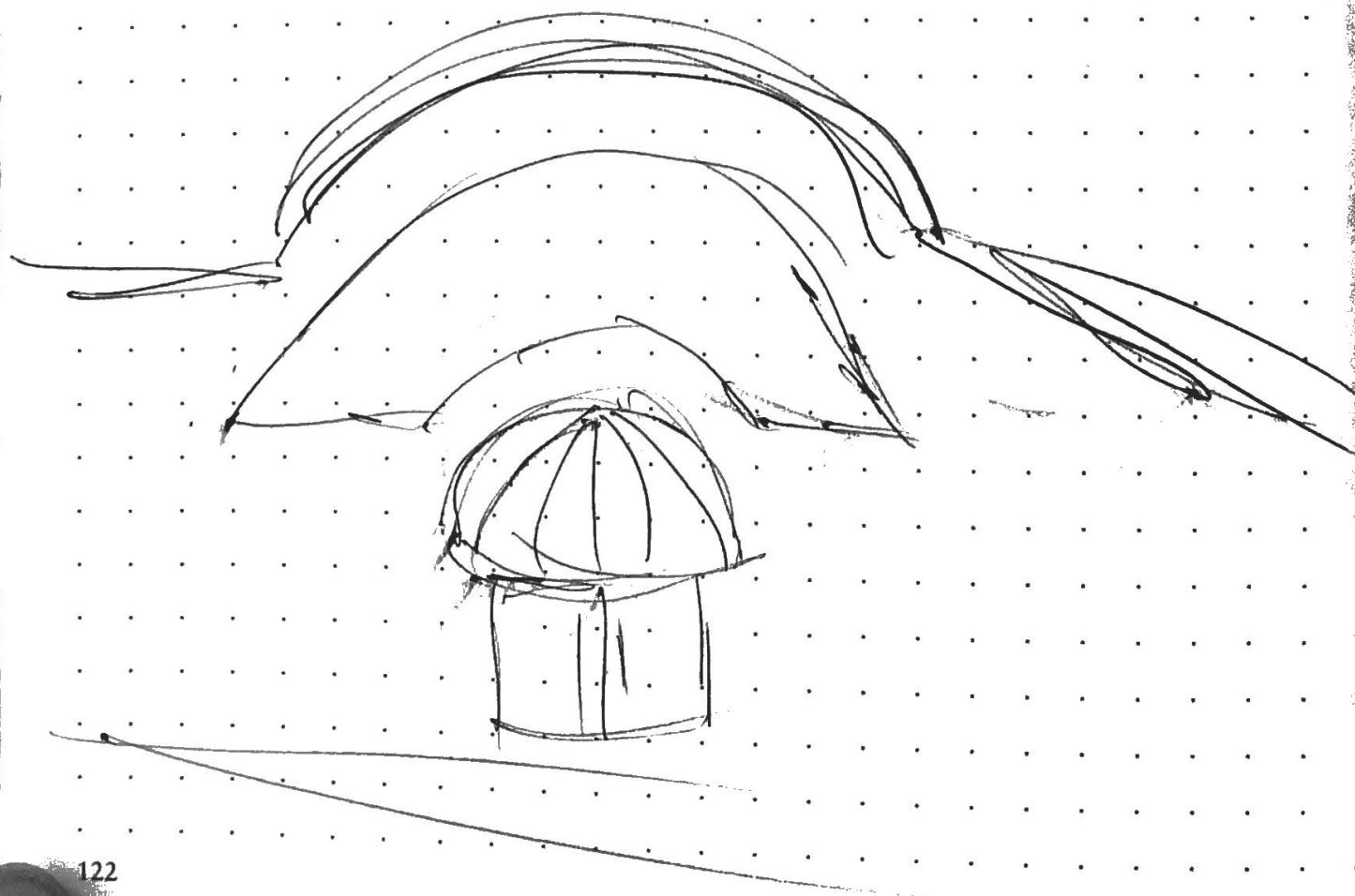
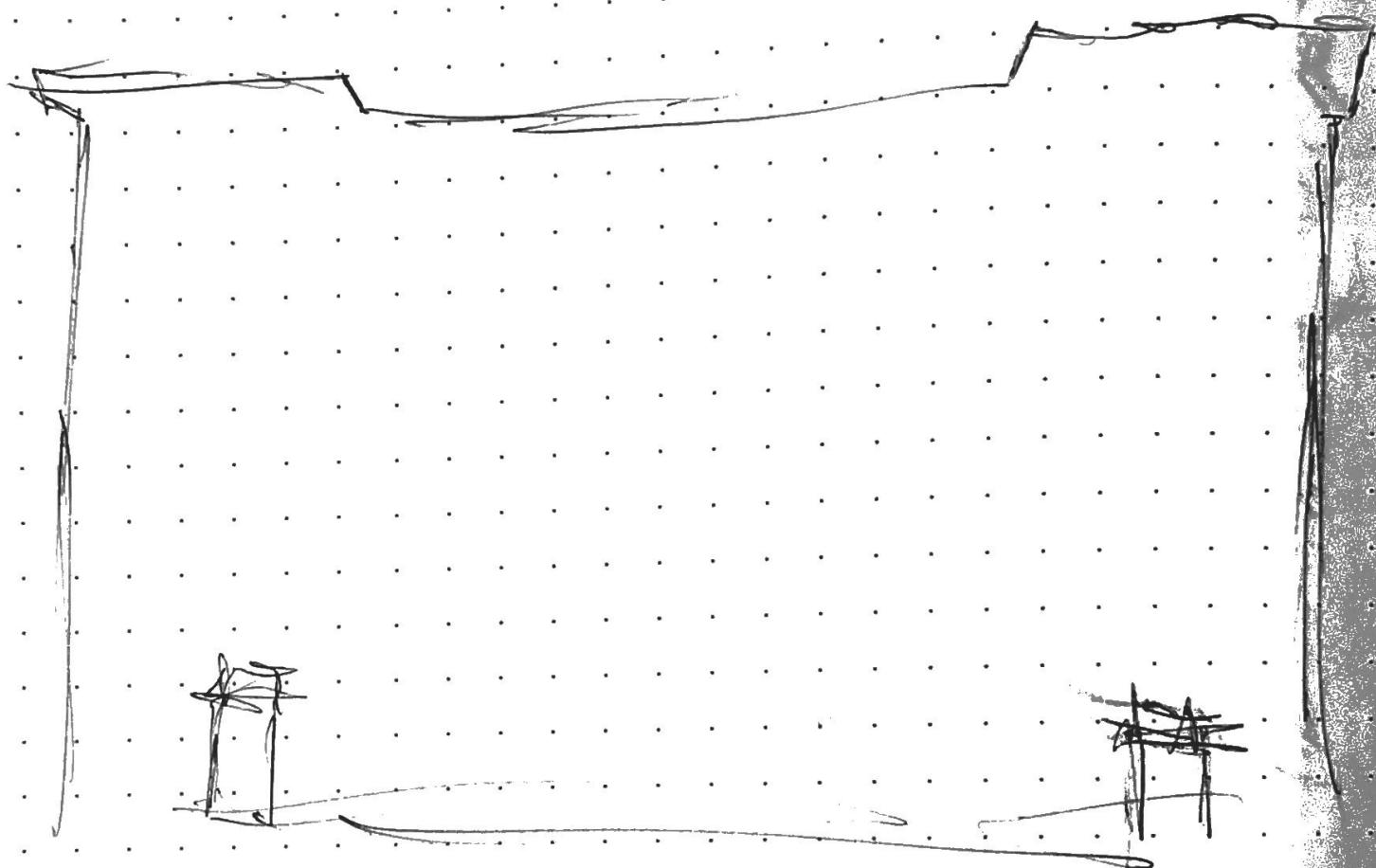


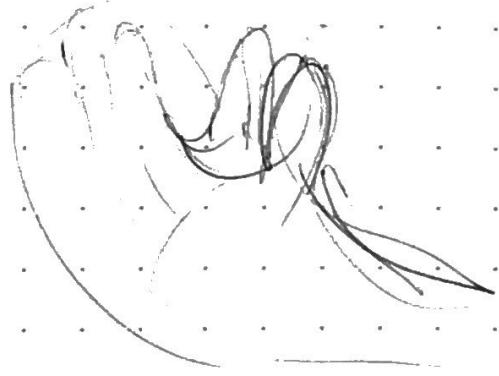
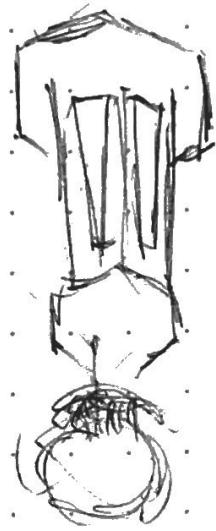
//Declare

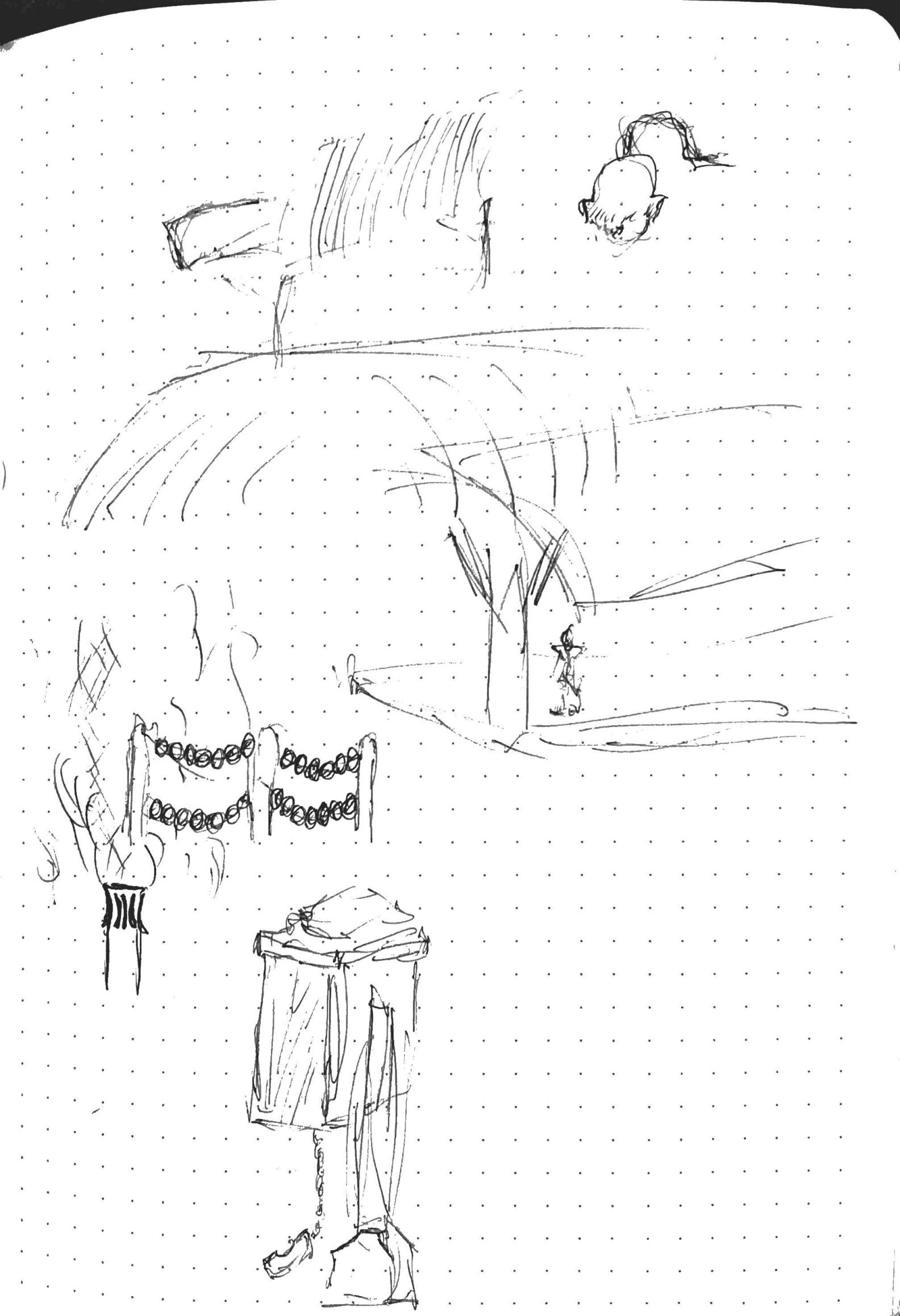
int option, trimColour, SidingColour

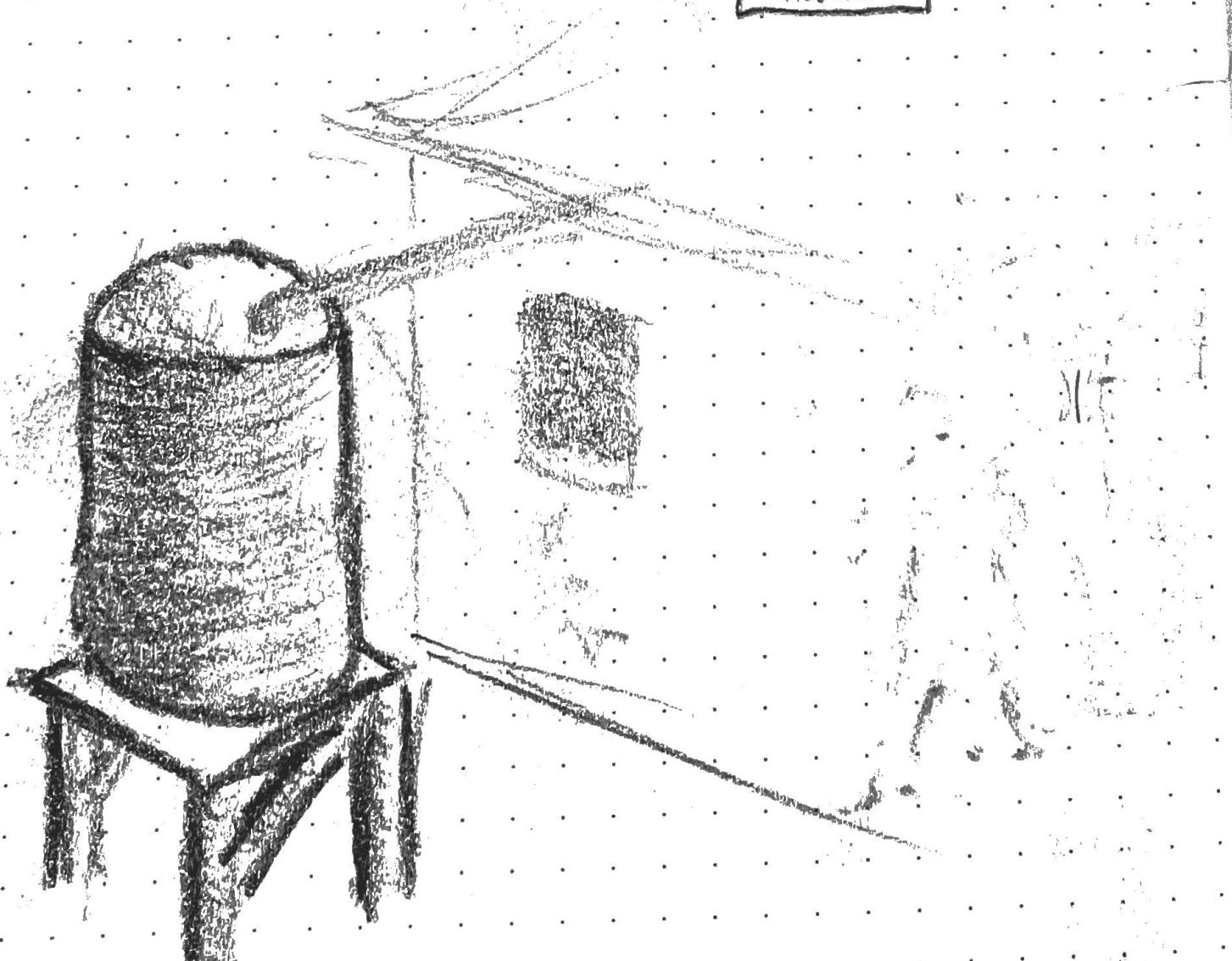
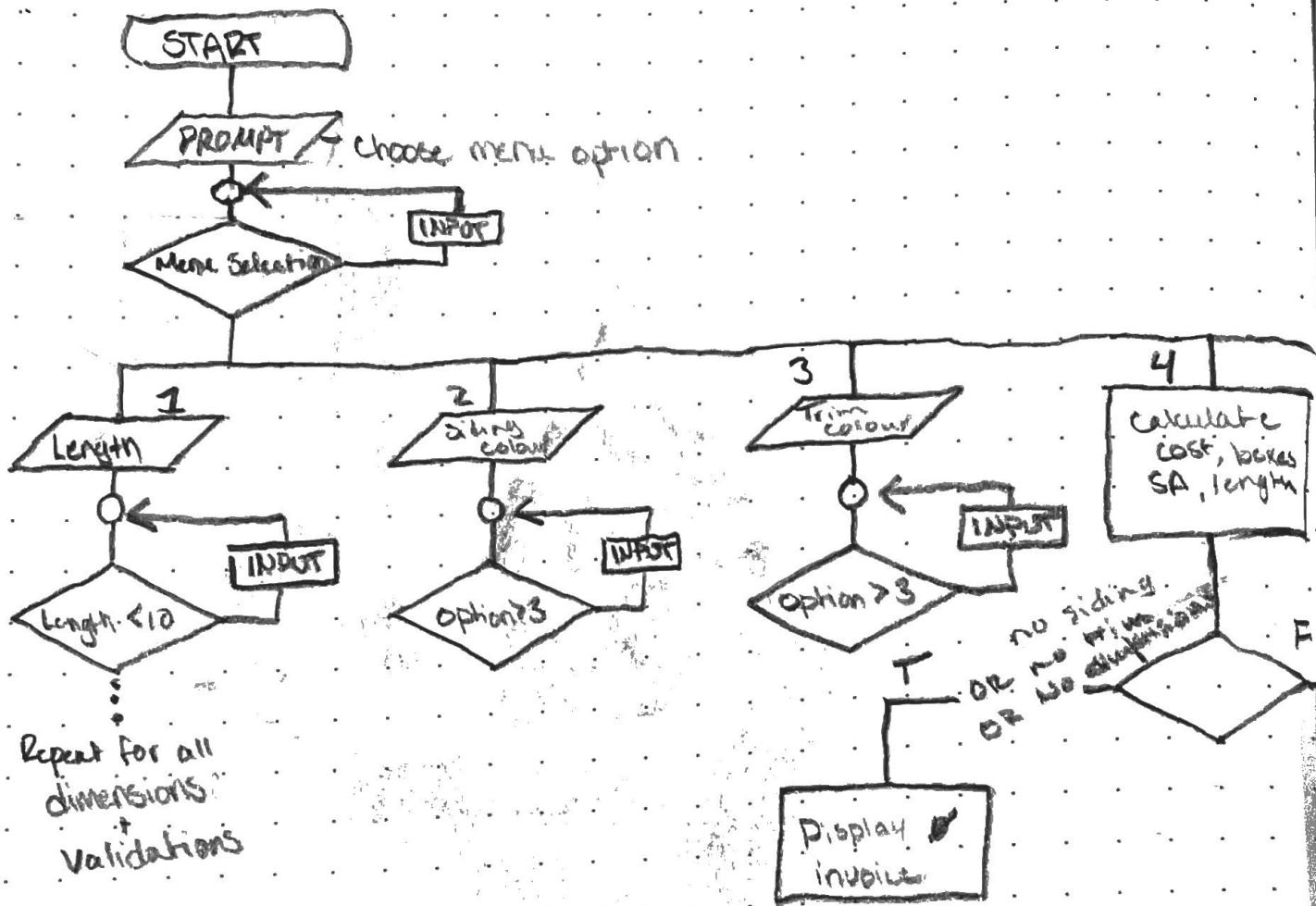


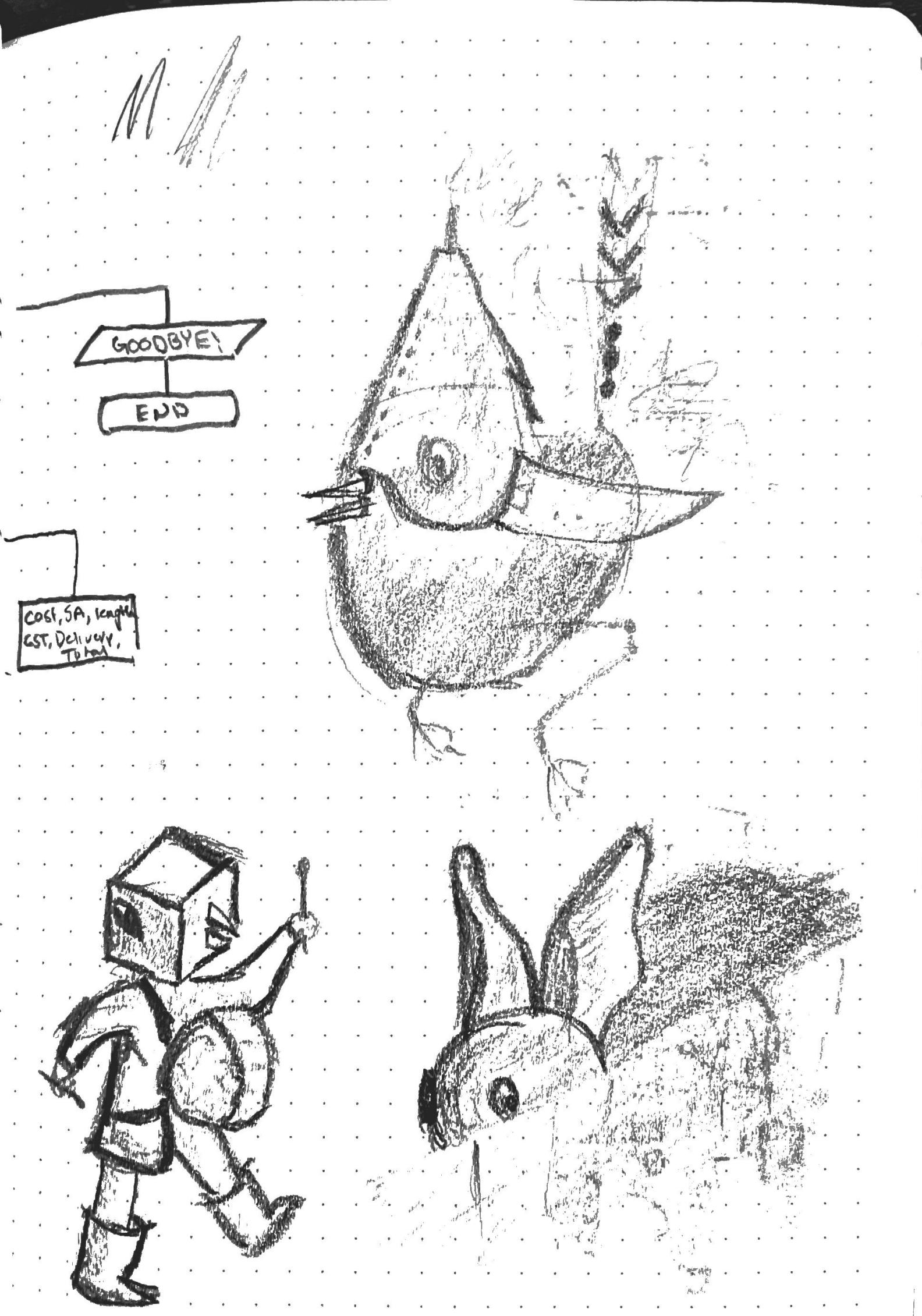






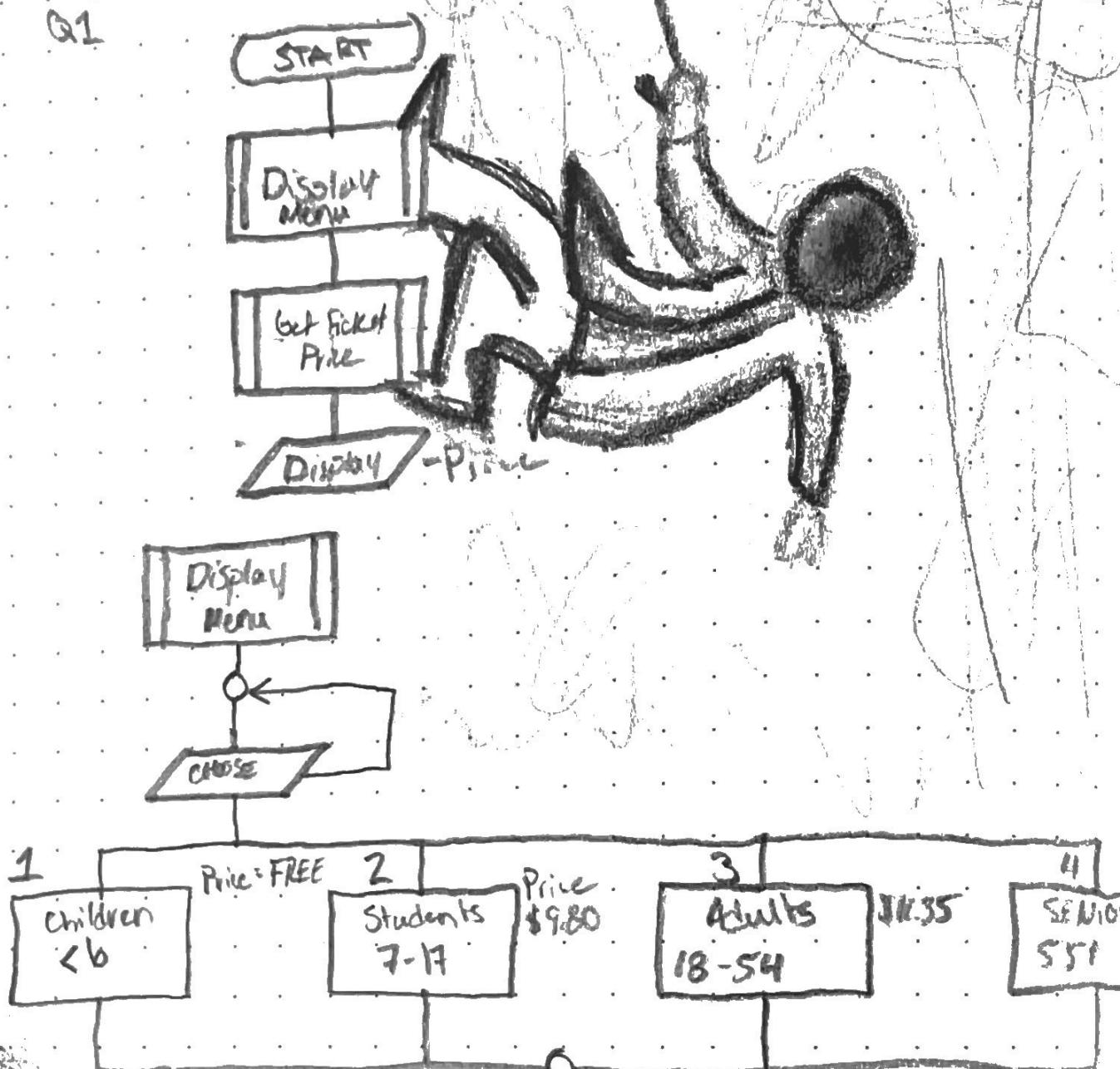


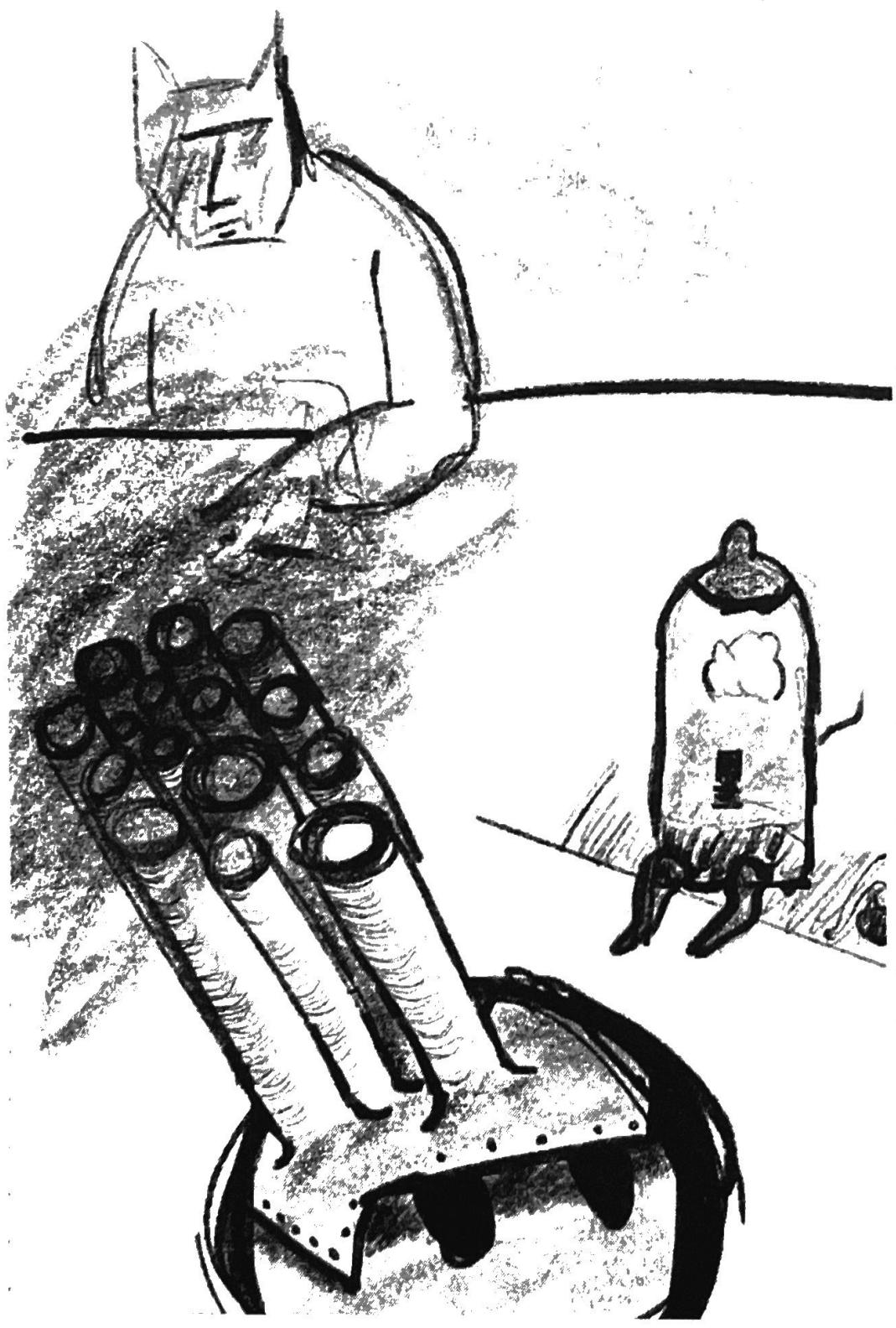




Methods EXCISE

Q1





SALES COMMISSION CALCULATOR

Menu

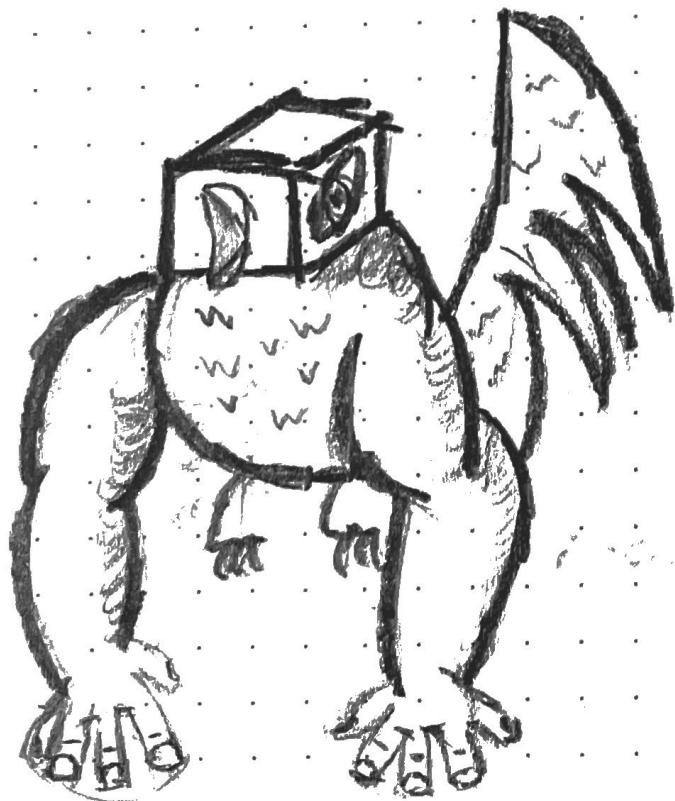
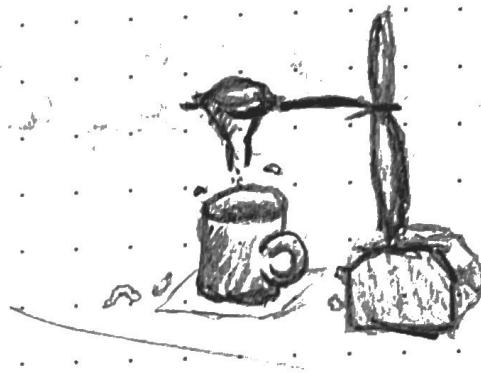
1. ADD SALE
2. REMOVE SALE
3. CLEAR DATA
4. DISPLAY DATA
5. EXIT

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.



PSUEDO 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

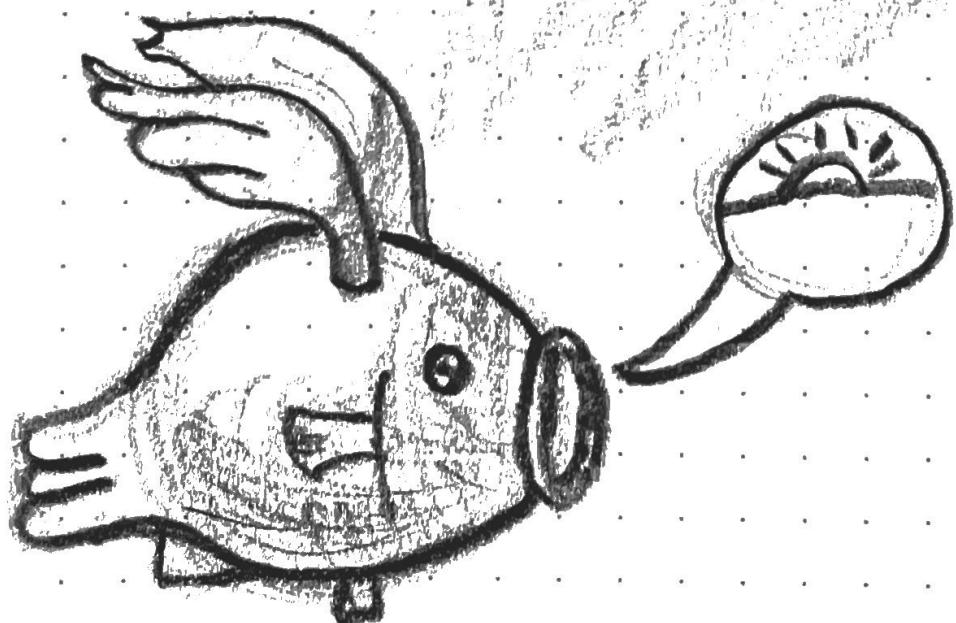
NAME	SALE	COMMISSION
------	------	------------

TOTAL SALES	TOTAL COMMISSIONS
----------------	----------------------

THE BIRD LANE

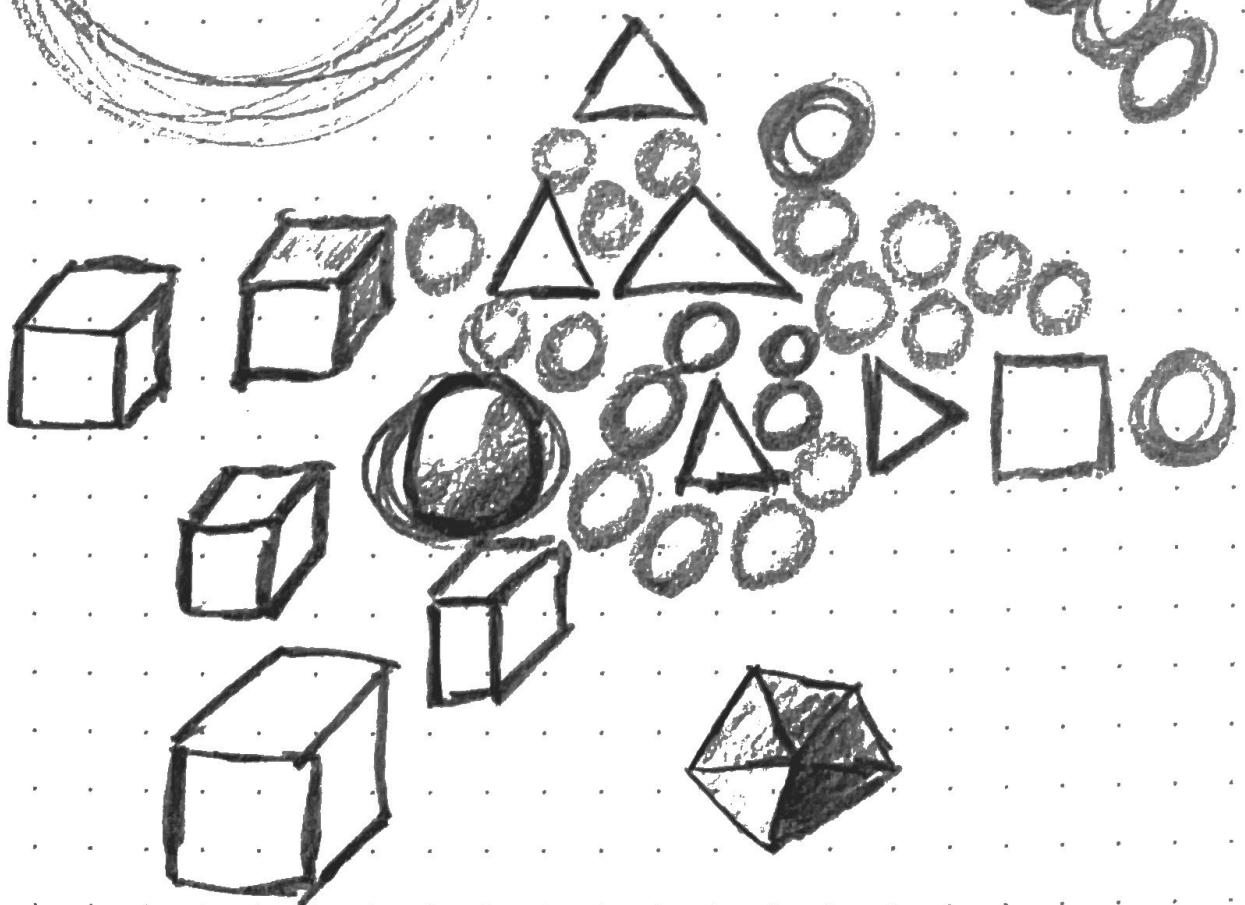
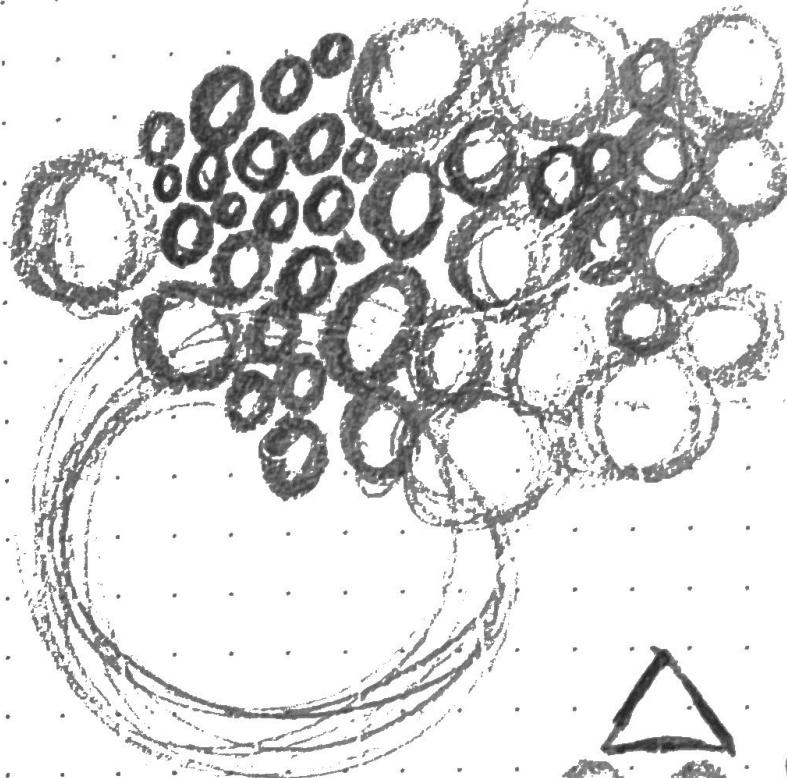


FULL
THAT'S
EDGERT



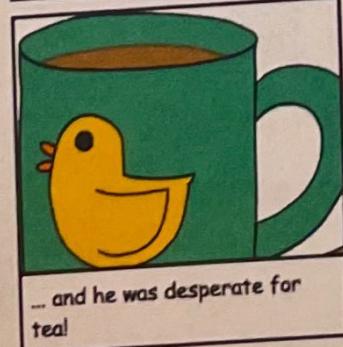
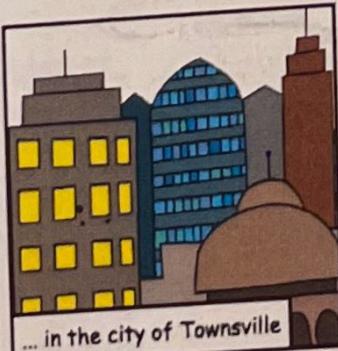
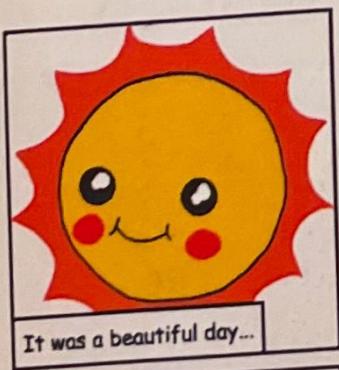
THE BIRD KING



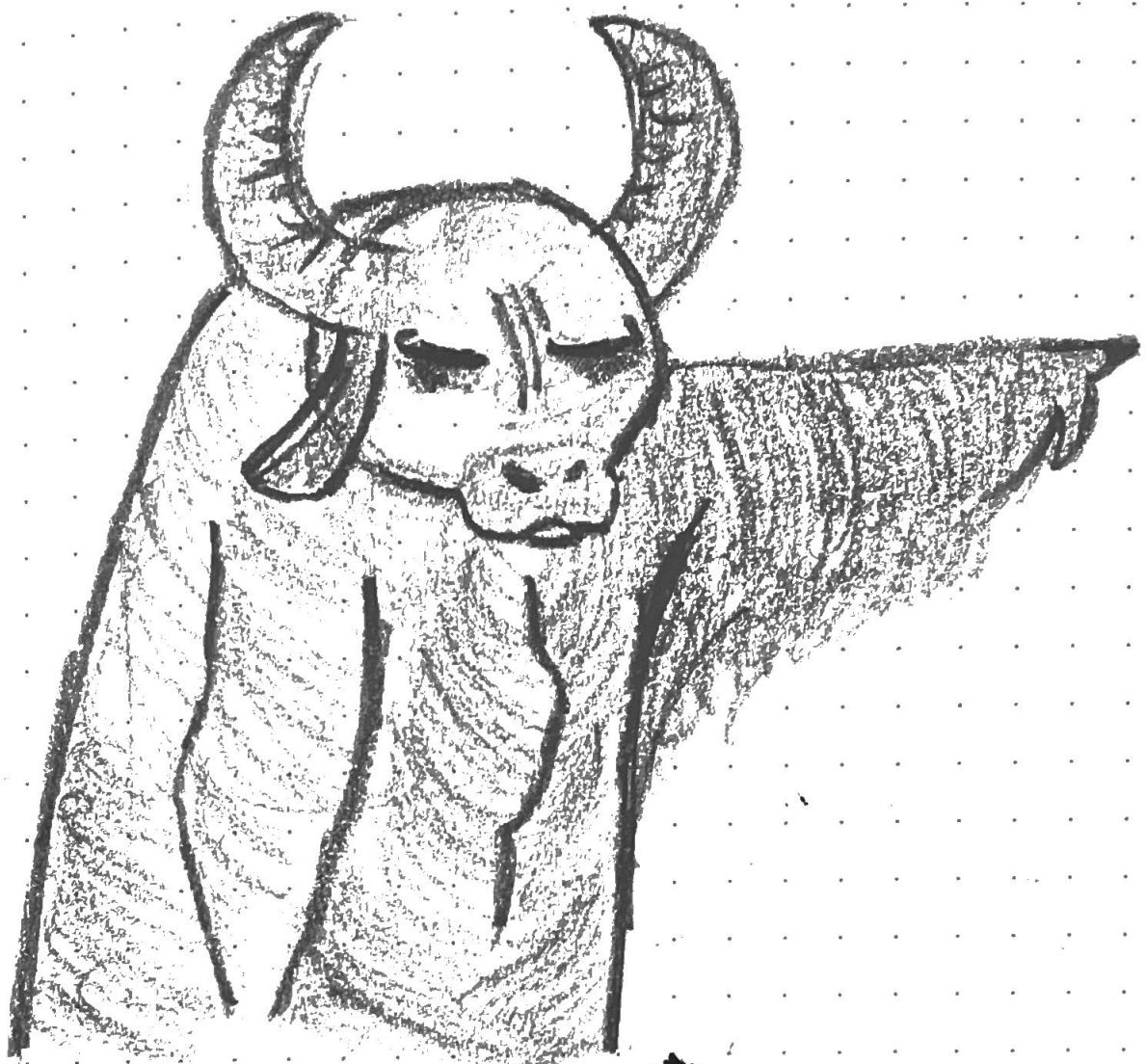


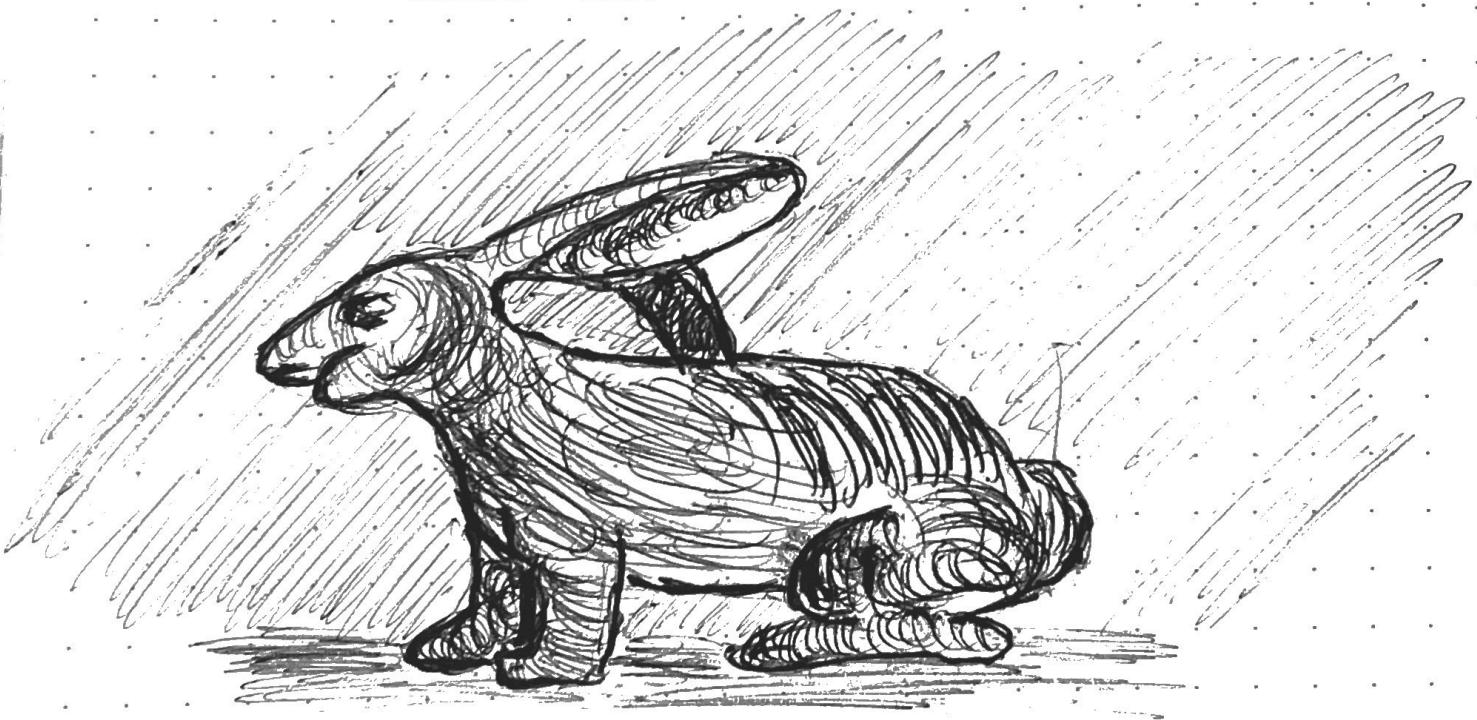


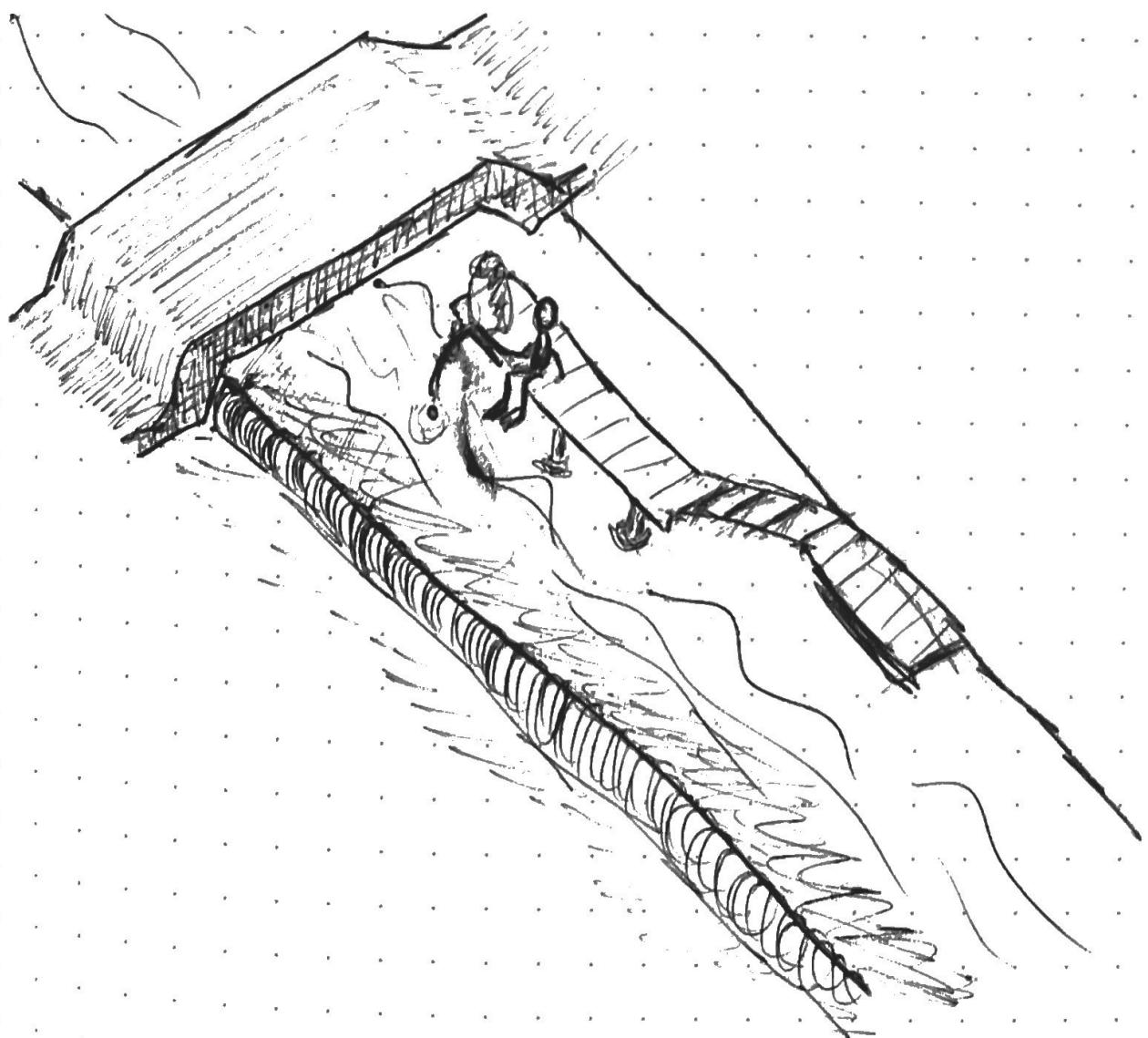
My Story



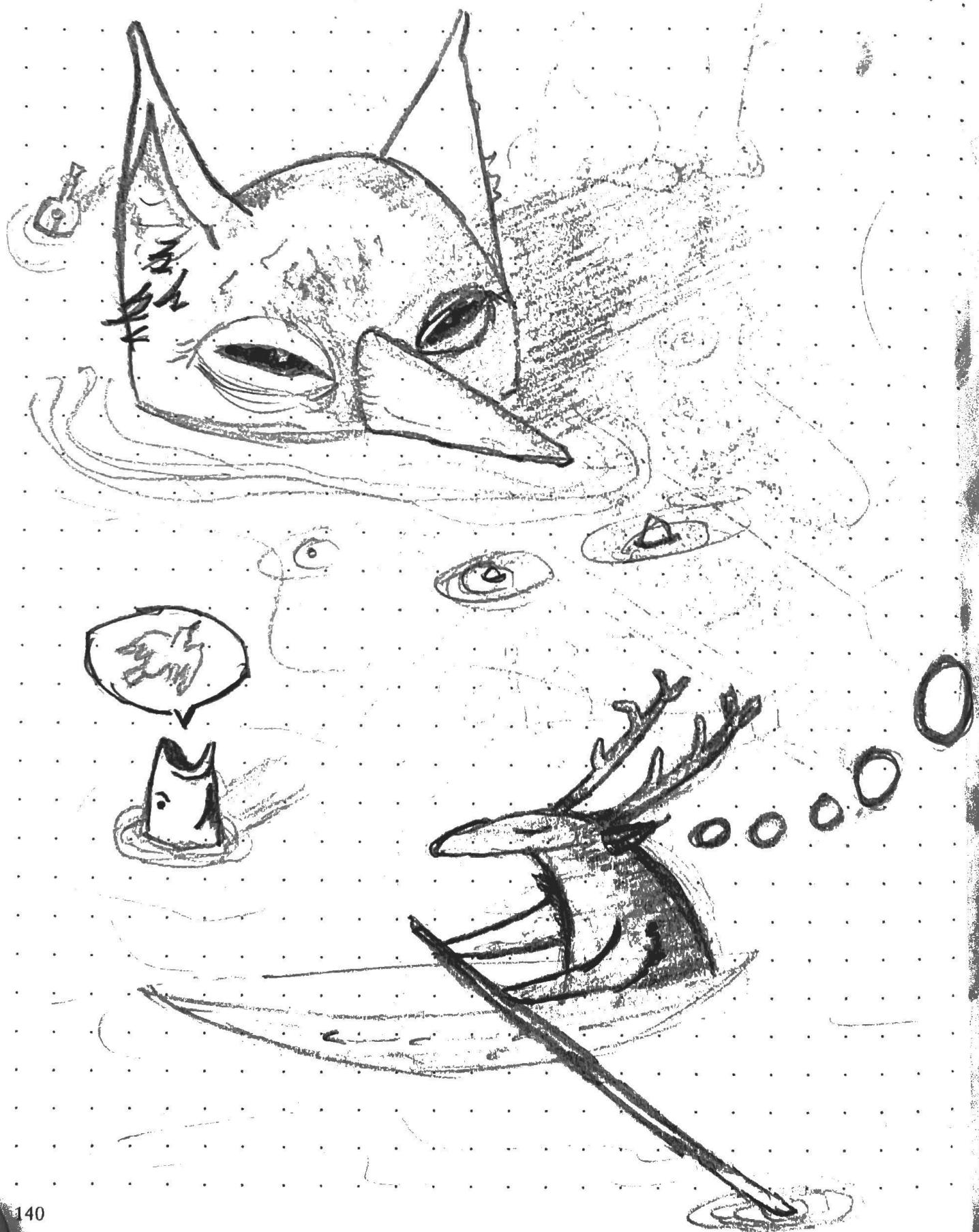
THE BIRD KING

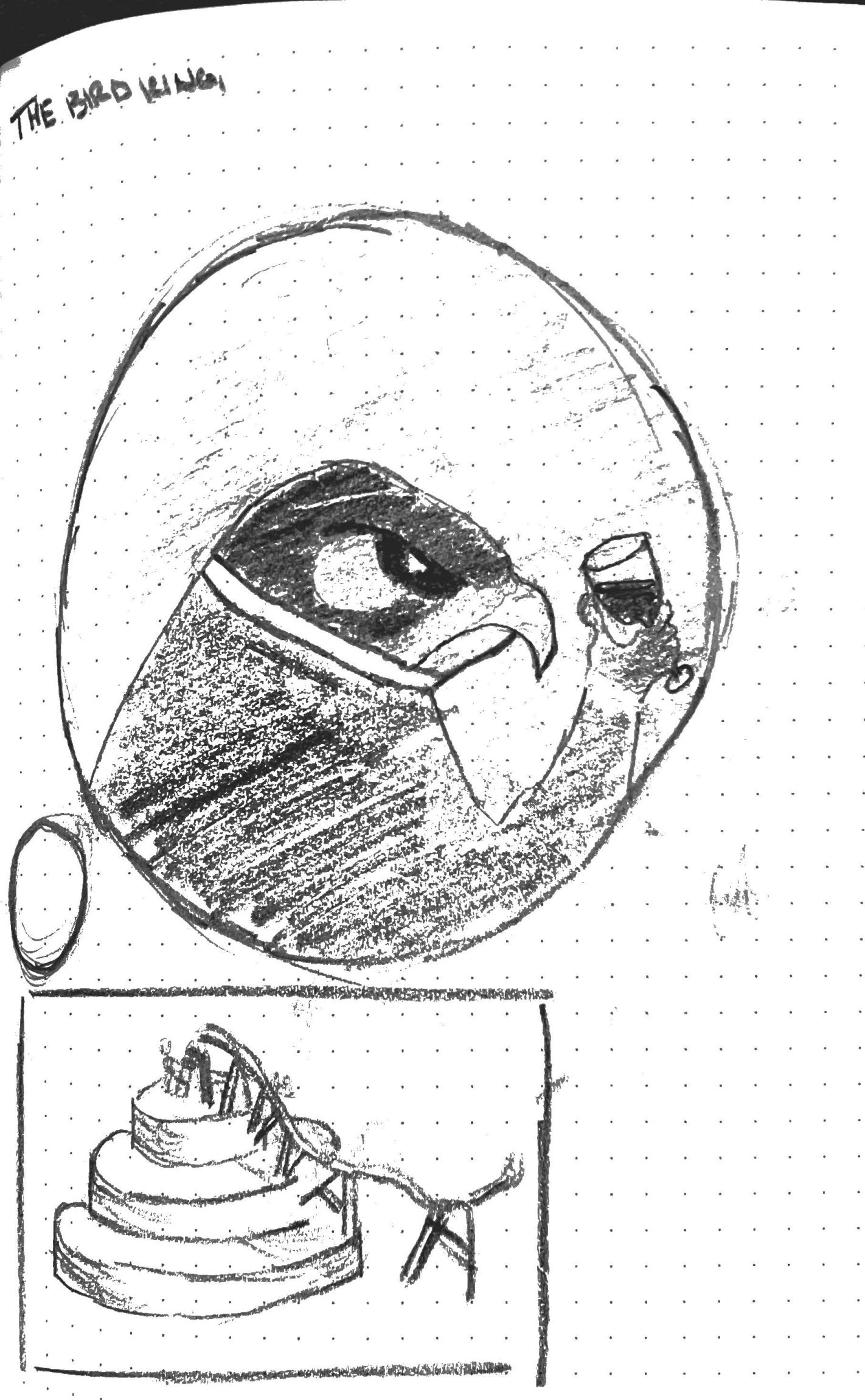






THE BIRD WALK





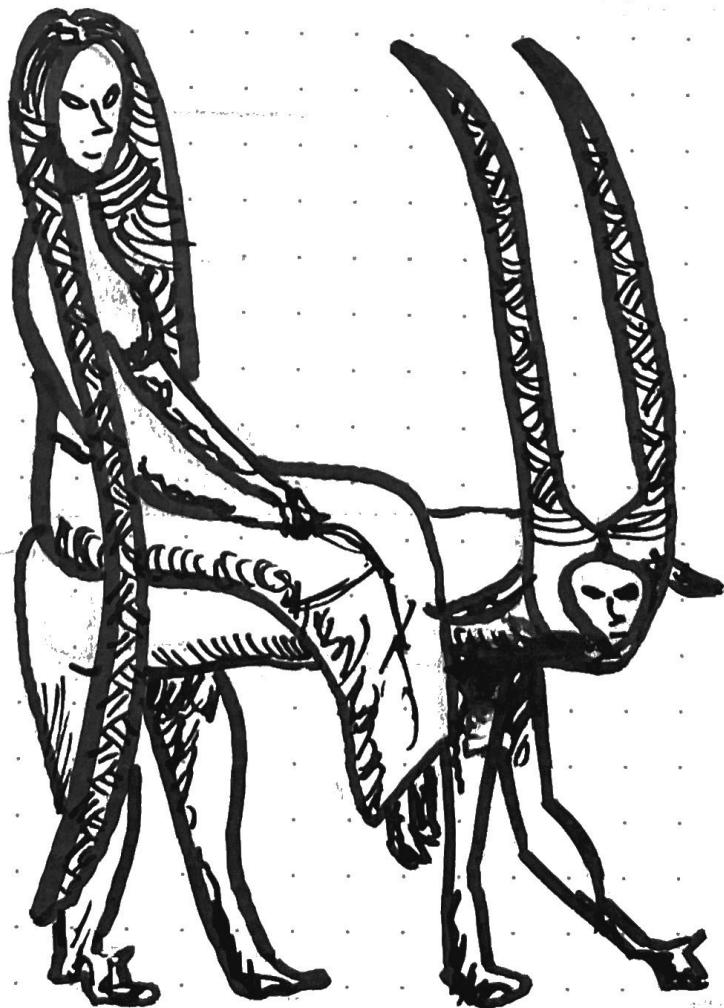
proko.com
proko draws

Andrew Lomas.
Lynda.com

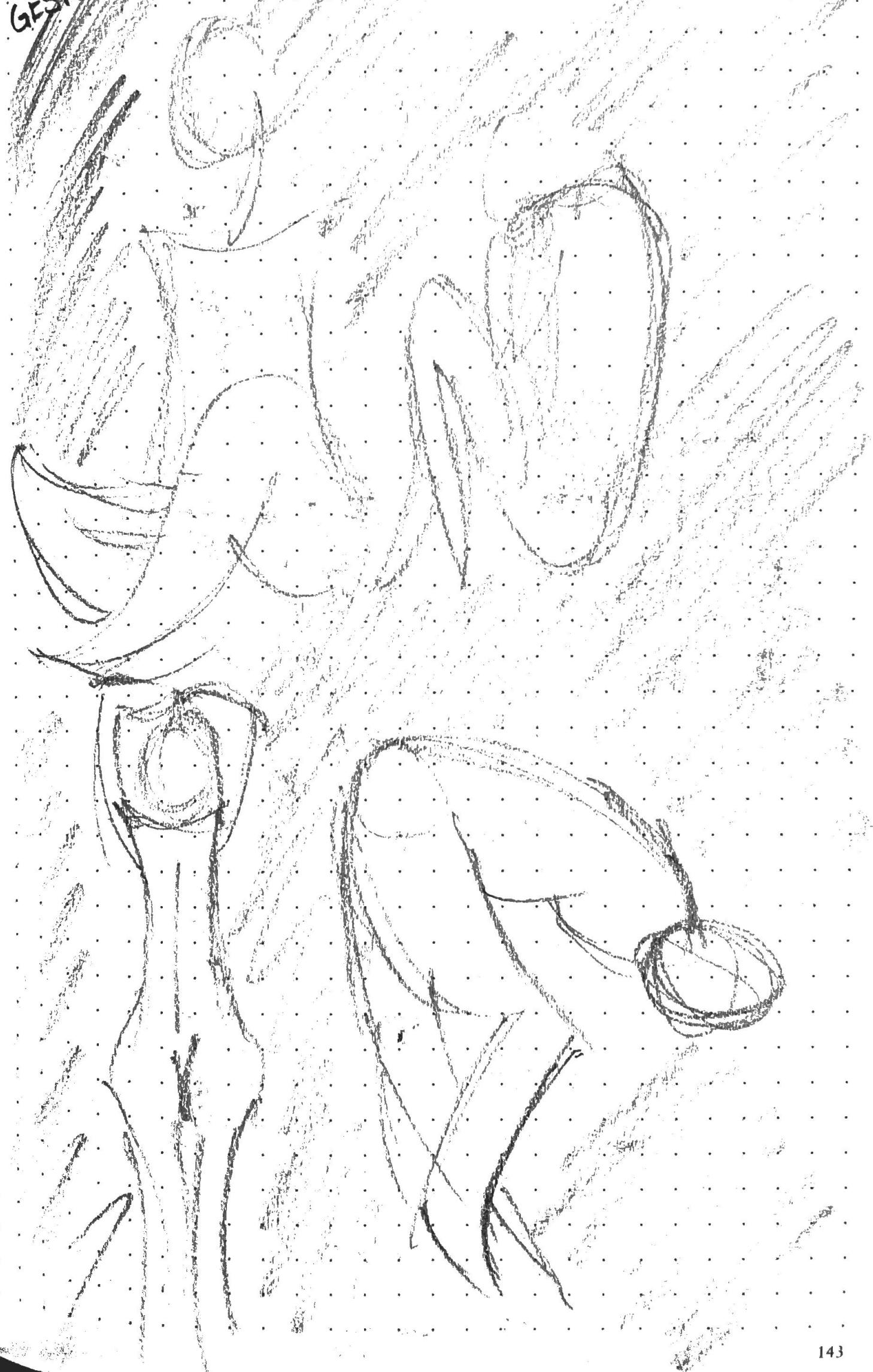
Thanks
Johnathan!



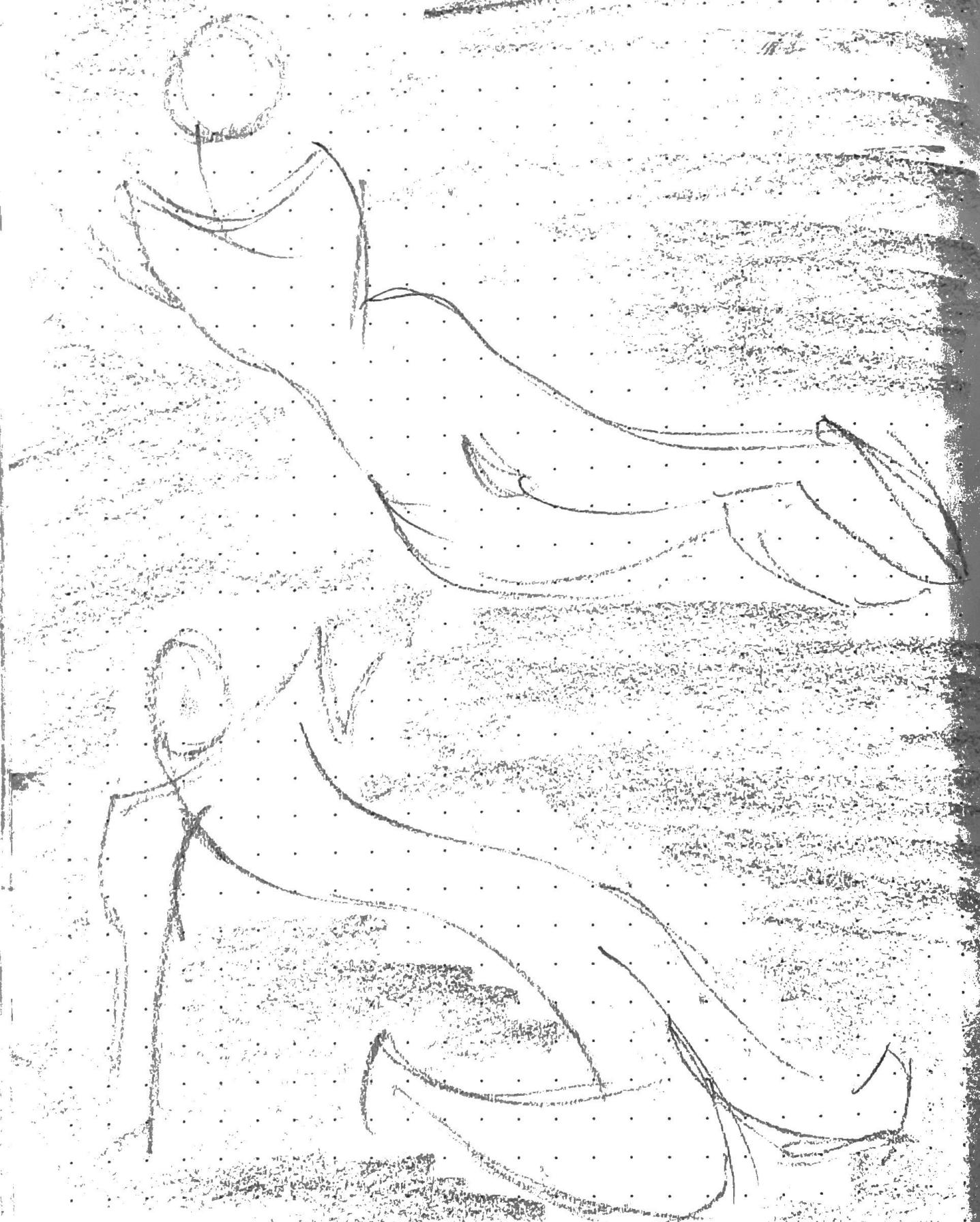
Tiny Eps



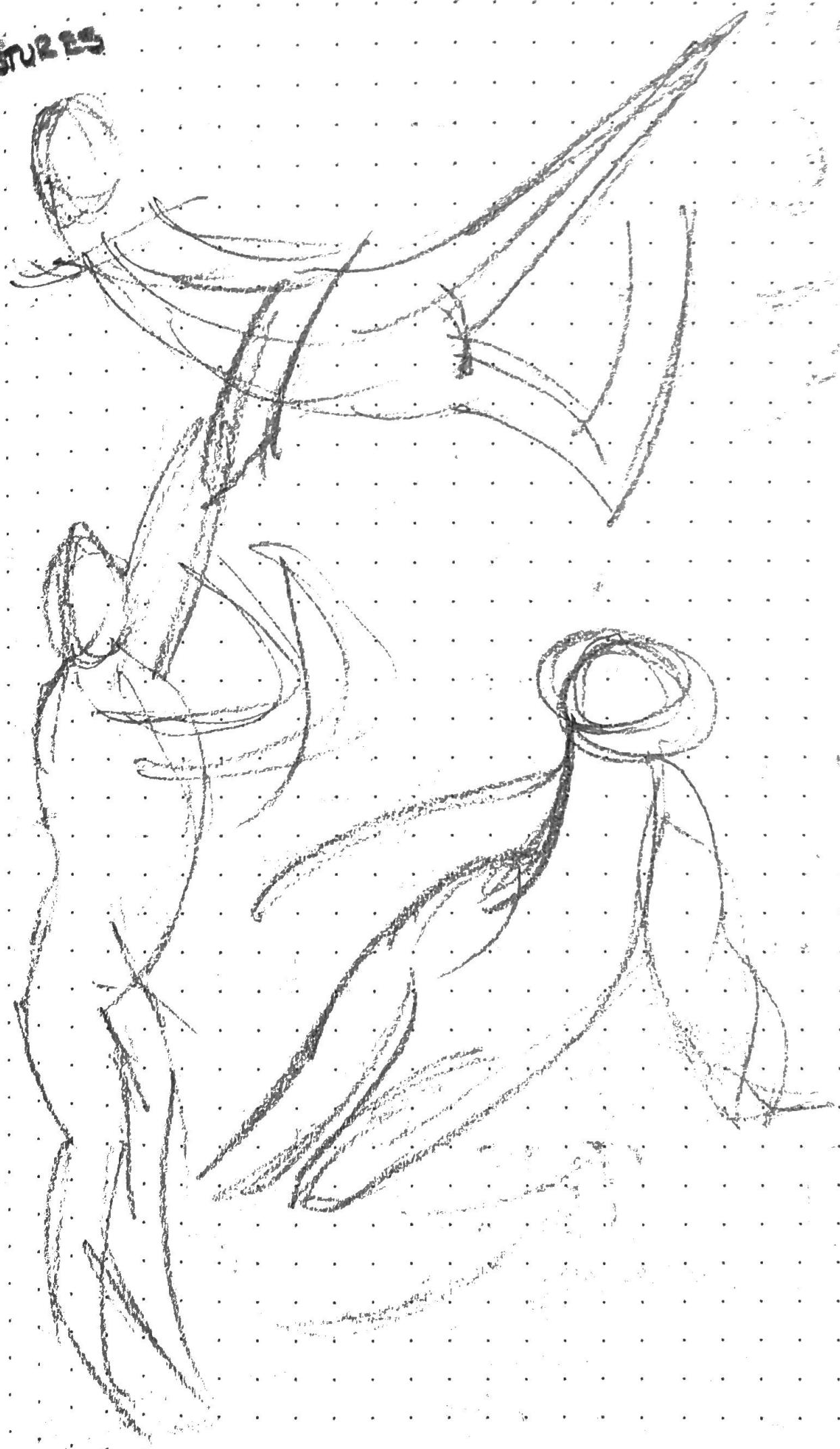
GESTURES



GESTORES



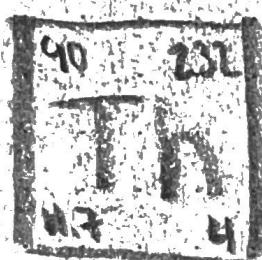
GESTURE 25



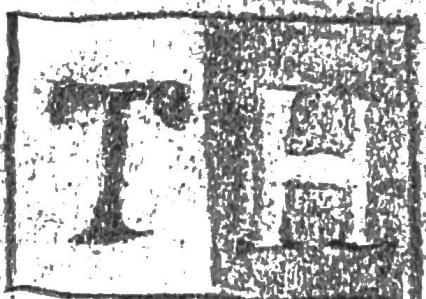
TH TH TH TH TH

TH TH TH TH TH

TH TH TH TH TH



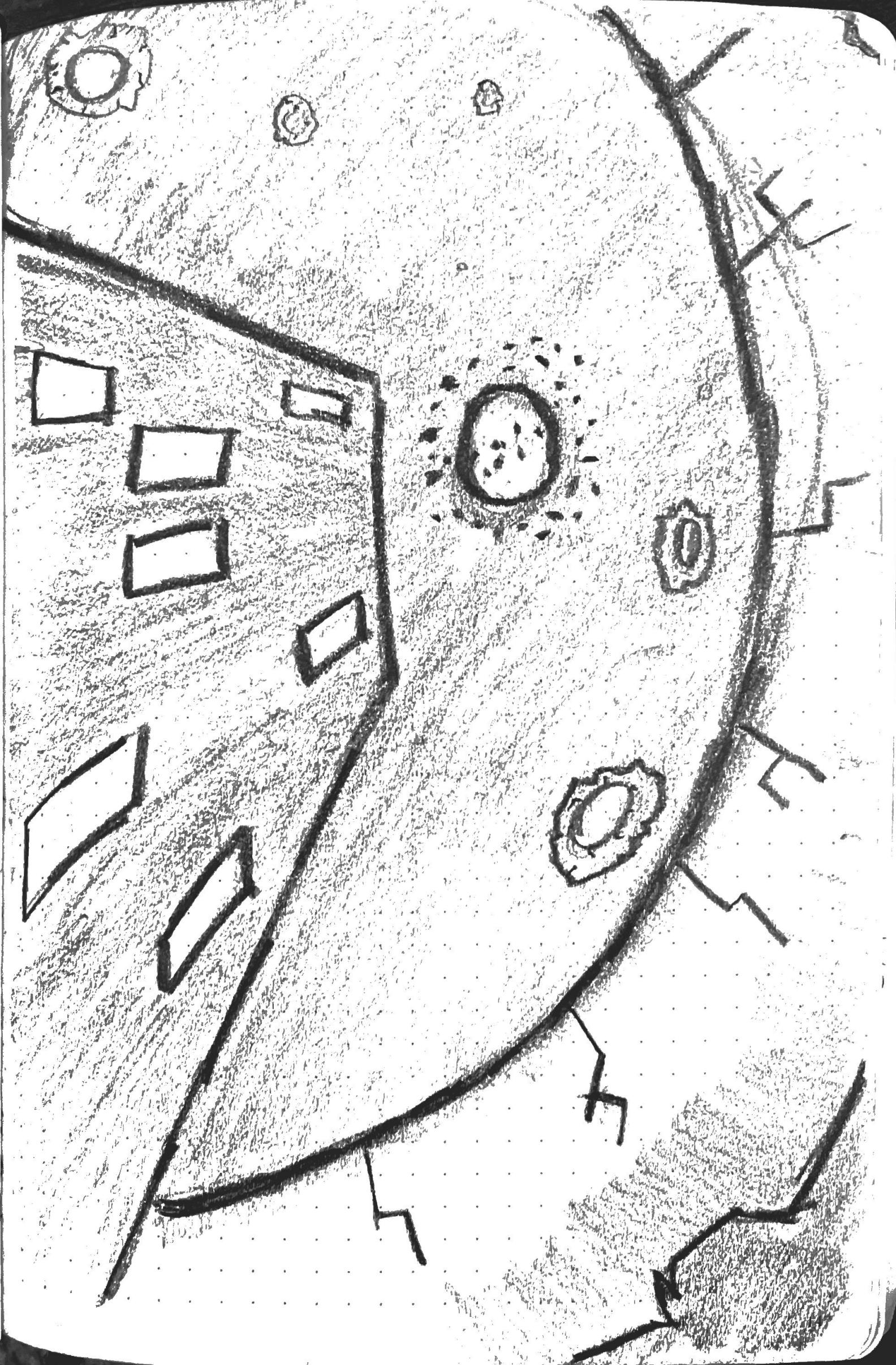
TH TH

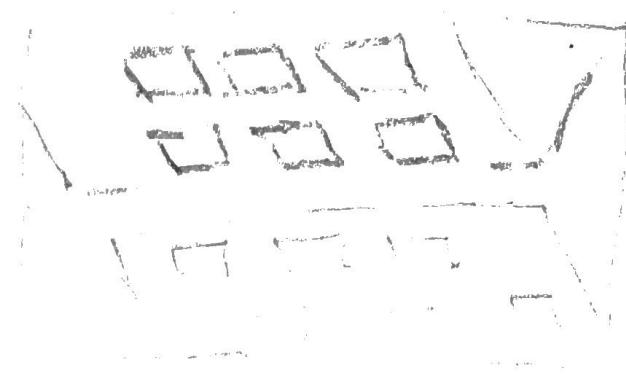
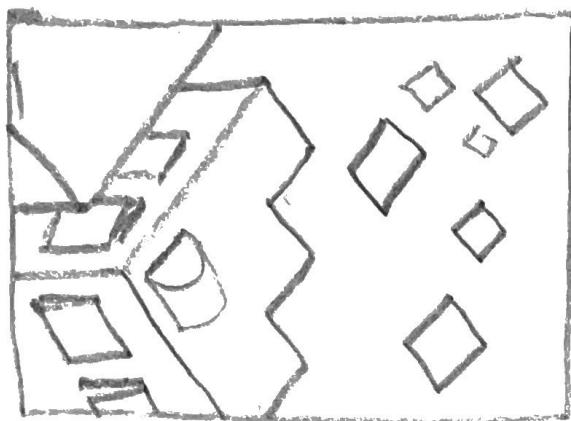
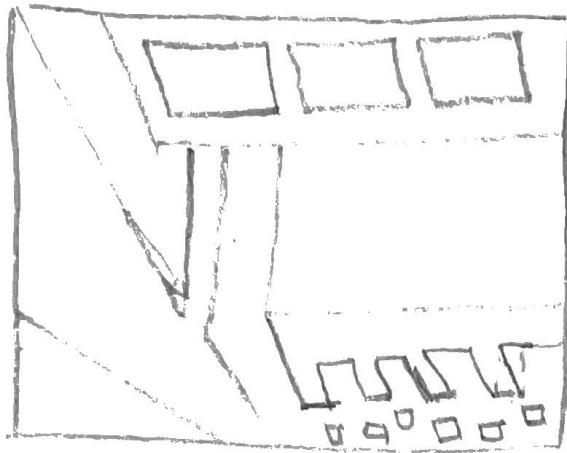


TH

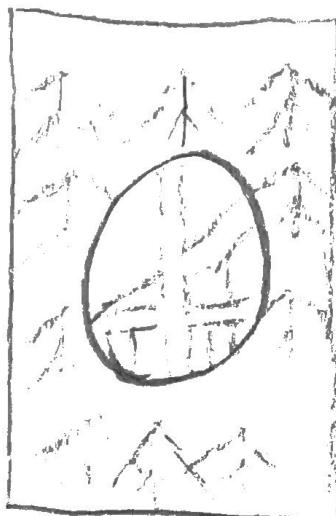
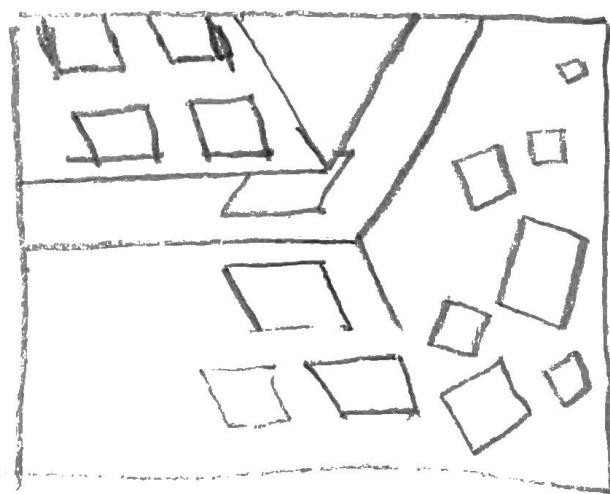
TH







City
Fridays



Too much?

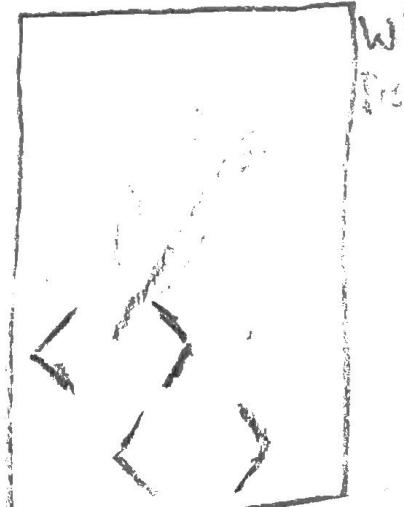


Image Gallery

photo[]

Illustration[]

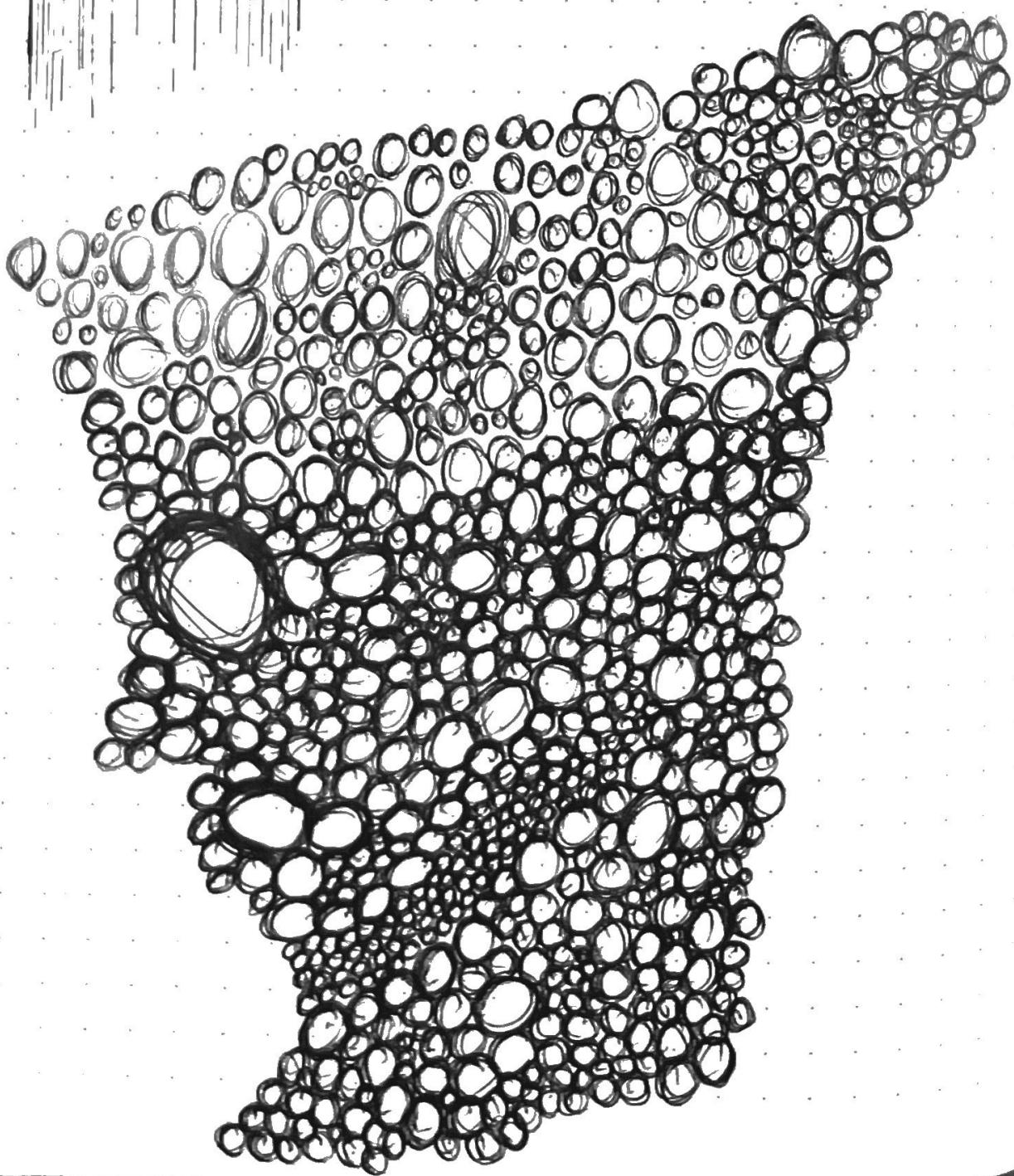
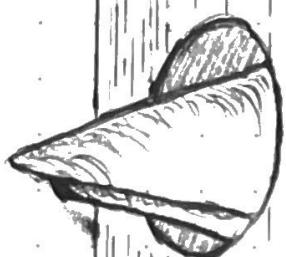
every 5 seconds

img. src = array[i]

if ($i >$ array.length) {

$i = 0$

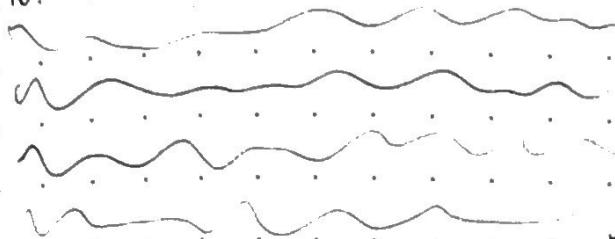
}



TH

mr mr. mrs mrs

YOUR IDEAS, ONLINE

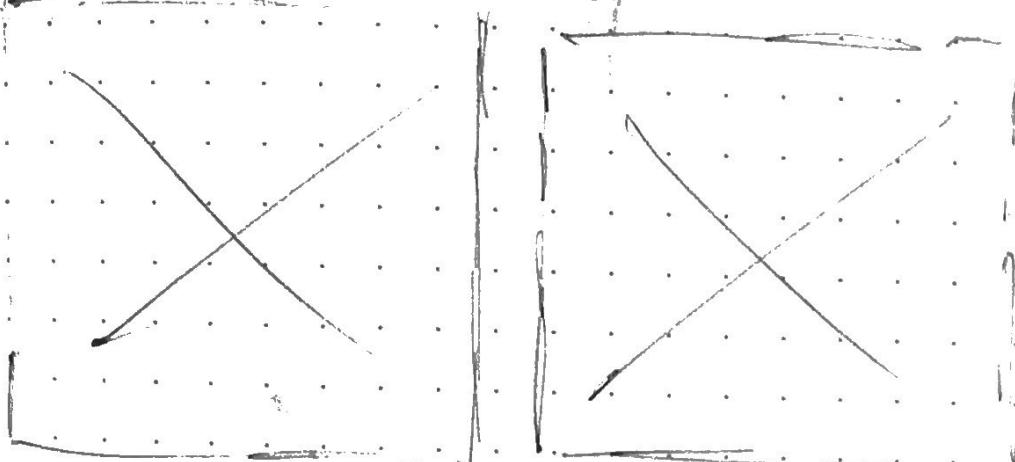


restricted width

SEE THE SITES.



max-width



JS fade in
fade out
show code +
site

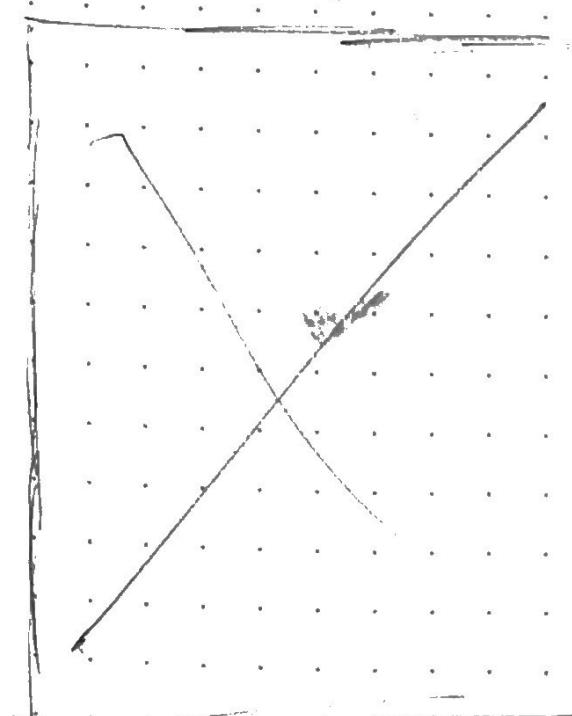


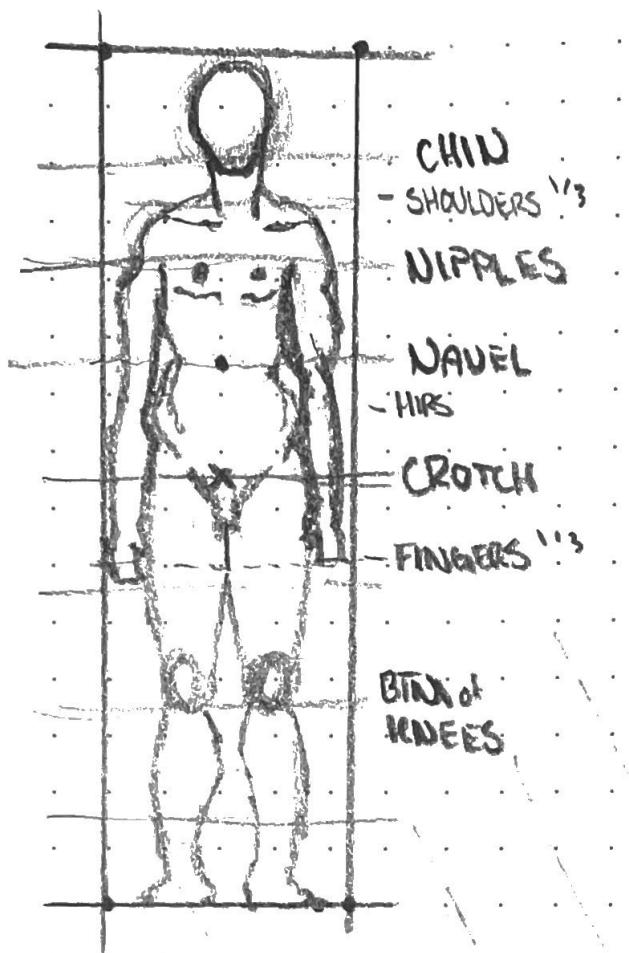
Image Gallery



text

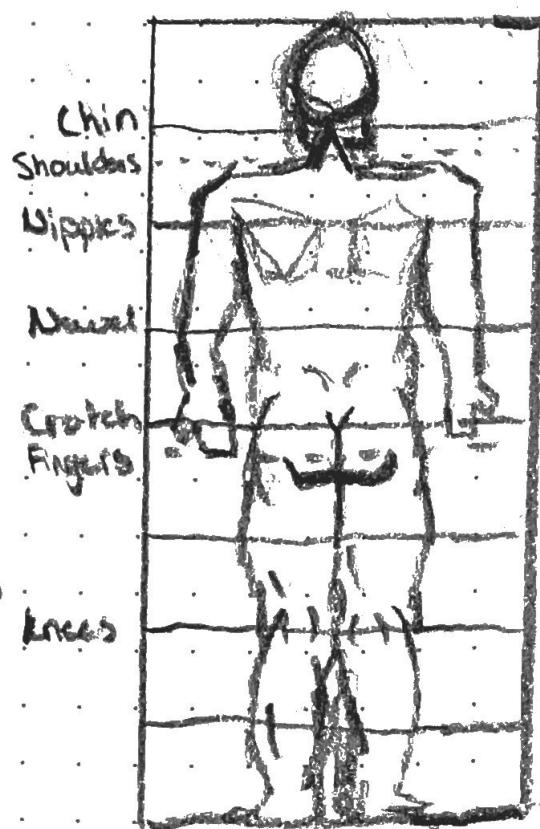
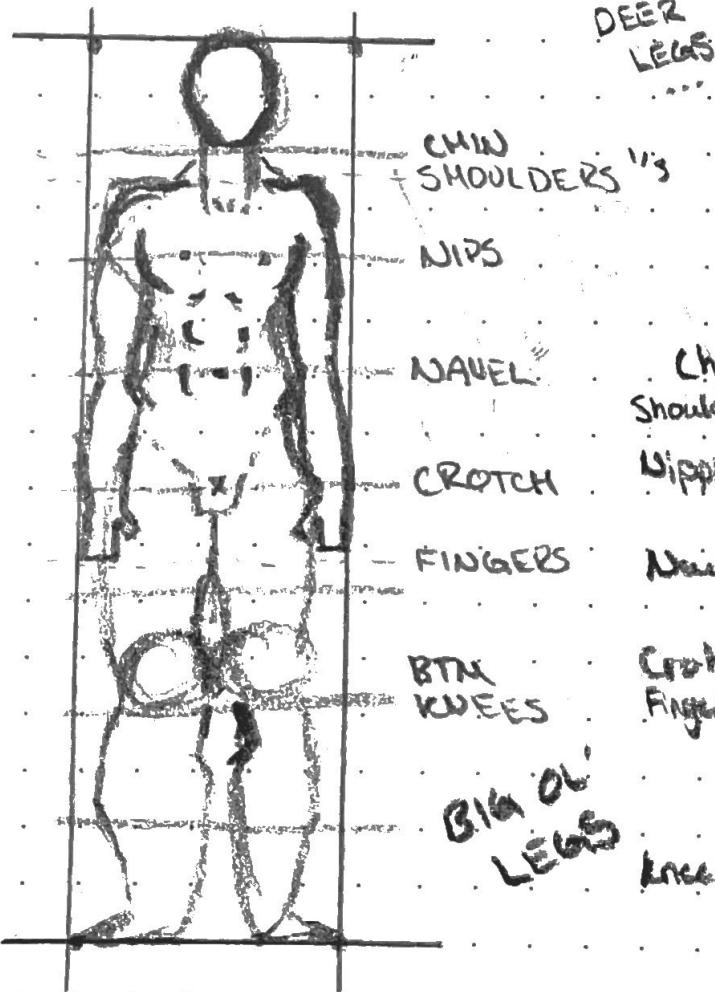
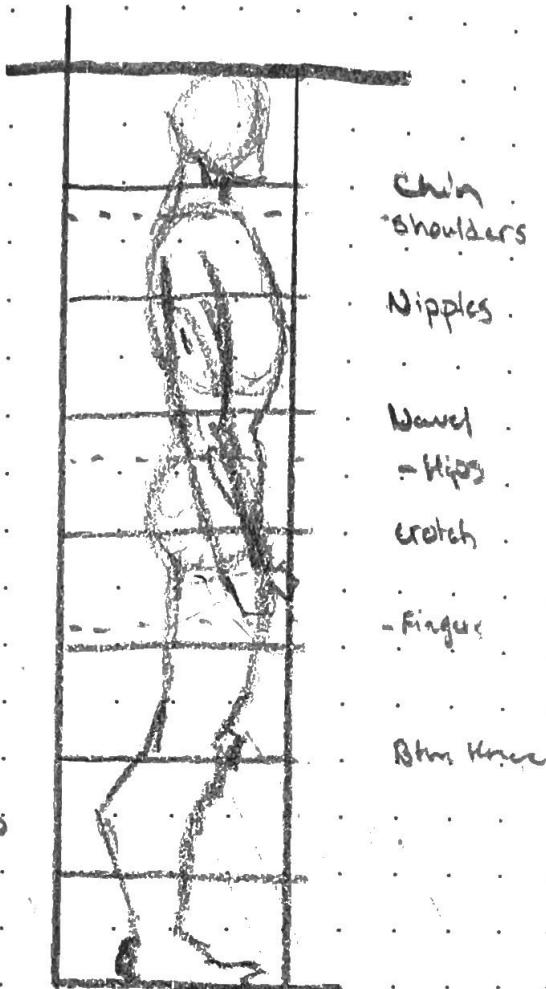
back

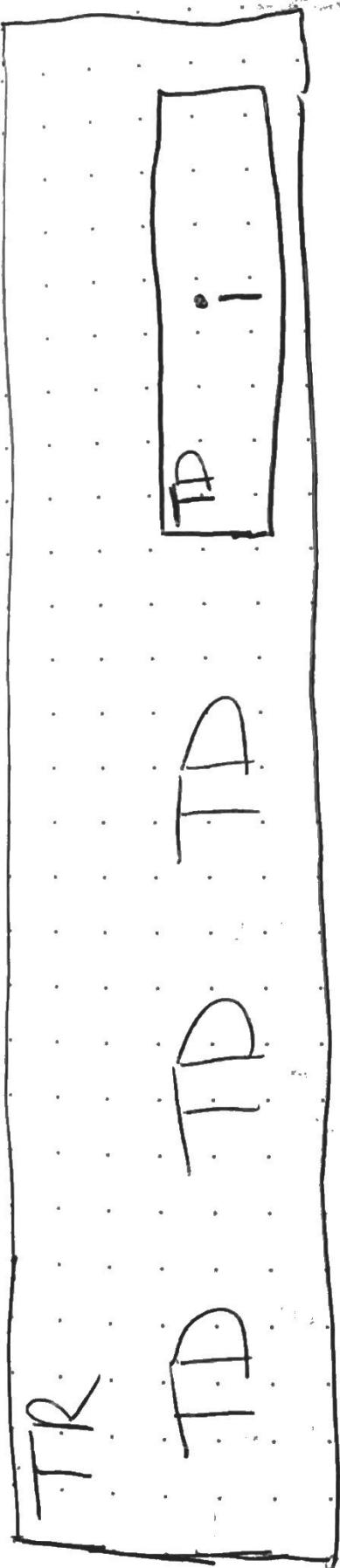
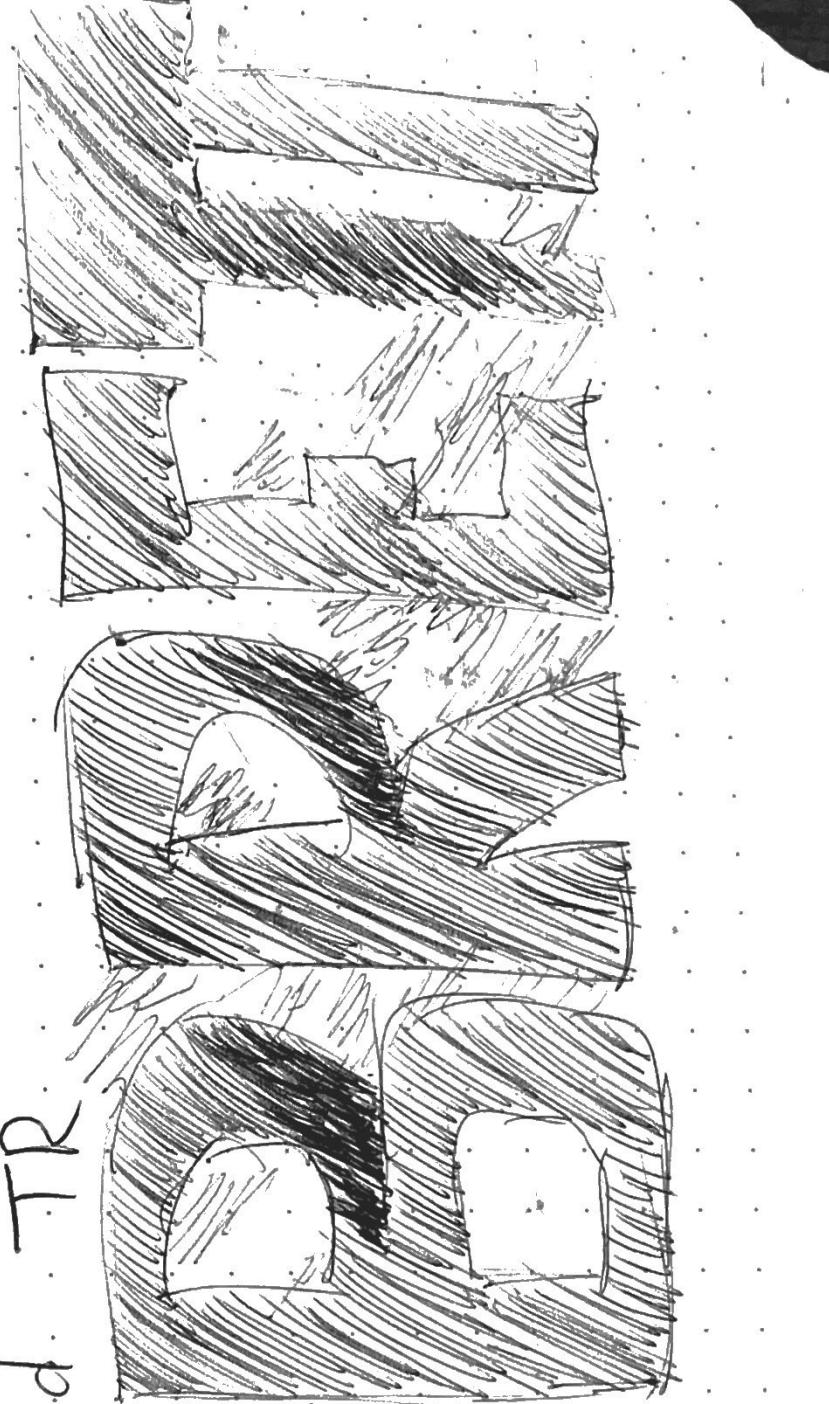
FIGURE DRAWING | IDEAL PROPORTIONS



MALE

HEIGHT: $8\frac{1}{8}$
WIDTH: $2\frac{1}{3}\frac{1}{8}$





Thread appended child TR

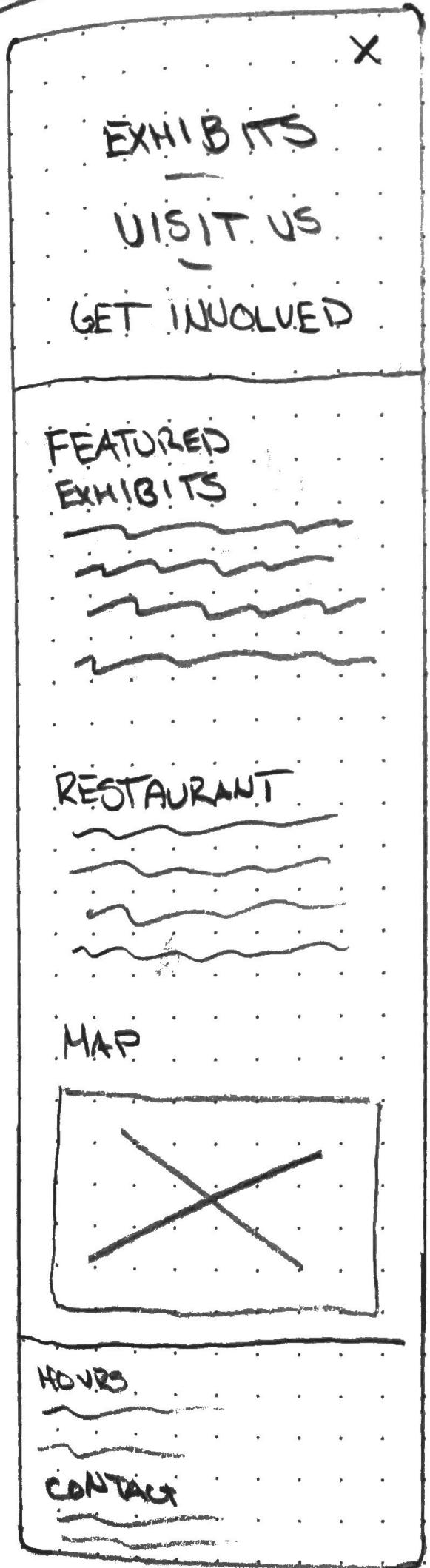
TR₁ = TD₁
TR₂ = TD₂
TR₃ = TD₃
TR₄ = TD₄

Text
Text

TD₁

PROTOTYPING ASSIGNMENT

- MOBILE



EXHIBITS

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

VISIT US

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

GET INVOLVED

- Summer Camp
- Tea + Fossils

PROTOTYPING ASSIGNMENT | DESKTOP

HOME

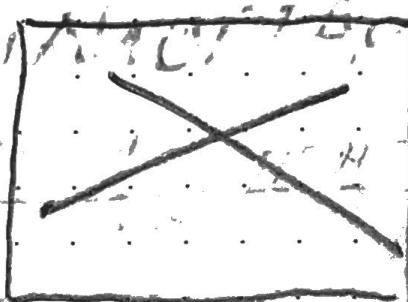
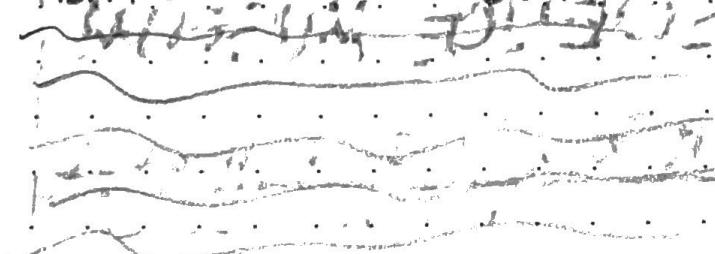
NATIONAL SCIENCE MUSEUM

Activities

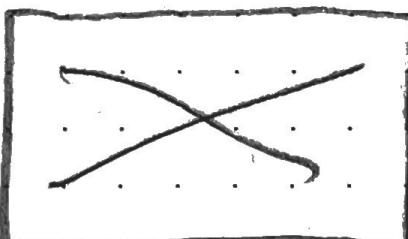
EXHIBITS | VISIT US | GET INVOLVED

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

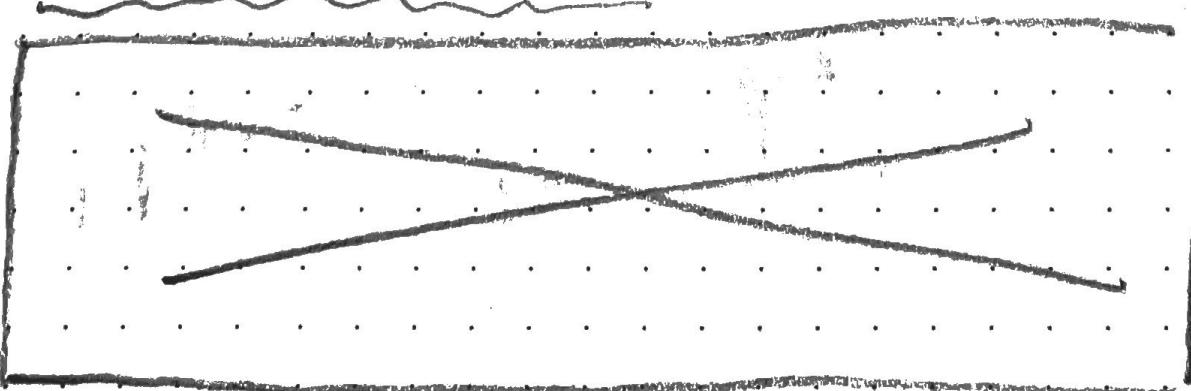
FEATURED EXHIBIT



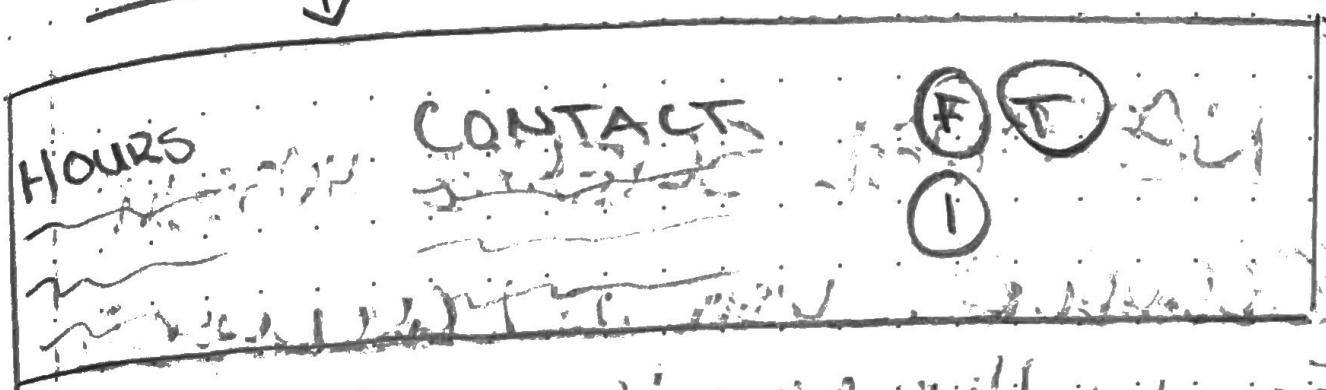
RESTAURANT



MAP



PROTOTYPING ASSIGNMENT | DESKTOP CONT...



SEE 2019-2020! VISIT US!

VISIT US

Footer

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
xx

ADDRESS

WAVES

CONTACT

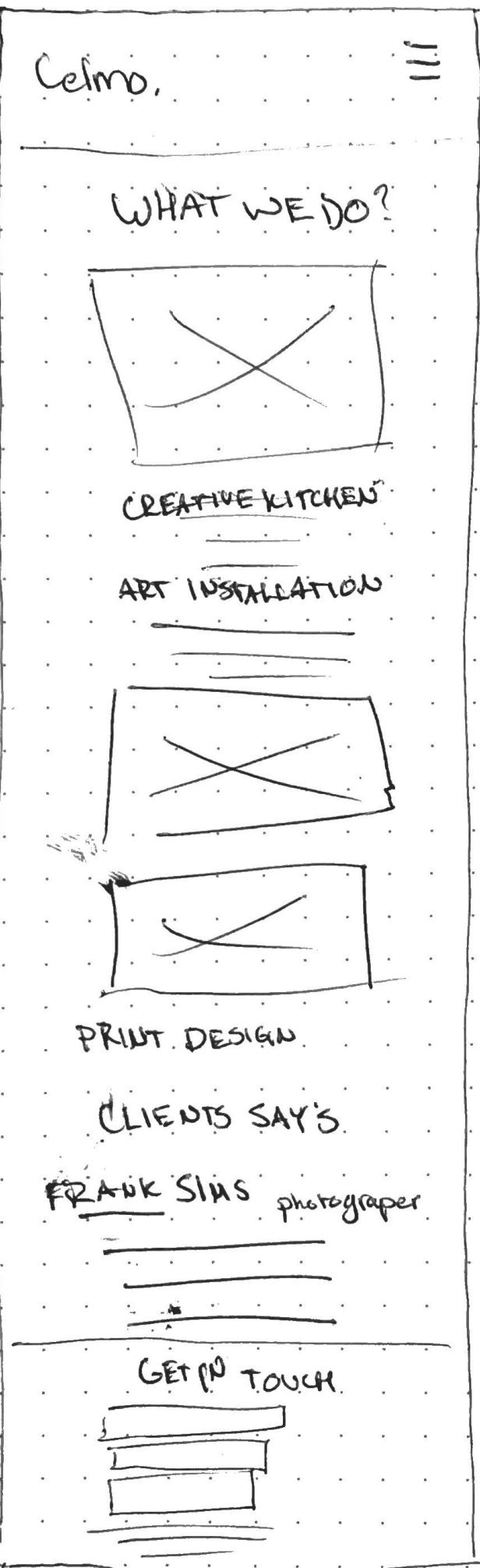


FORM

A rectangular form containing three input fields: 'First', 'Last', and 'Message'.

Note: Form don't have better width

CELMO | ASSIGNMENT 4



FONTS

H1: Montserrat bold
3rem

a: Montserrat Light
1.8rem
#989898

H2: Montserrat Hairline
1rem

H3: Montserrat Light + Bold
3rem + 4.8rem

(West)

↳ H3: Montserrat Bold
4rem

H3 + P: Montserrat Light
1.8rem

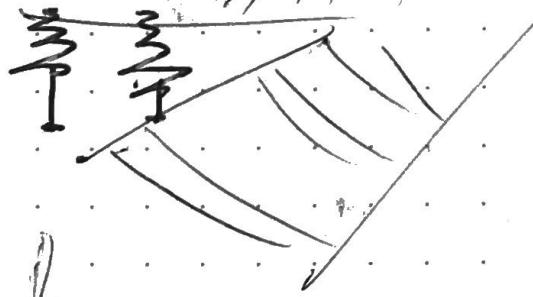
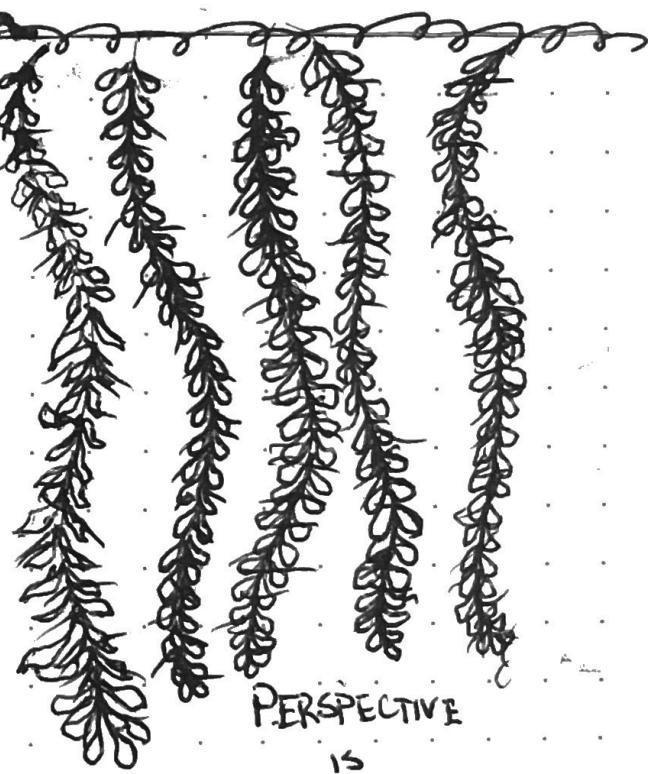
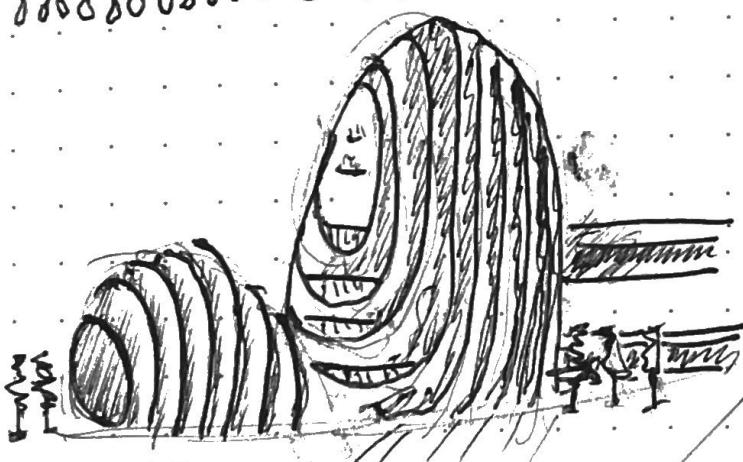
P: Montserrat Light
1.8rem
#656565

~~FO~~ PHOTOGRAPHY

Current host: Bluchost



~~ARCHITECTURE~~

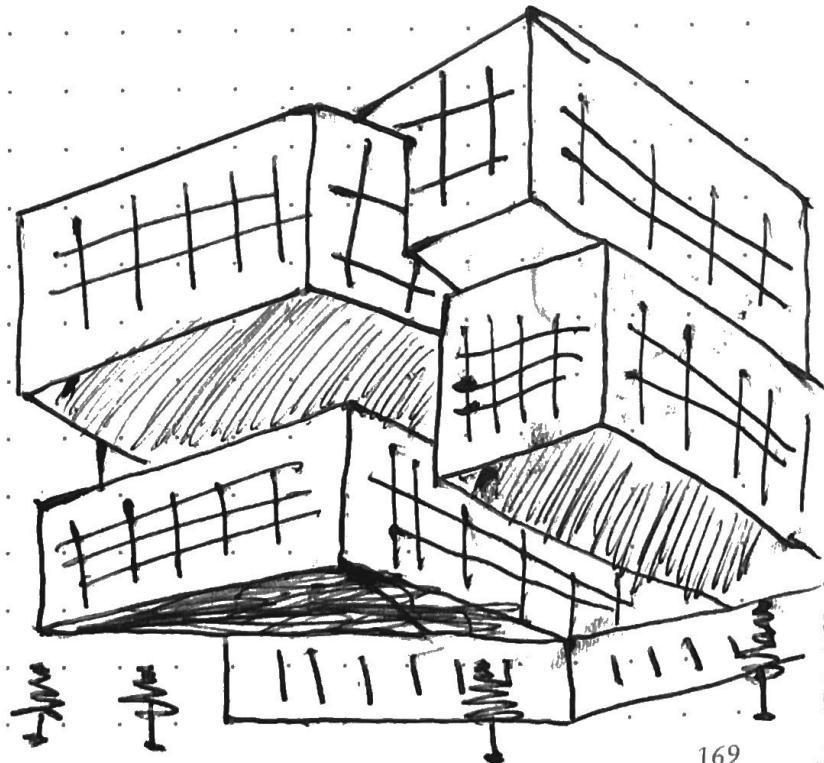


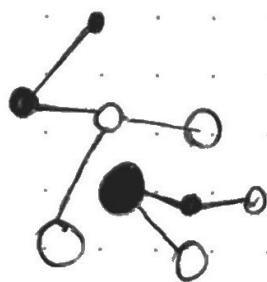
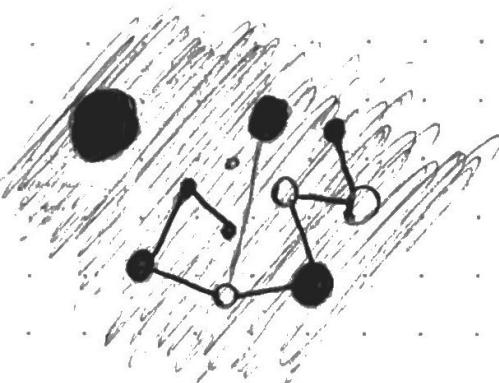
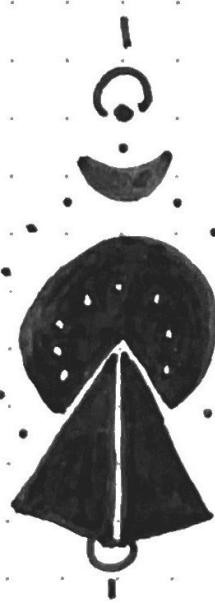
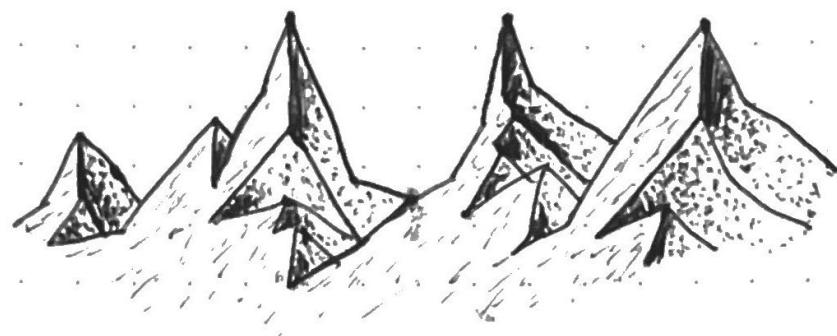
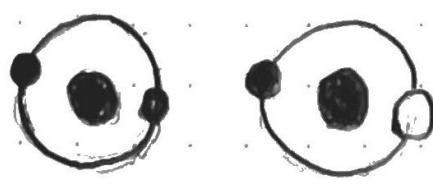
PERSPECTIVE

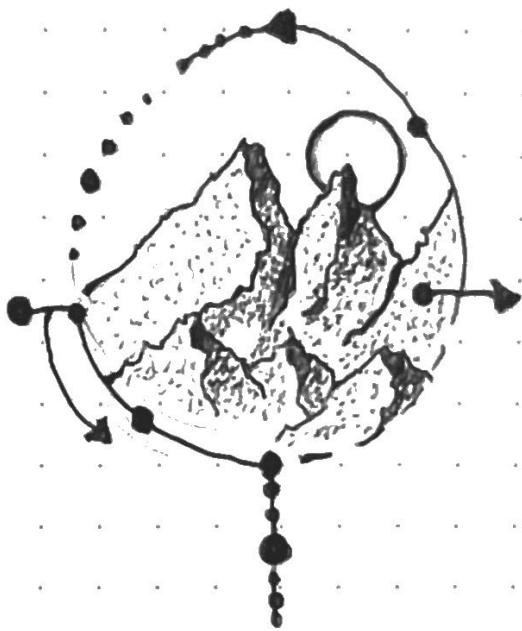
IS
HARD



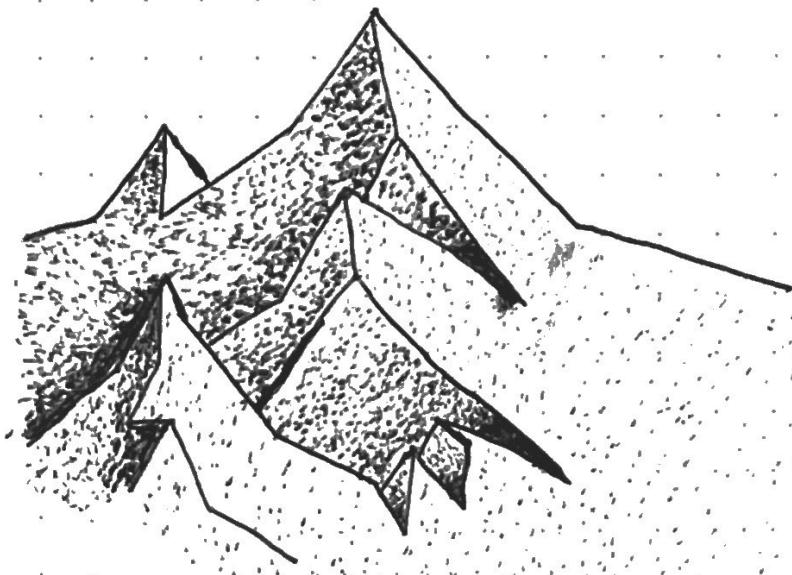
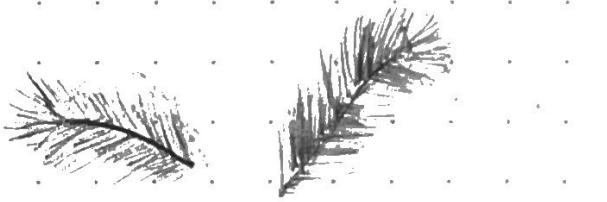
FUCKIN'
TREES



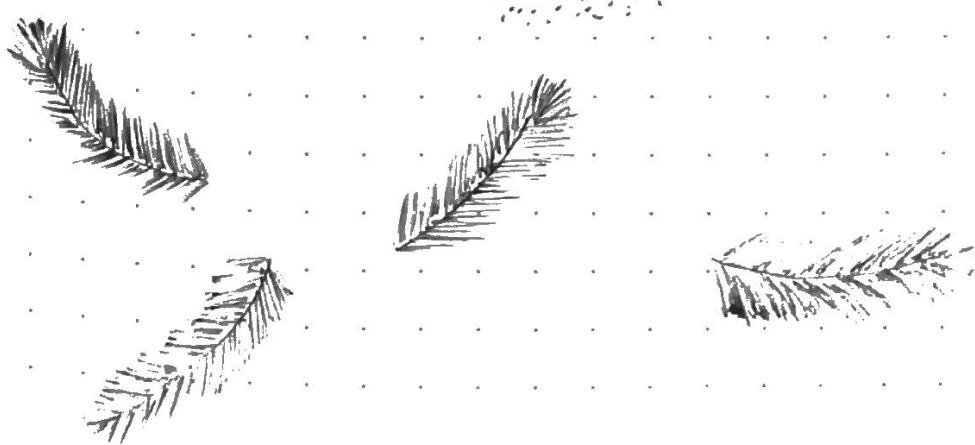


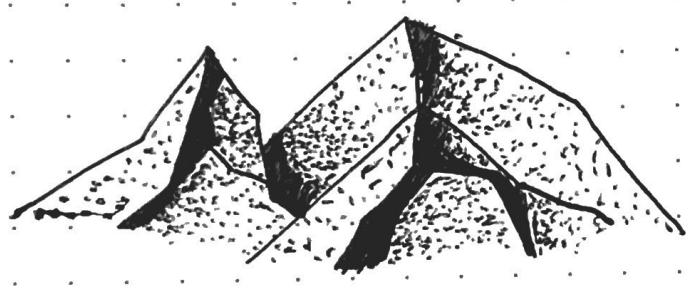


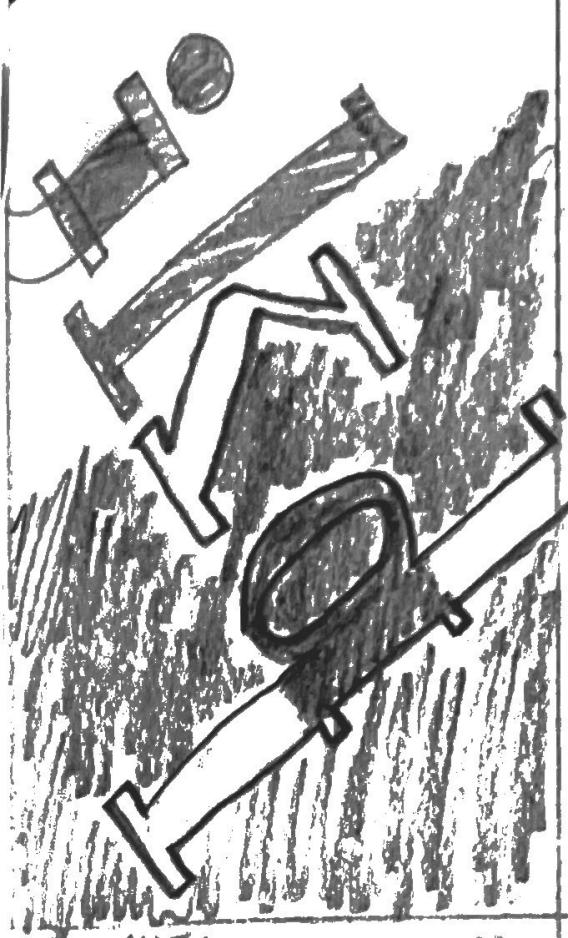
DEATH IS LIGHTER THAN
A FEATHER



DUTY,
HEAVIER THAN
A
MOUNTAIN

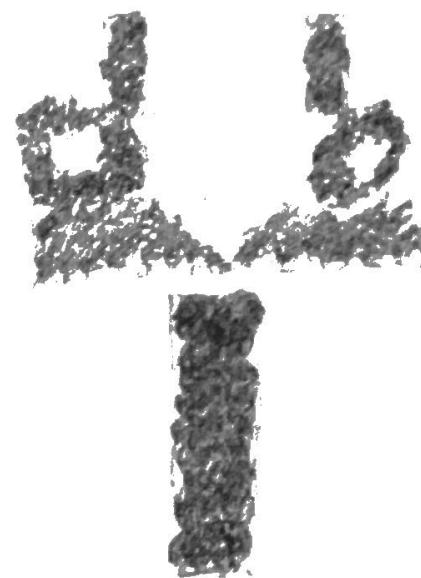






POS/NEG
MODERN

③



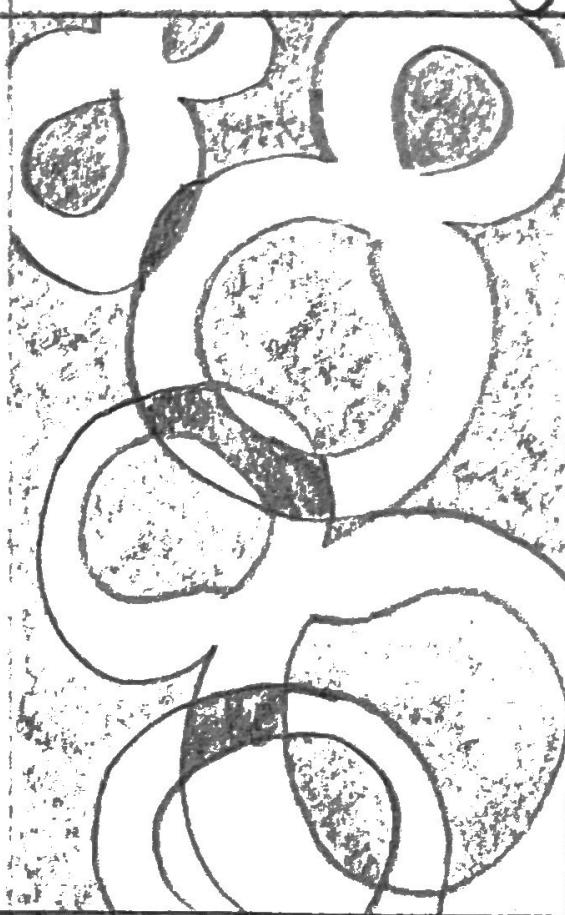
TENSION
SANS

④



SCALE
OLD

⑤



POS/NEG
OLD

⑥

OLD: H
MODERN
SANS :

SCALE: II.
POS/NEG.
PATTERN.
CONGEST.
PLAFLI.
TENSION.

Digitar
OLD II
MODERN
SANS II

SCALE
POS/NE
PATTERN
CONGEST
PLAFLI
TENSION

FIGURE DRAWING | ANDREW LOOMIS

HEAD

CHIN

NIPPLE

NAVEL

CROTCH

KNEE

HEEL

HEAD

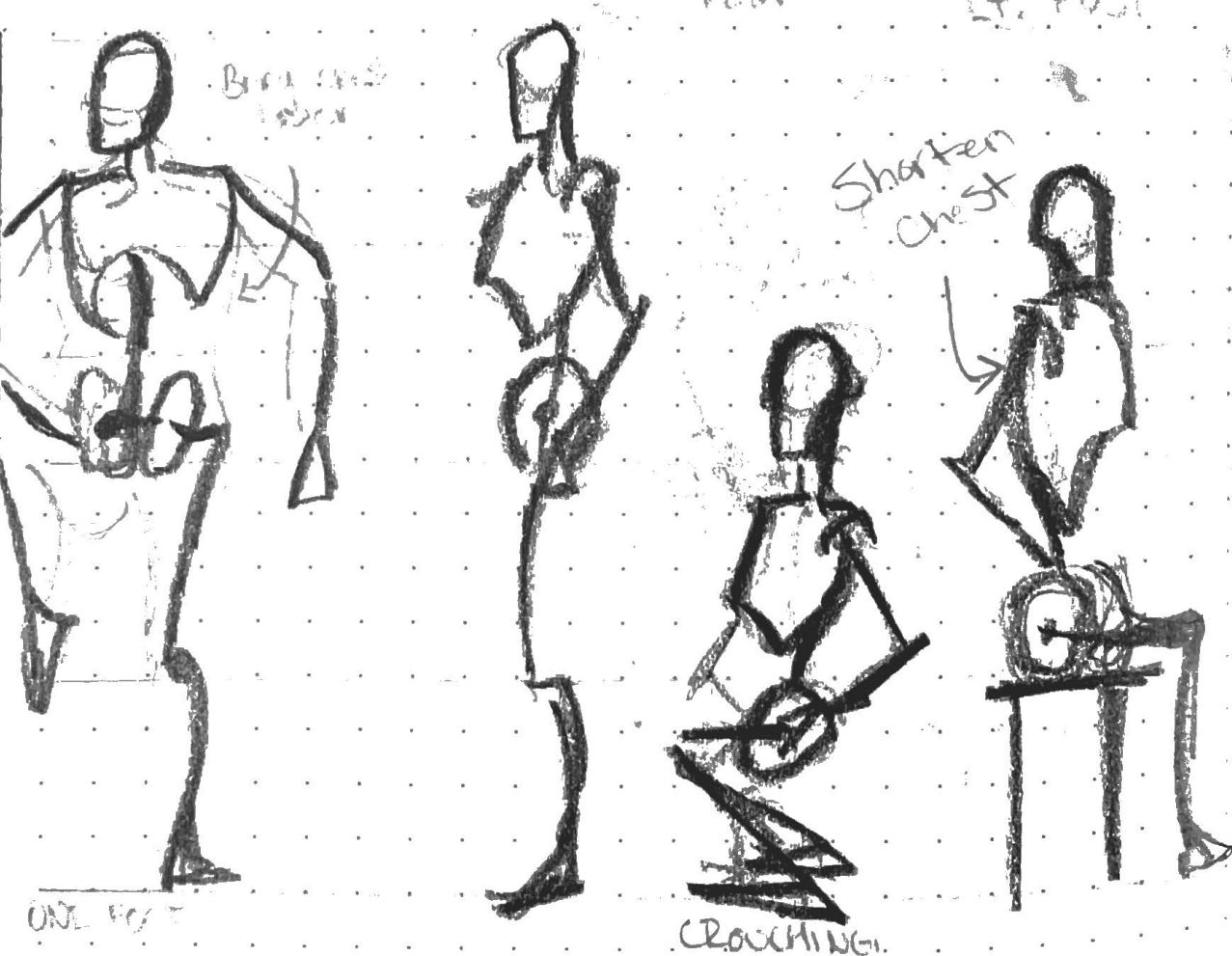
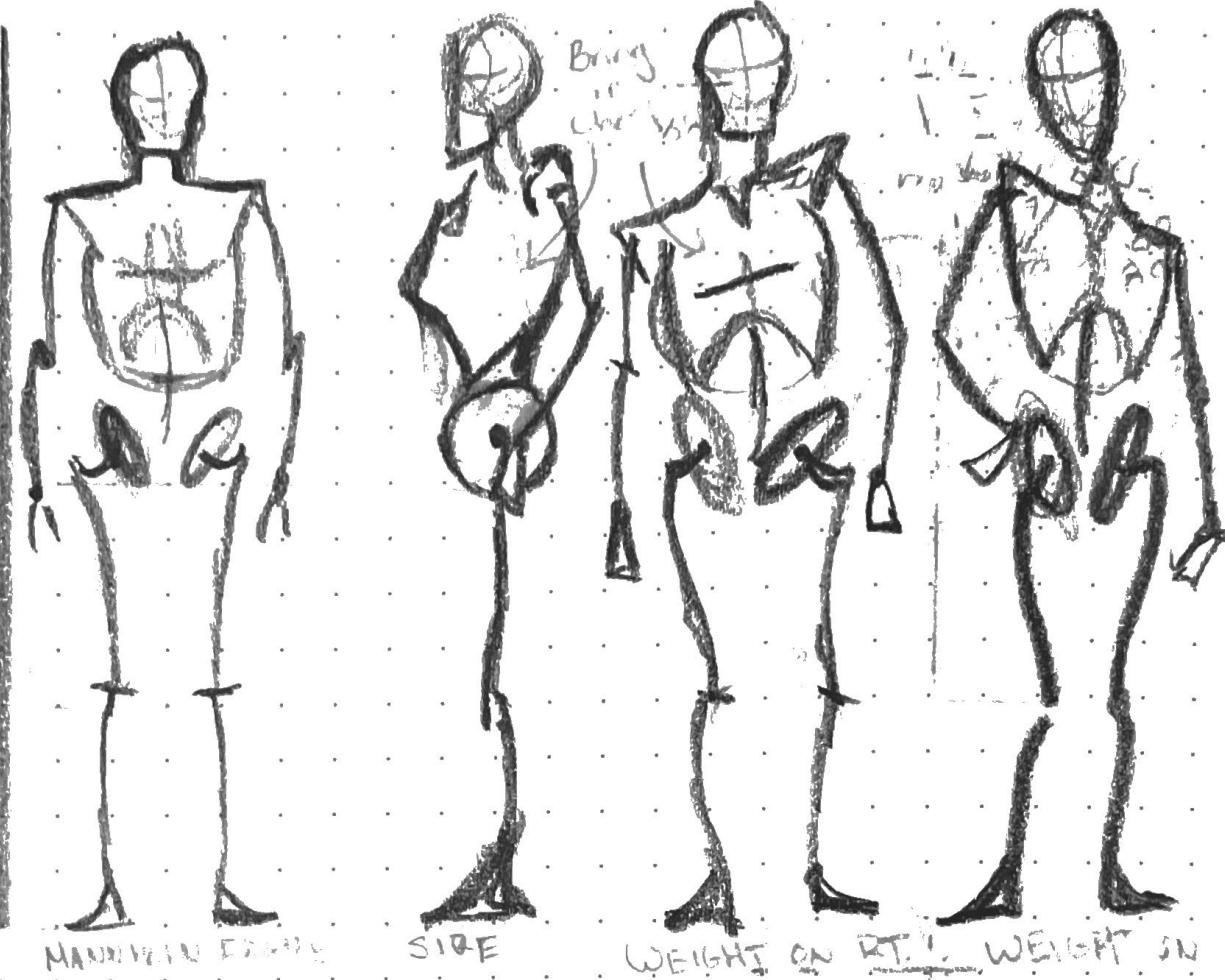
CHIN

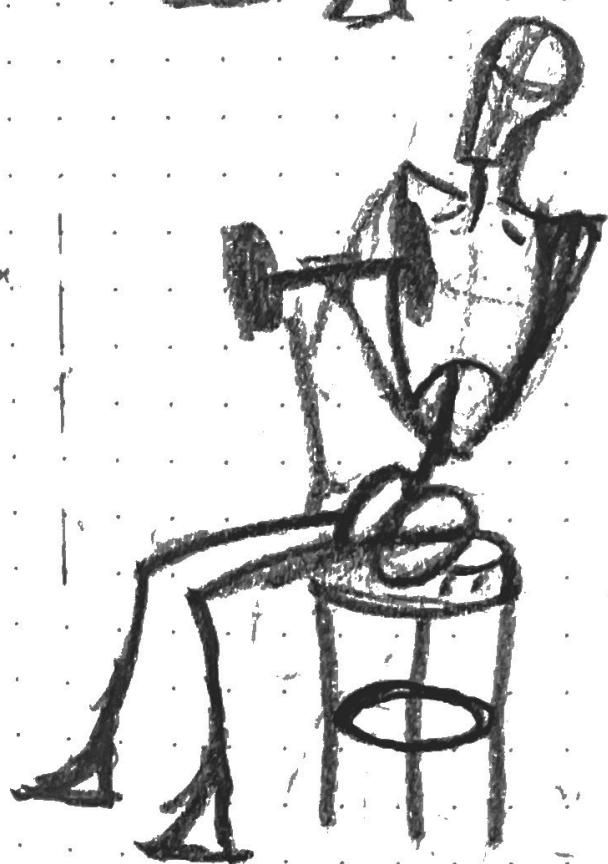
NIPPLE

NAVEL

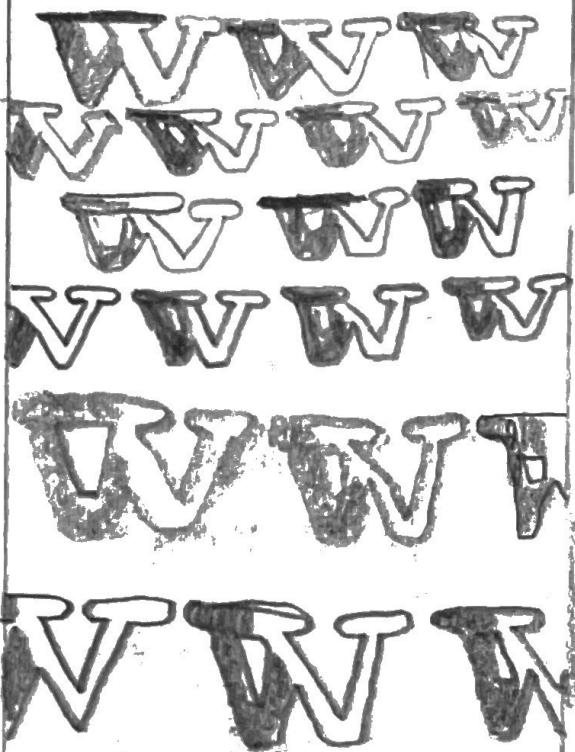
CROTCH

KNEE



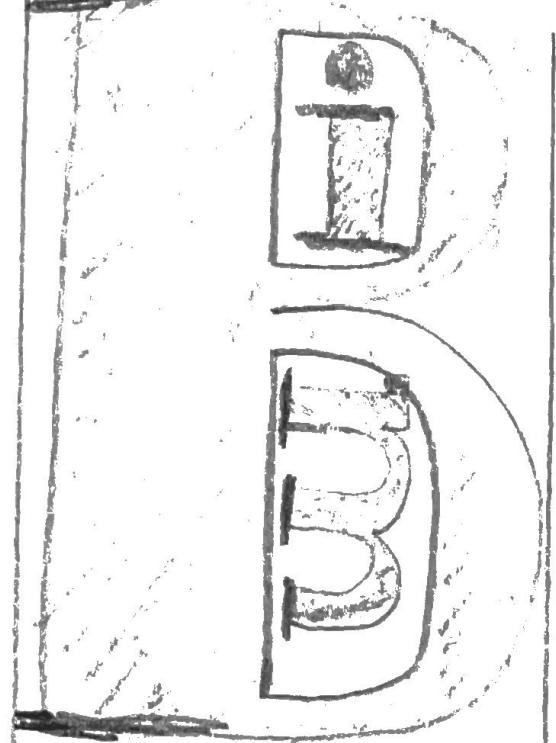


Date COST
Description
Total



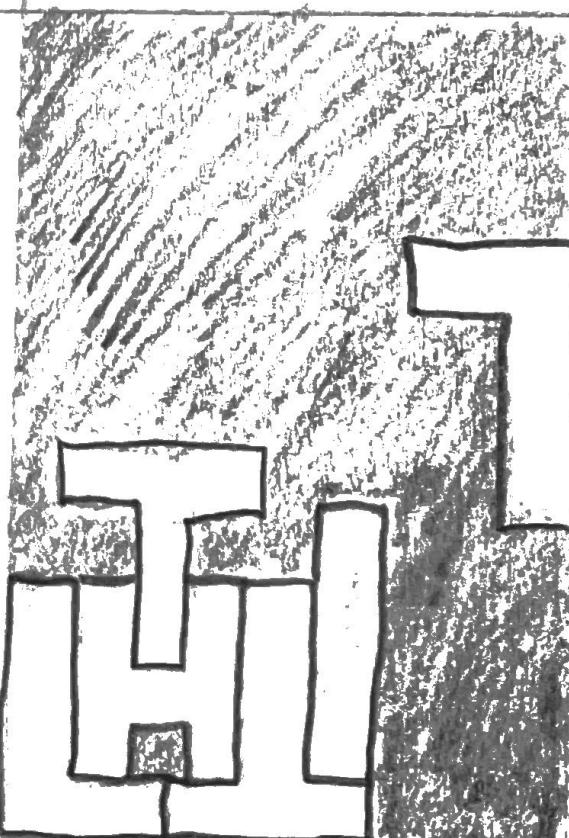
PATTERN EXCLUDE
OLD

①



SCALE
MODERN

②



PLAYFUL
SANS

⑤



TENSION
OLD

⑥

FIGURE DRAWING | ANDREW LOOMIS

HEAD

CHIN

WIPPLE

JANFL

ROCK

NEE

FOOT



HEAD

CHIN

WIPPLE

JANFL

CROTCH

KNEE

FOOT

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

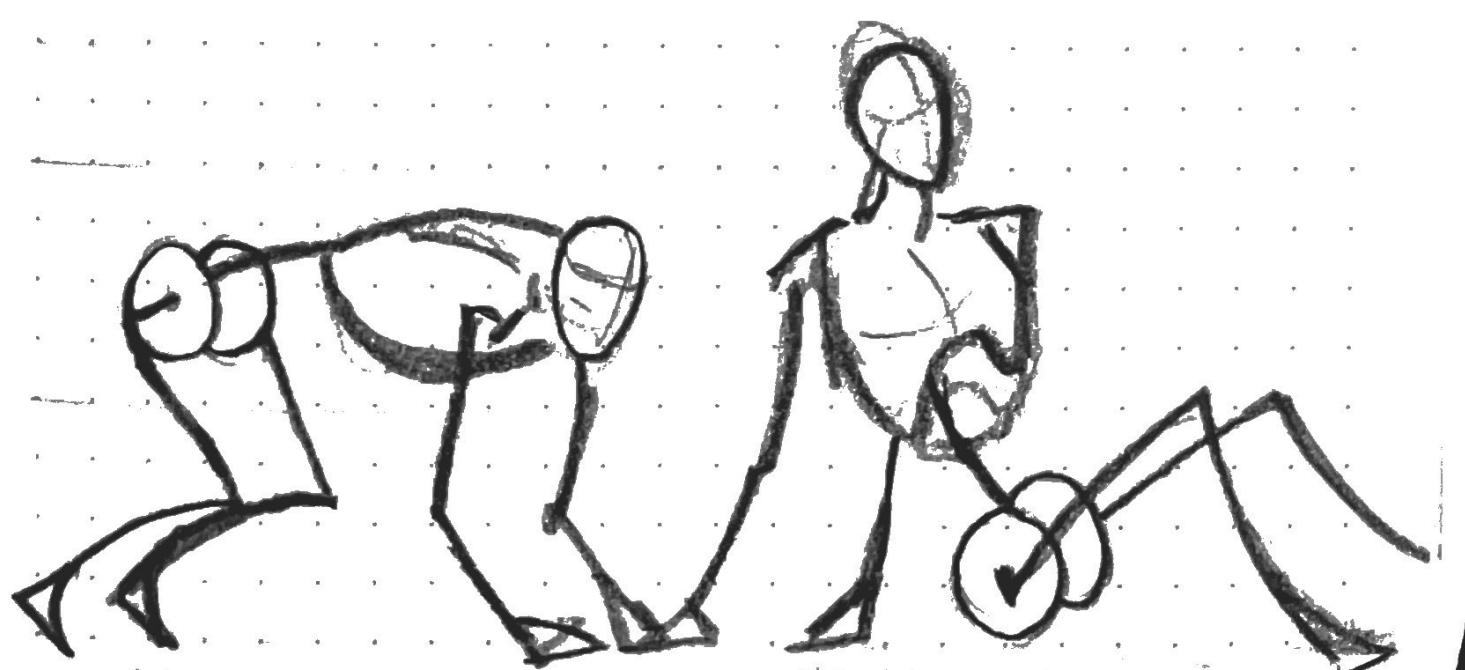


FIGURE DRAWING | ANDREW LOOMIS

HEAD

CHIN

NIPPLE

NAVEL

CROTCH

KNEE

FOOT

Try to feel a sense
of gravity

Bring in
chest

Distribute weight
over a central point

Bring up
pelvis

STATIONARY PIVOTS

HEAD

CHIN

NIPPLE

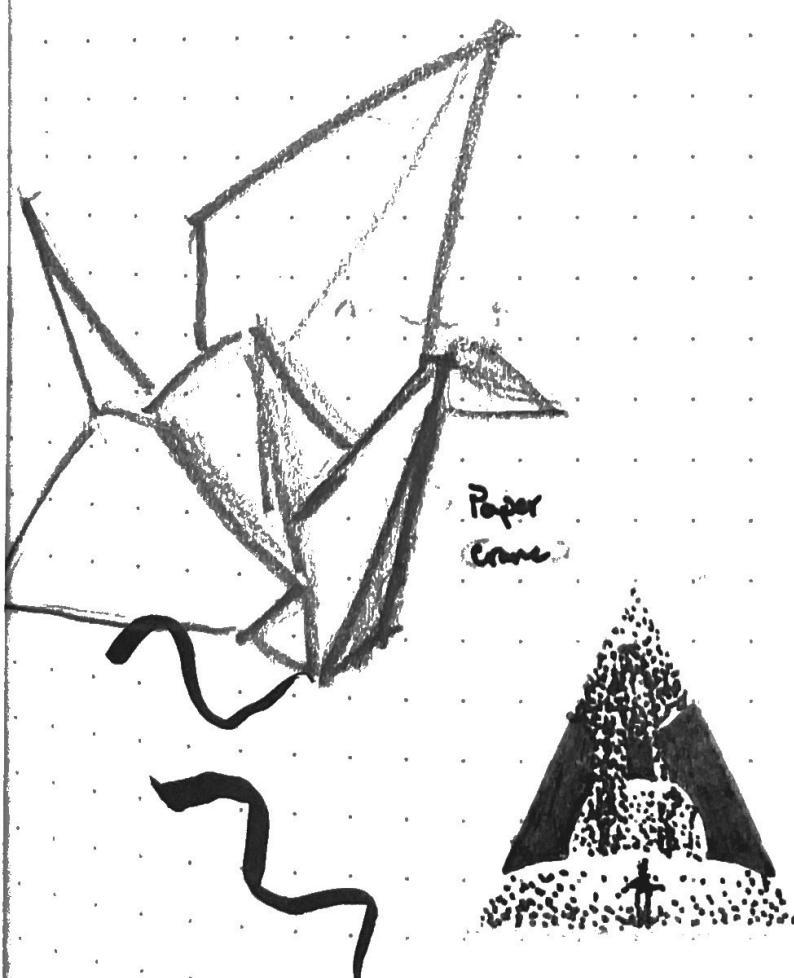
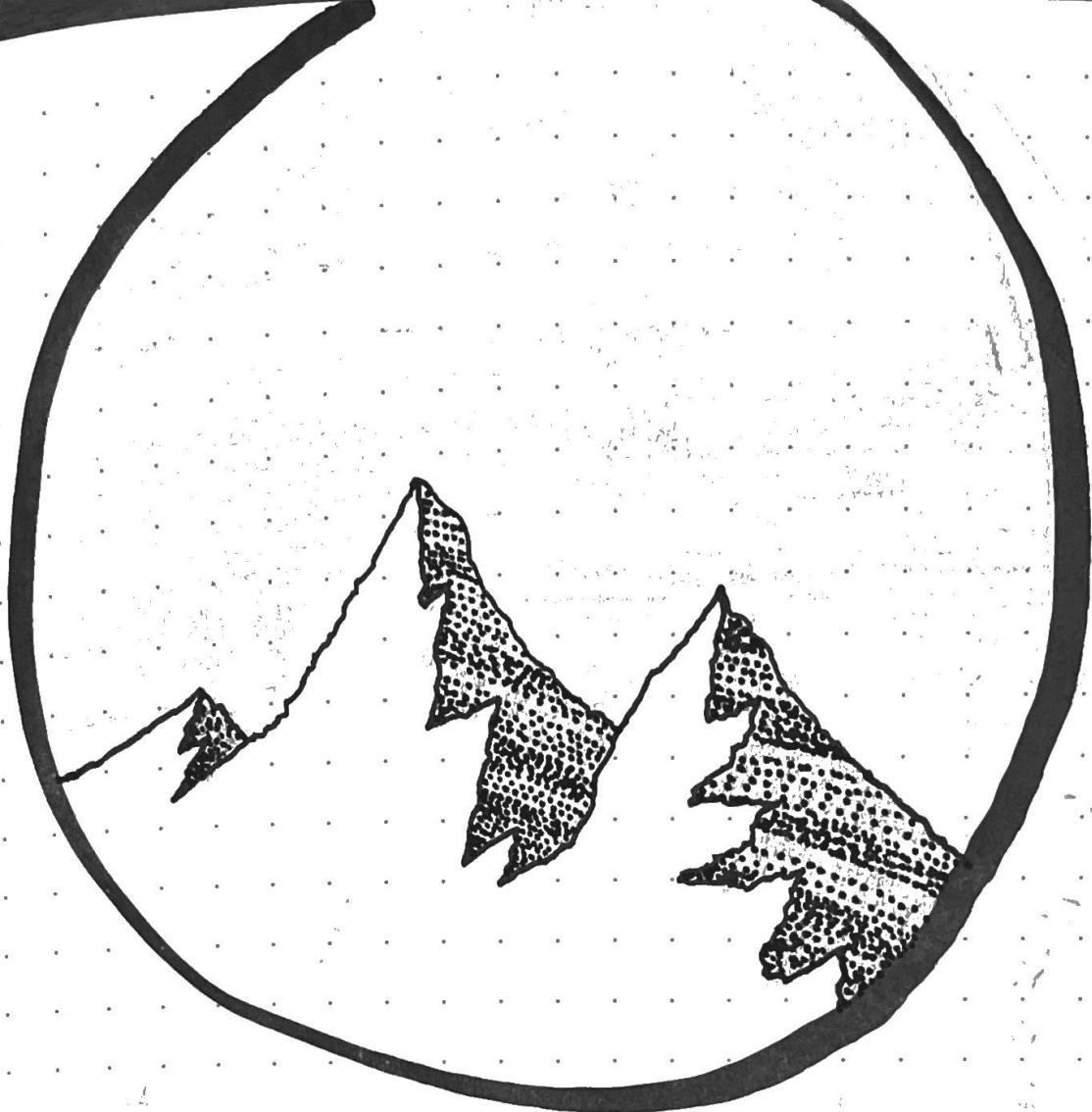
NAVEL

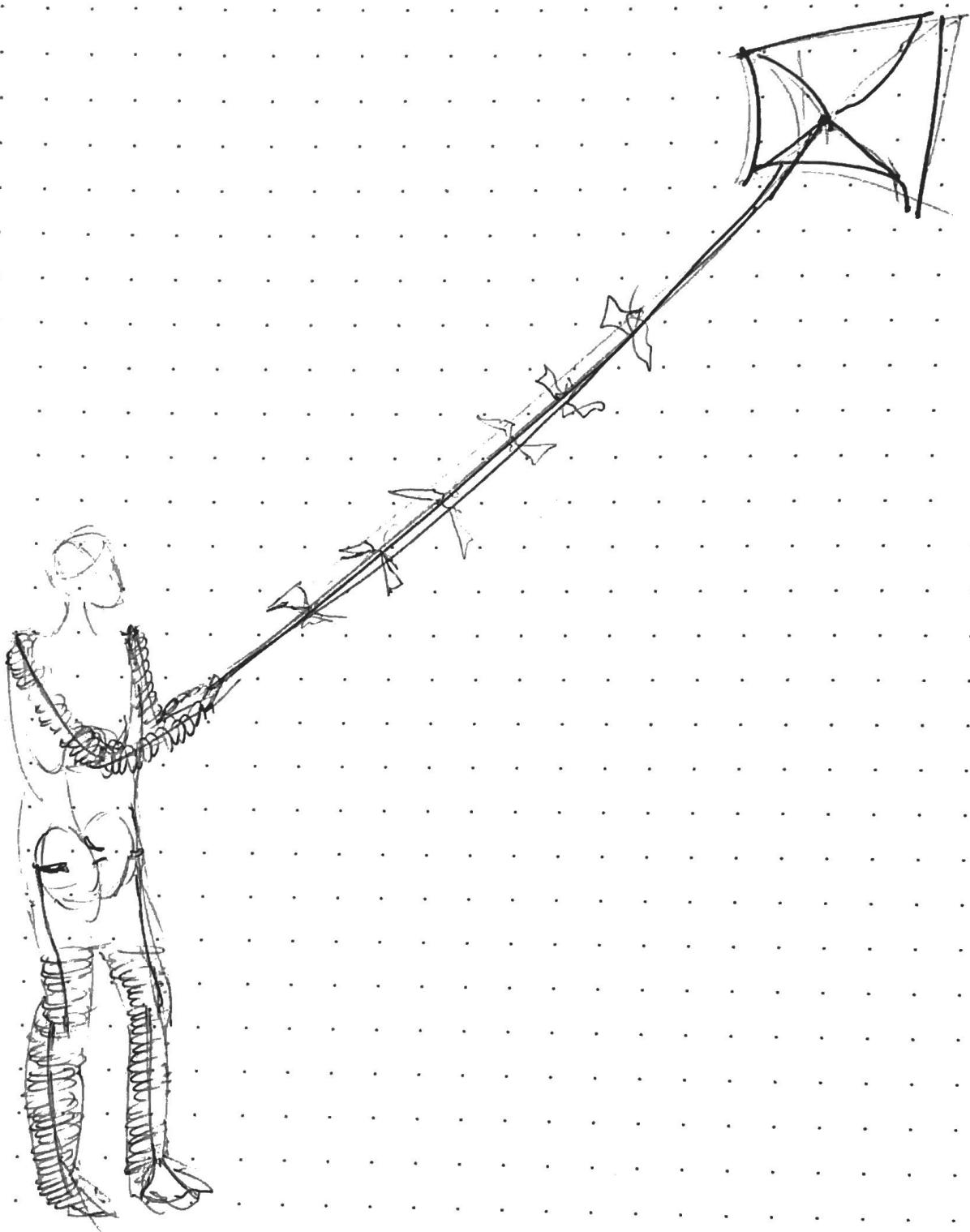
CROTCH

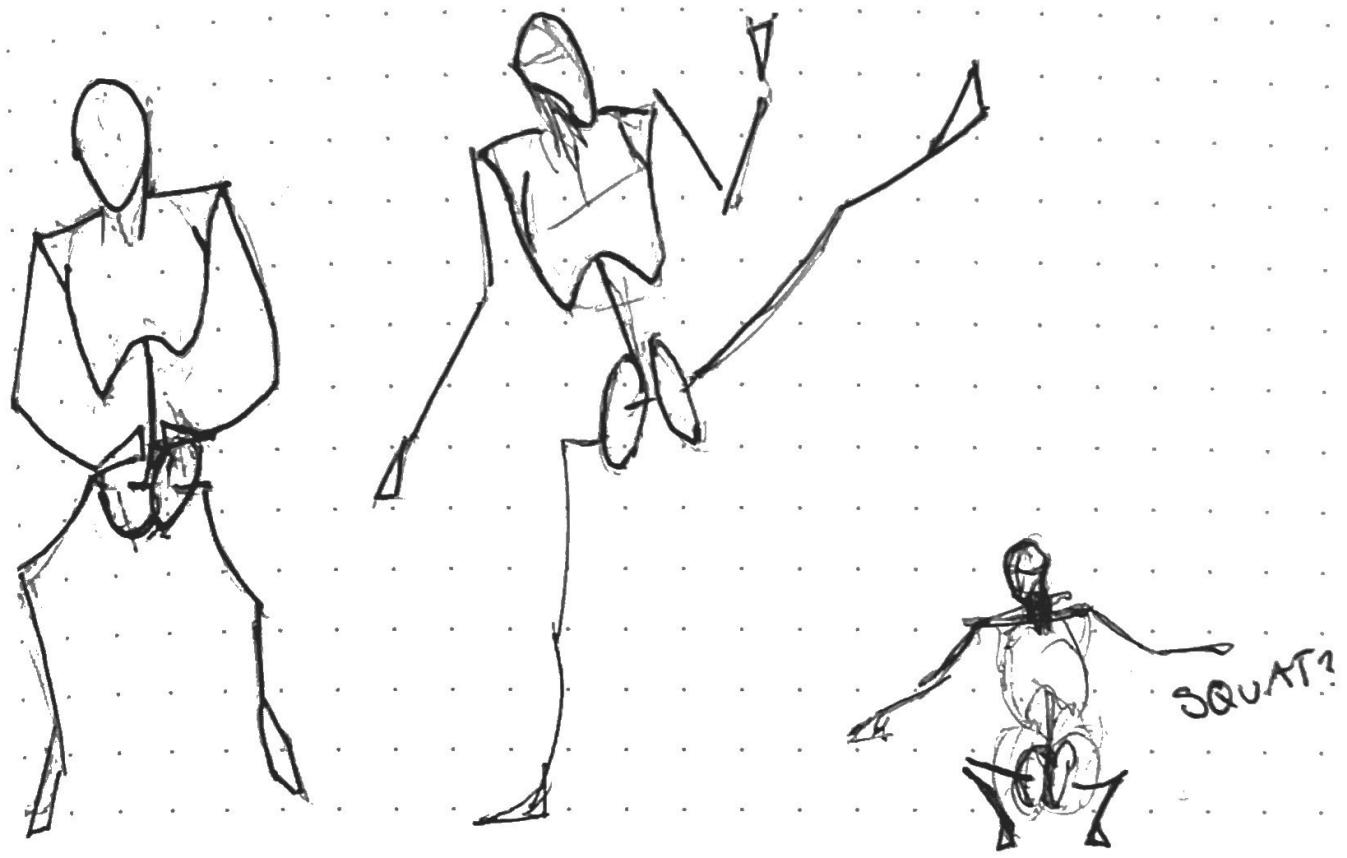
KNEES

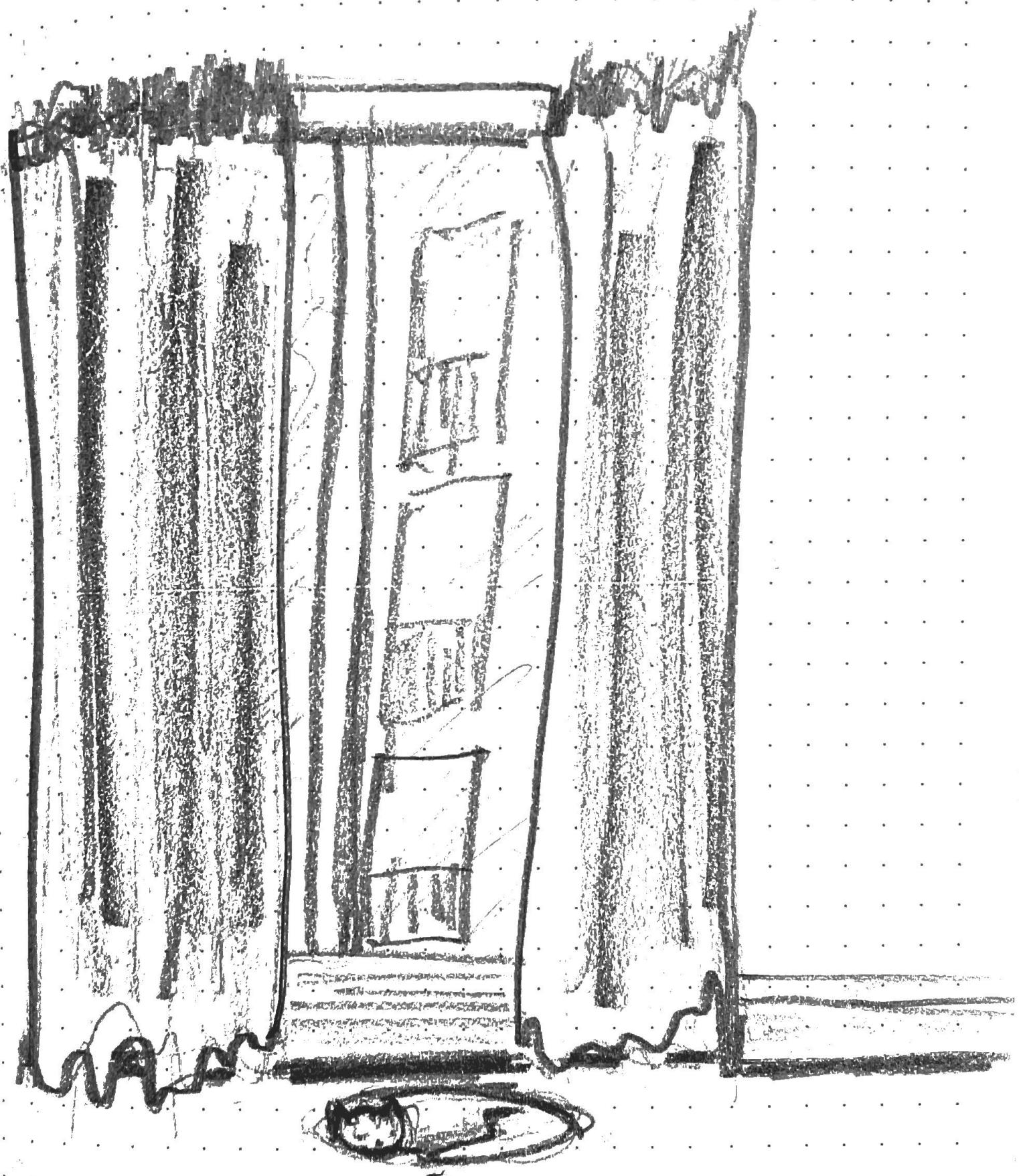
The main line
of balance should
lean in the direction
of the movement

MOVING PIVOTS









Lush

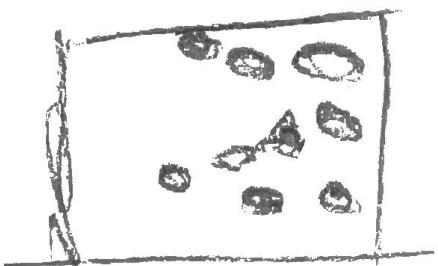
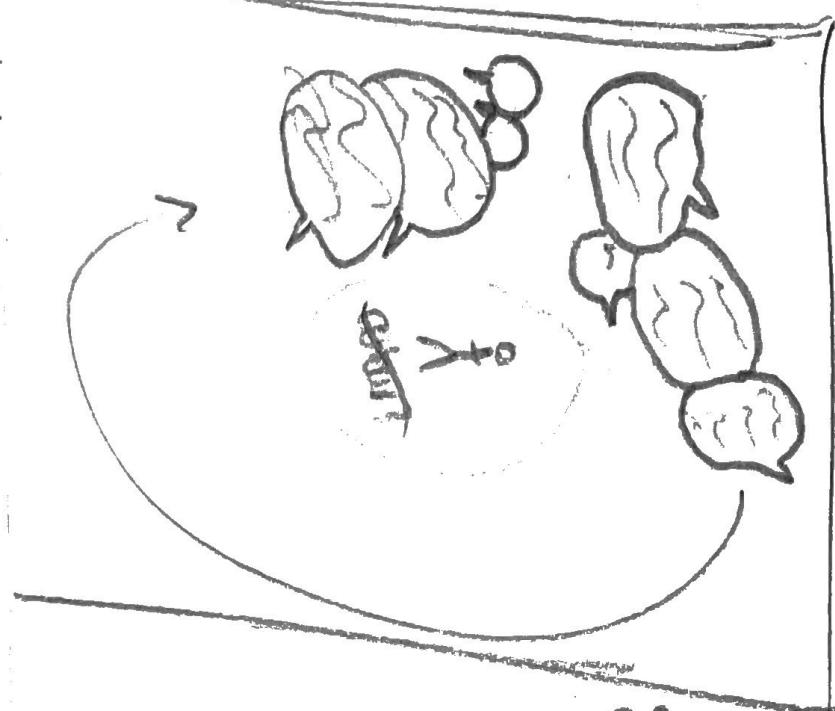
Dare

Isolated
Lonely
Headphones

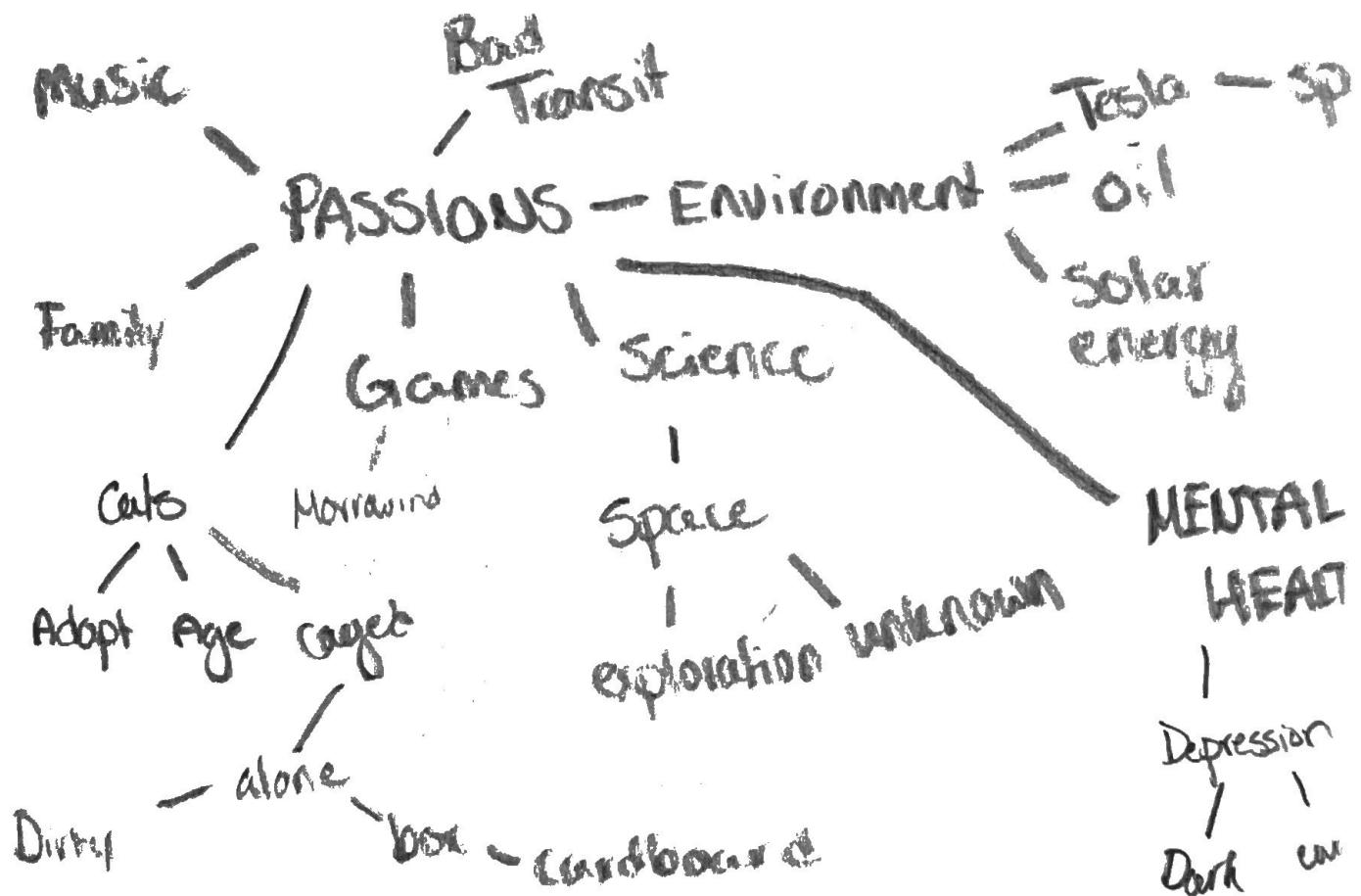
Rebels
Isolated
Magic



RANDOM
TEXT CUT
FROM MAGS



PANEL 7 - PROPOGANDA POSTER



ADOPT

Save a life



ADOPT



SET THEM FREE



FELINES FOR FIGHT



SAVE ONE OF THOUSANDS

kills
→

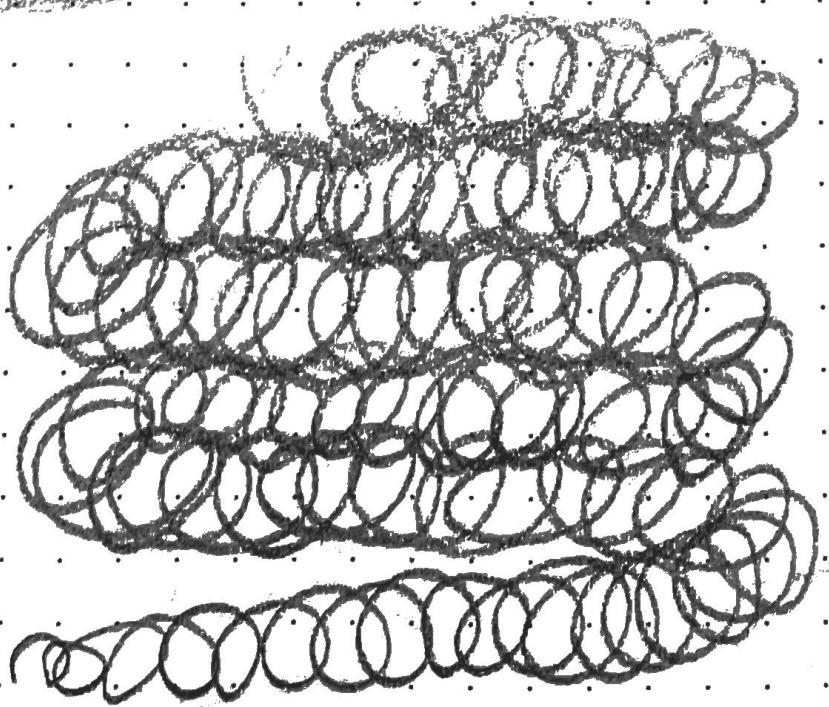
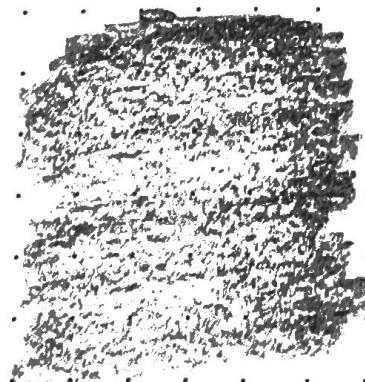
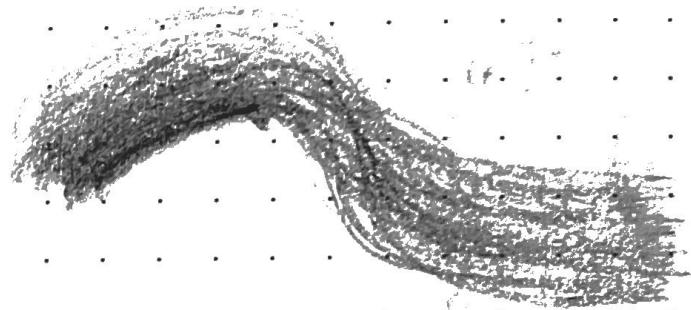
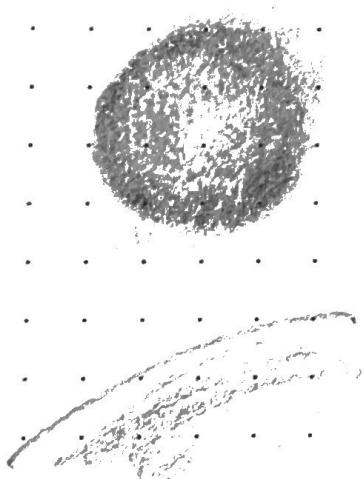


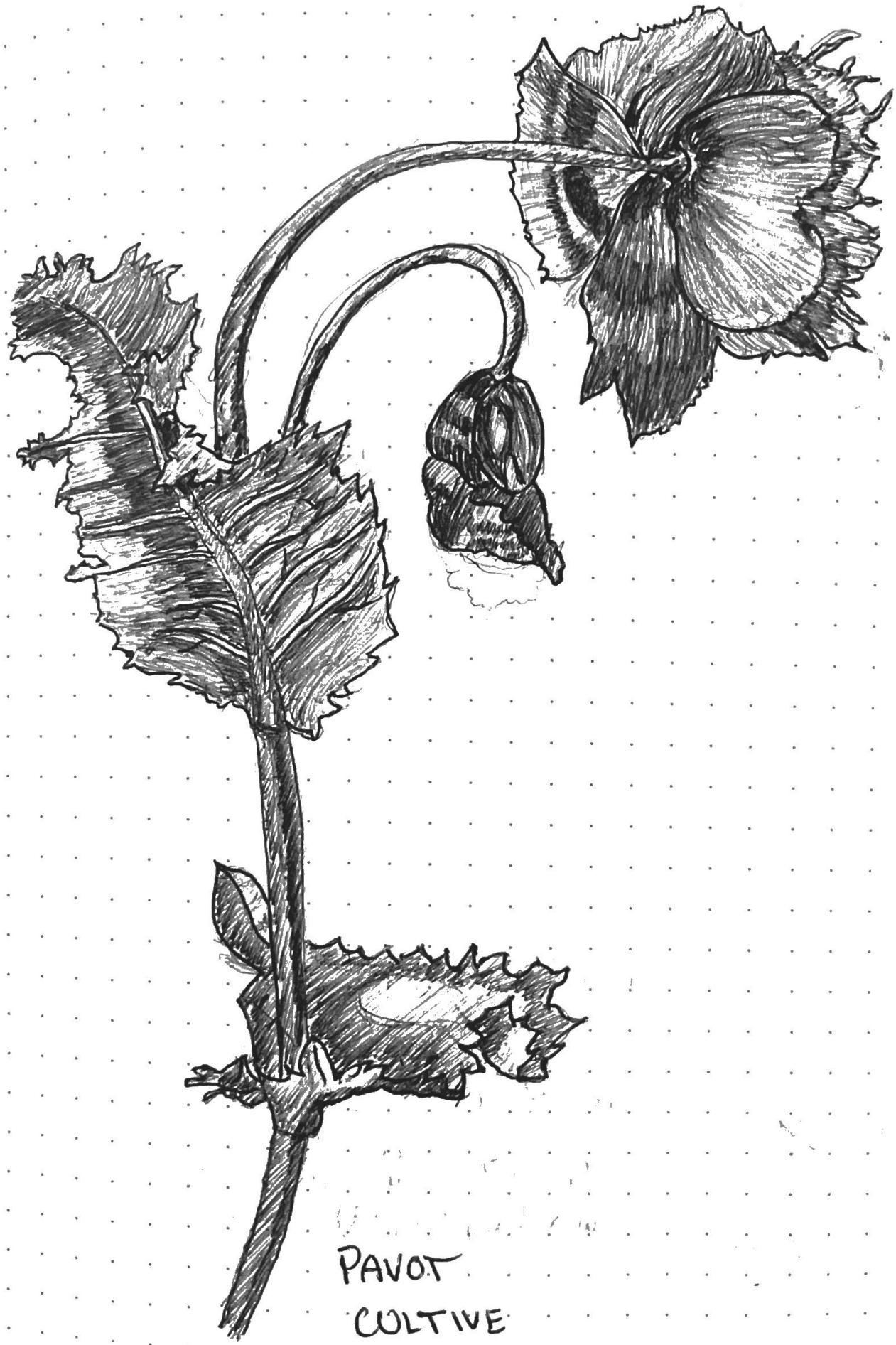
FREE DOM



FIGHT FOR FELINES

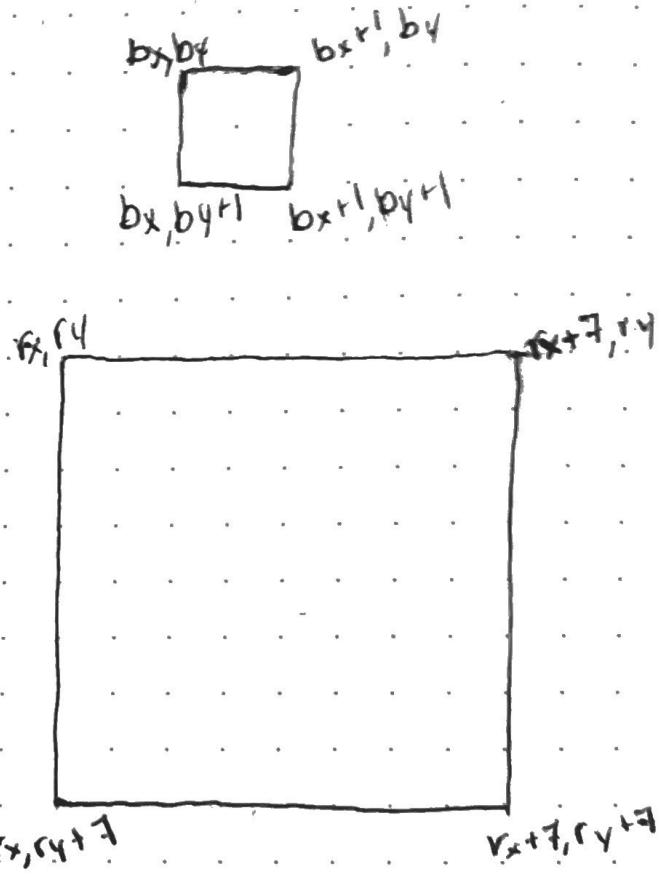
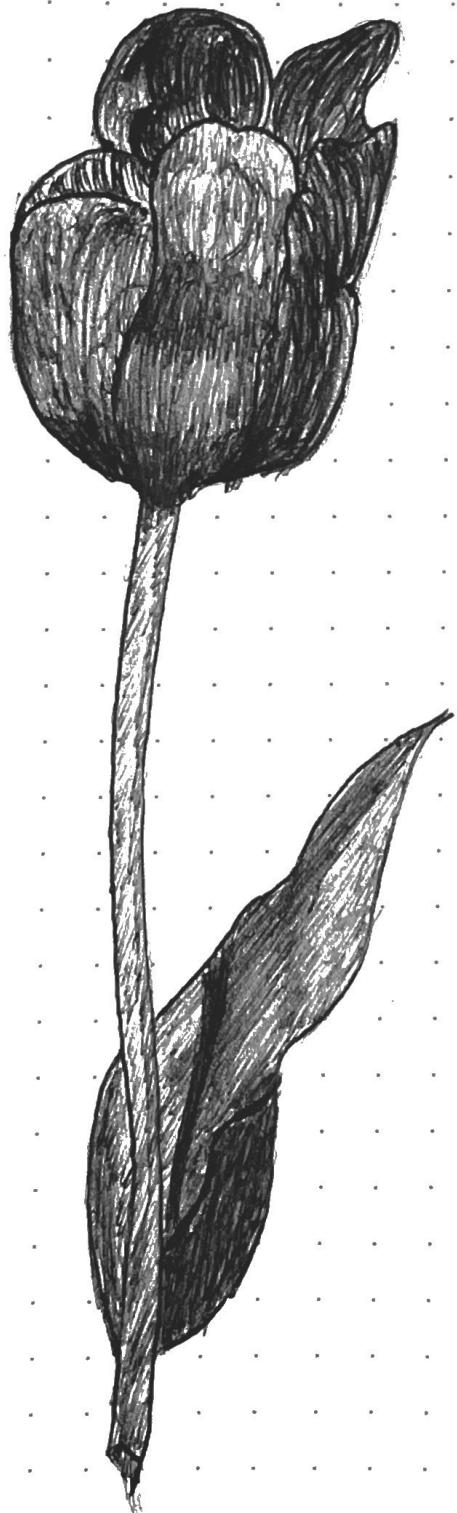






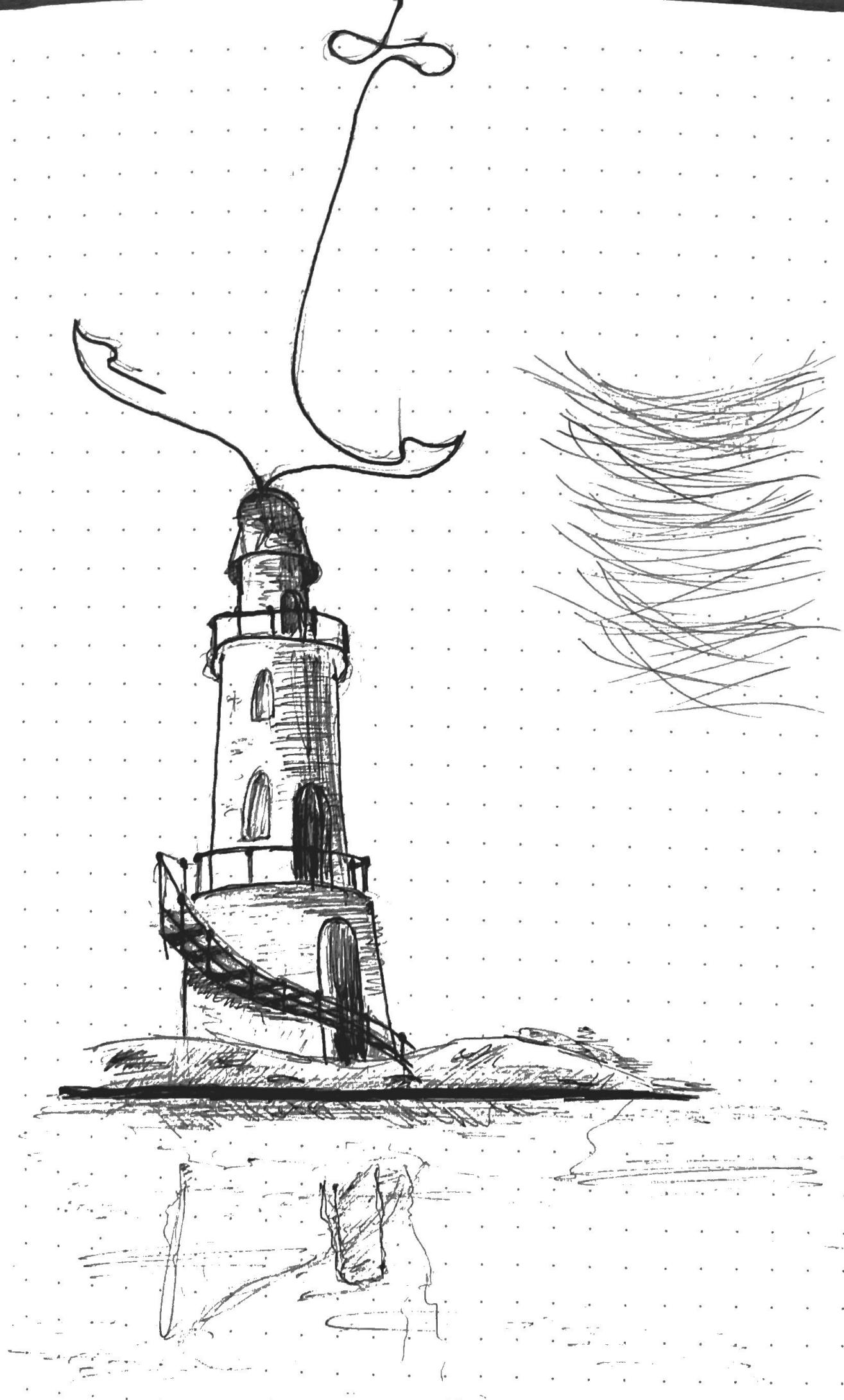
PAVOT
CULTIVE

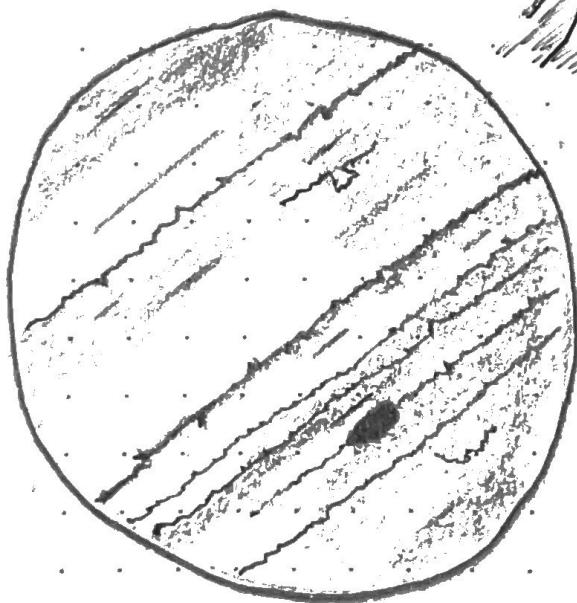
FUCKING CODE



IF ~~BRZRZ~~

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



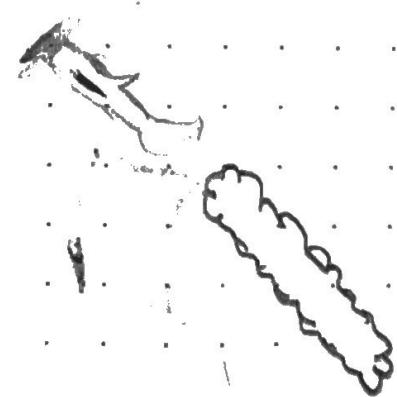
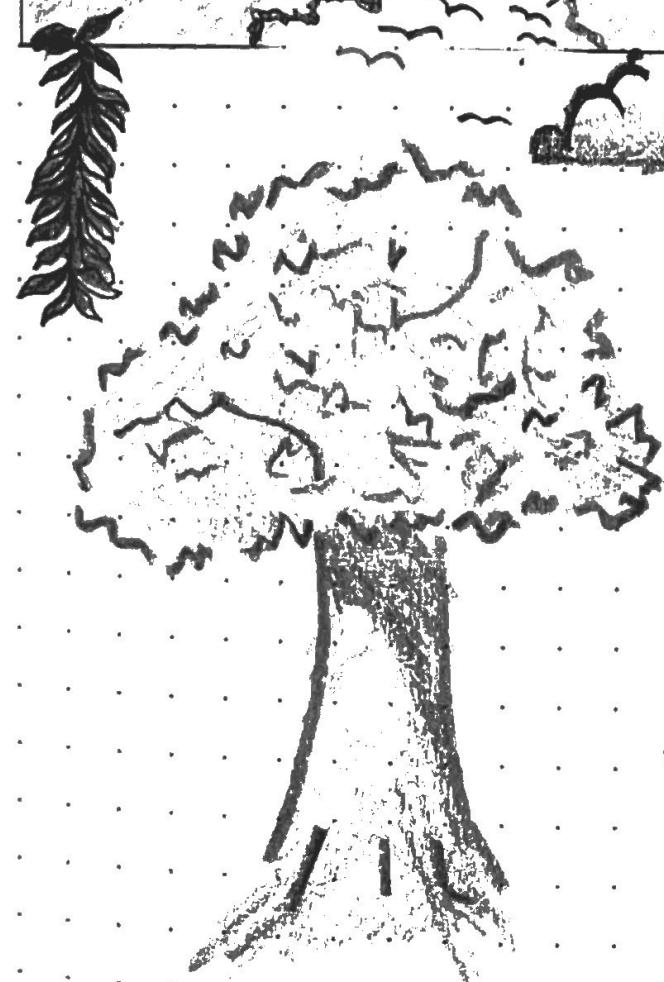
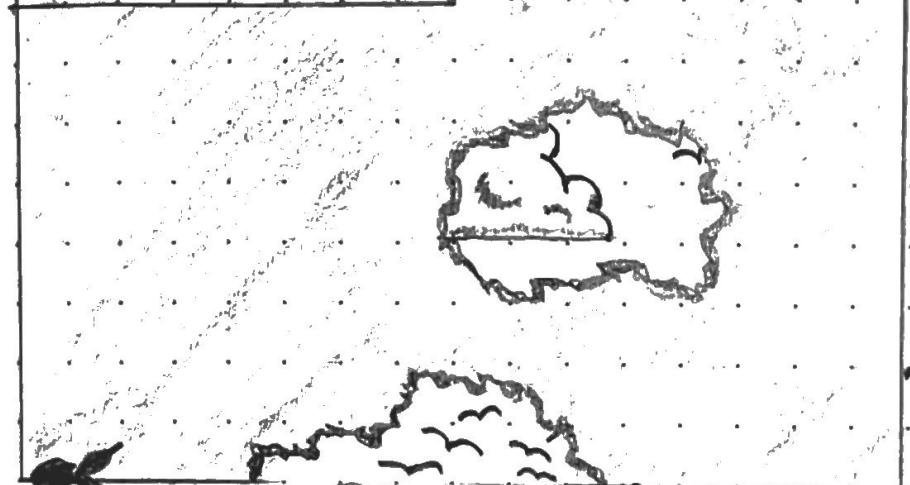
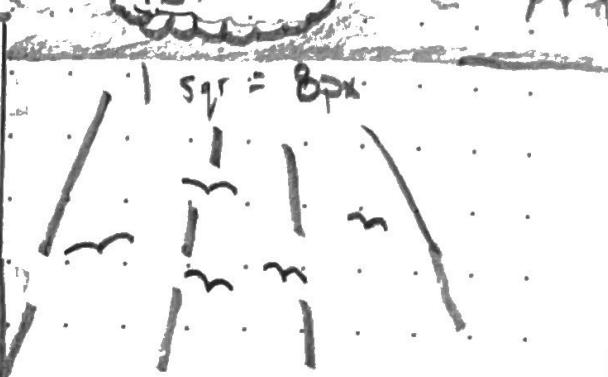
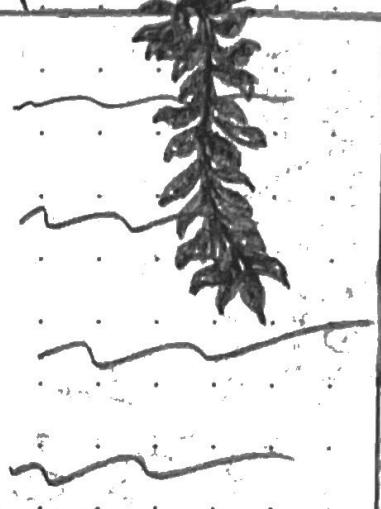


RPG GAME

128 / 128

16x16

1 sq = 8px



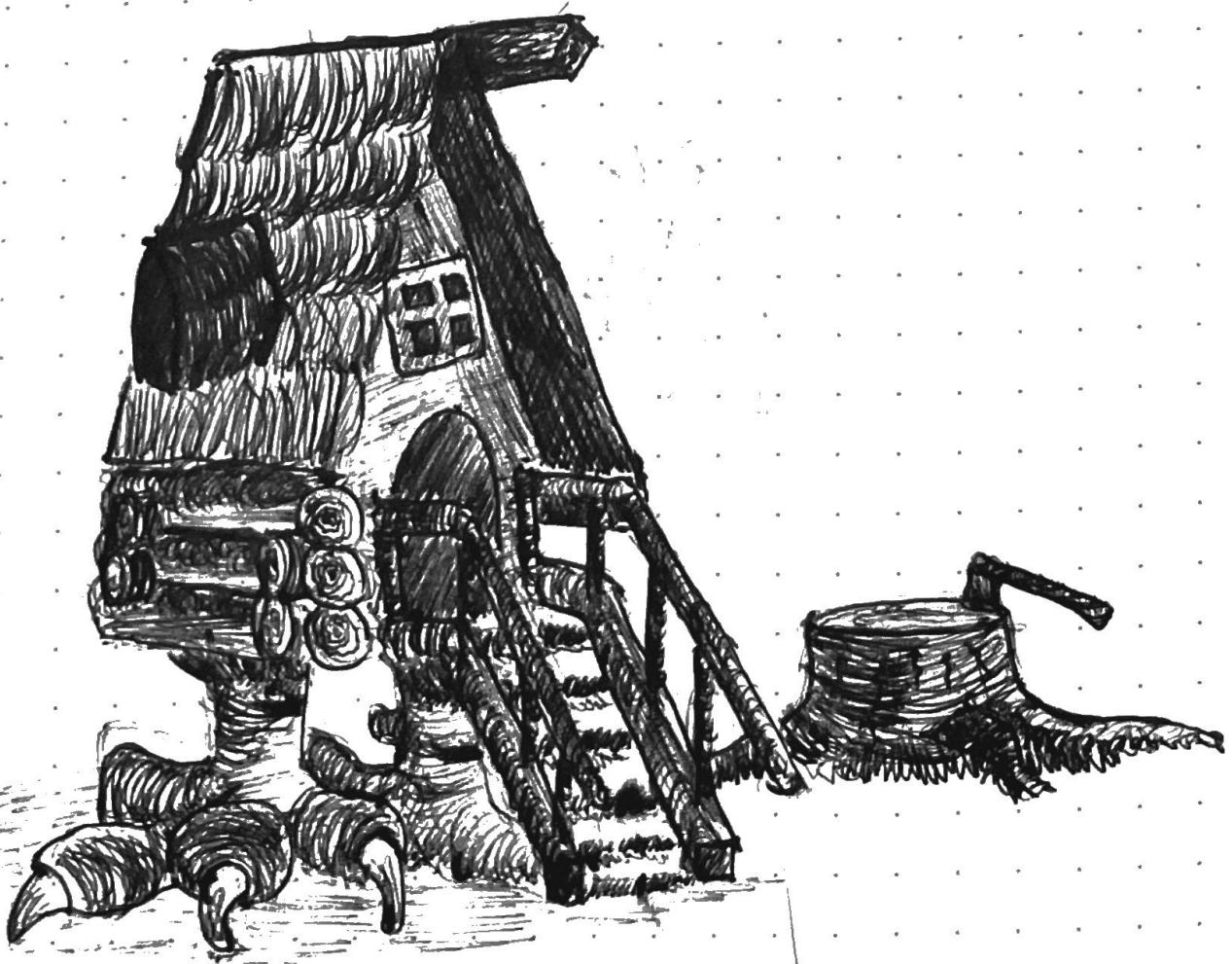
RPG Game didn't
exactly... germinate.

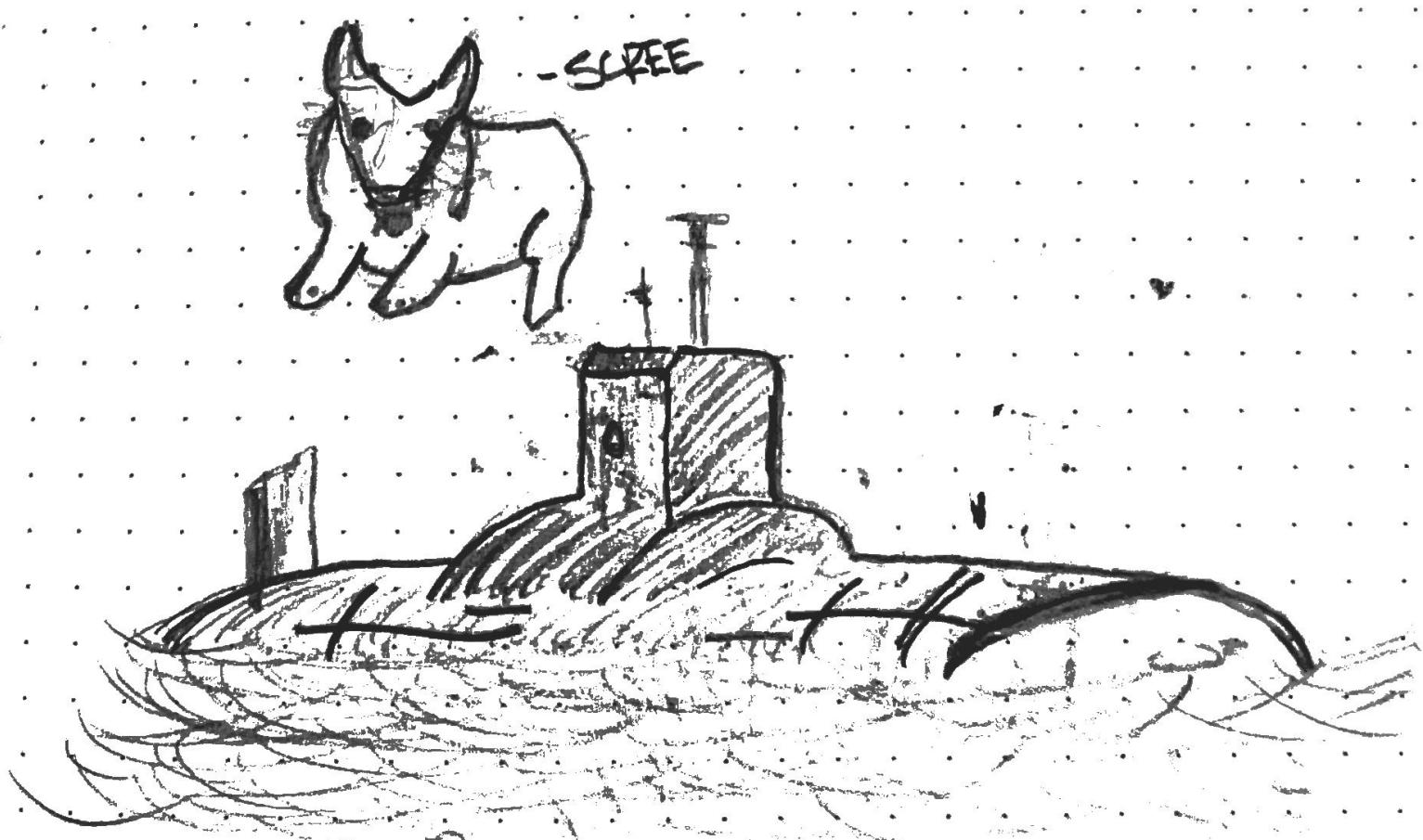
780 - 342 - 4123

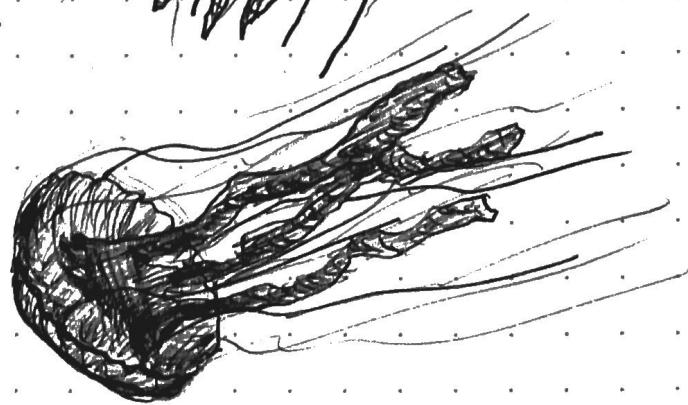
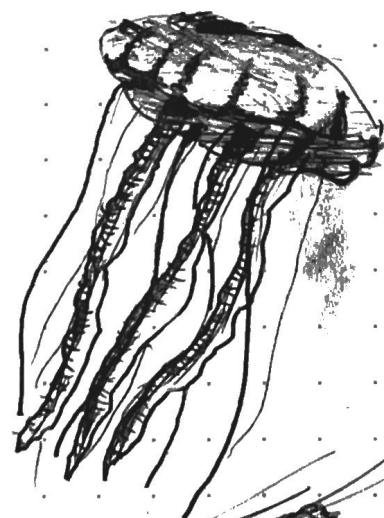
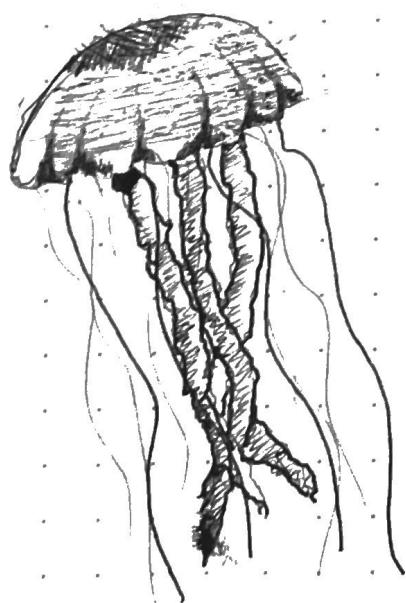
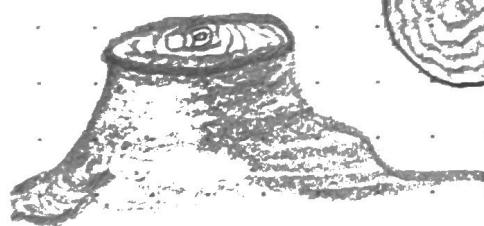
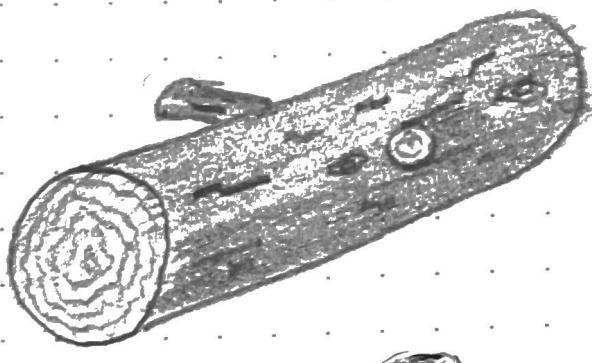
Ansafe Clinic

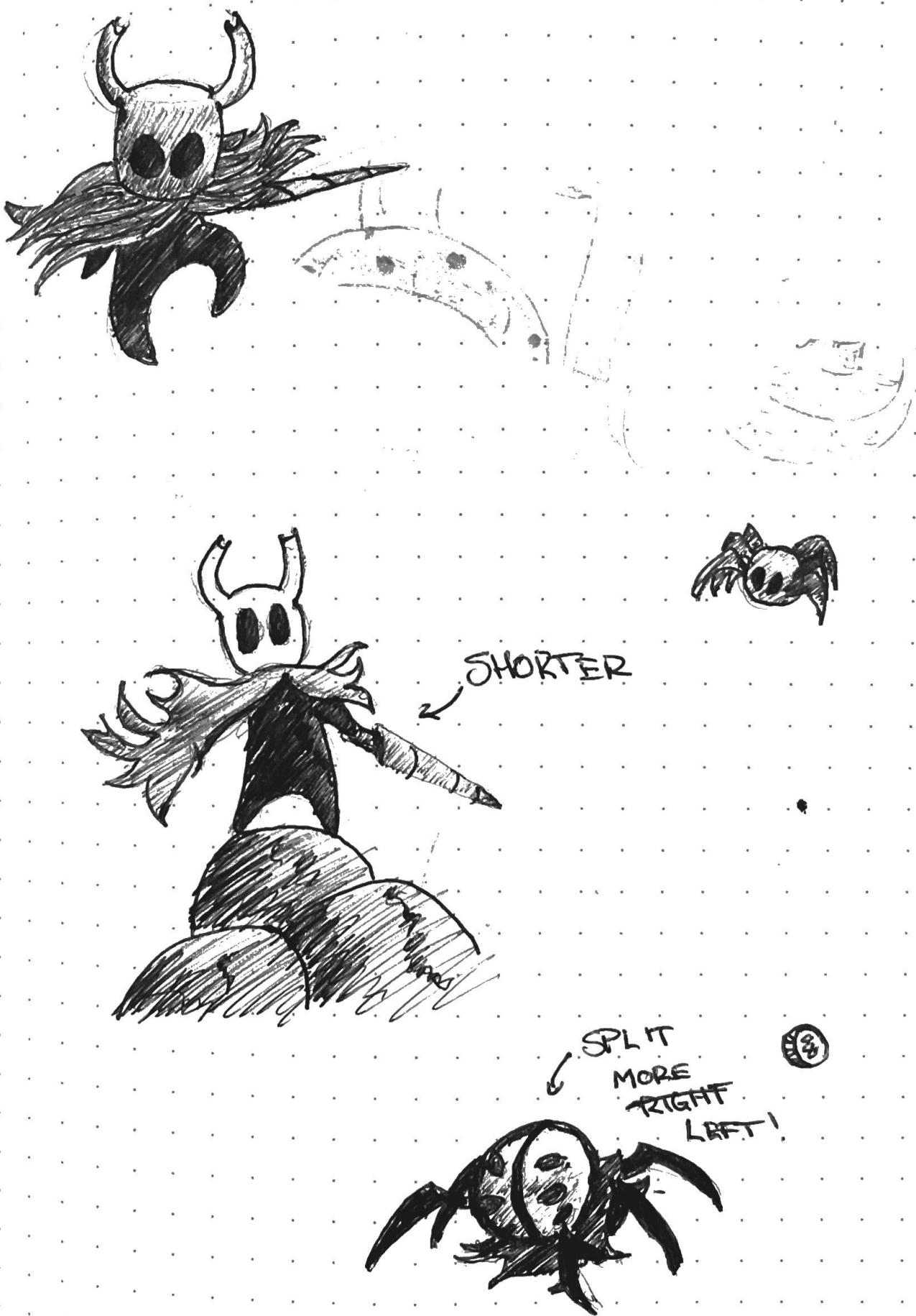
Northwest

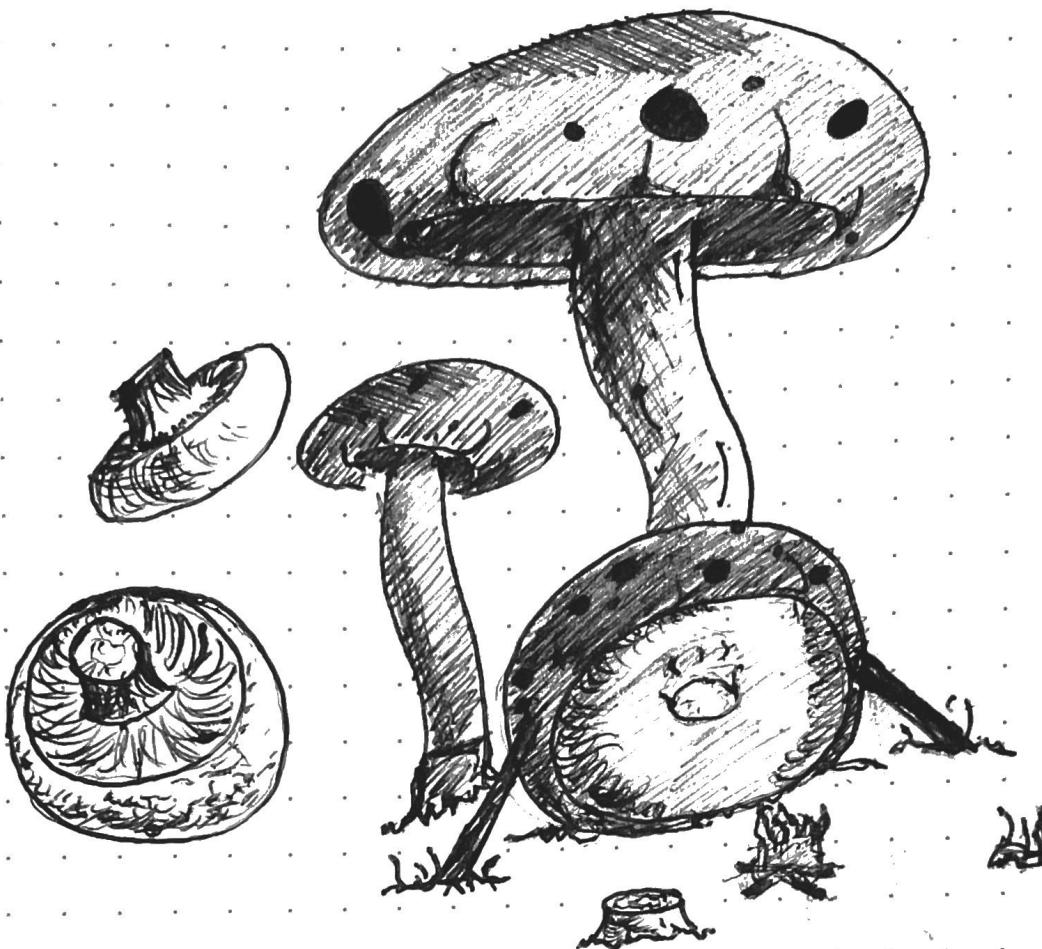
Call Tuesday



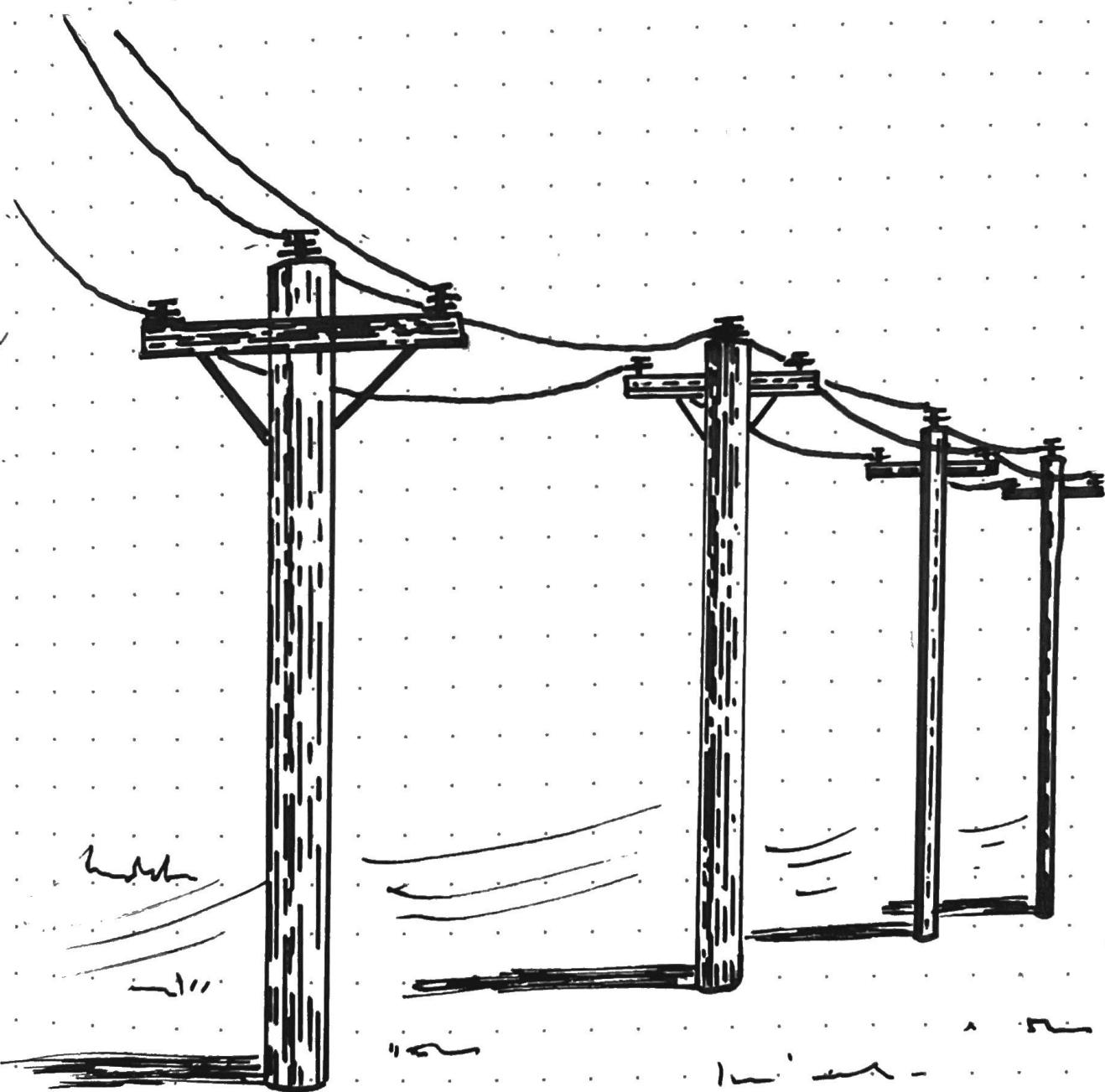


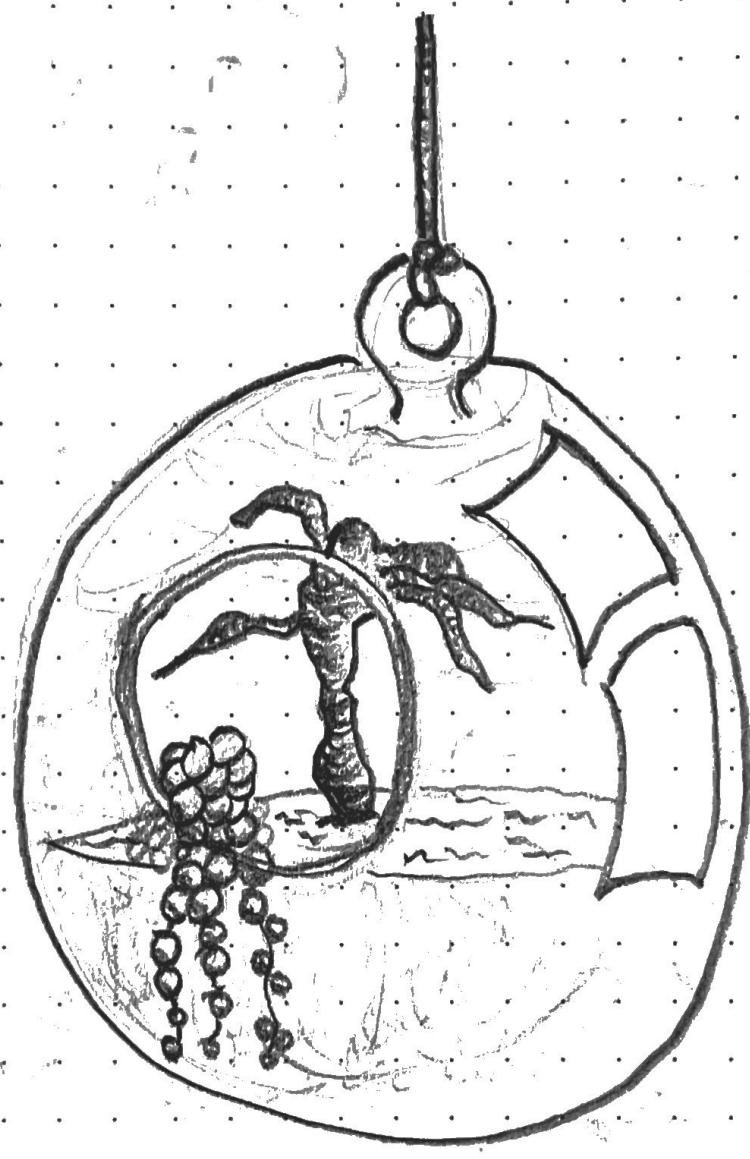




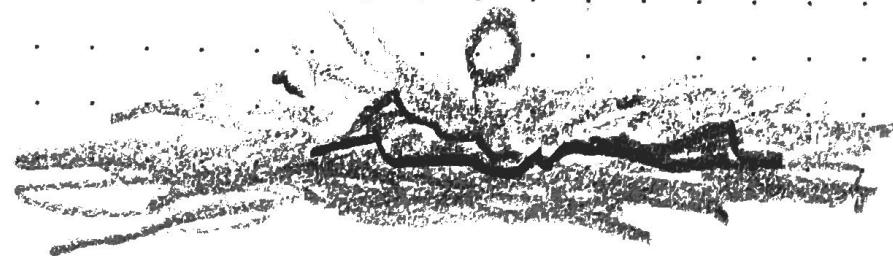
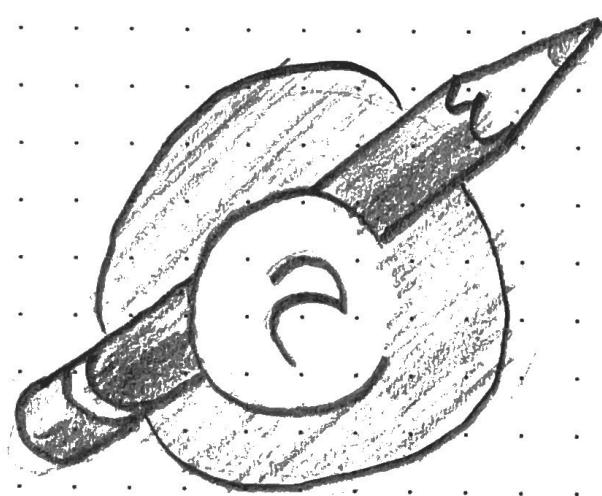
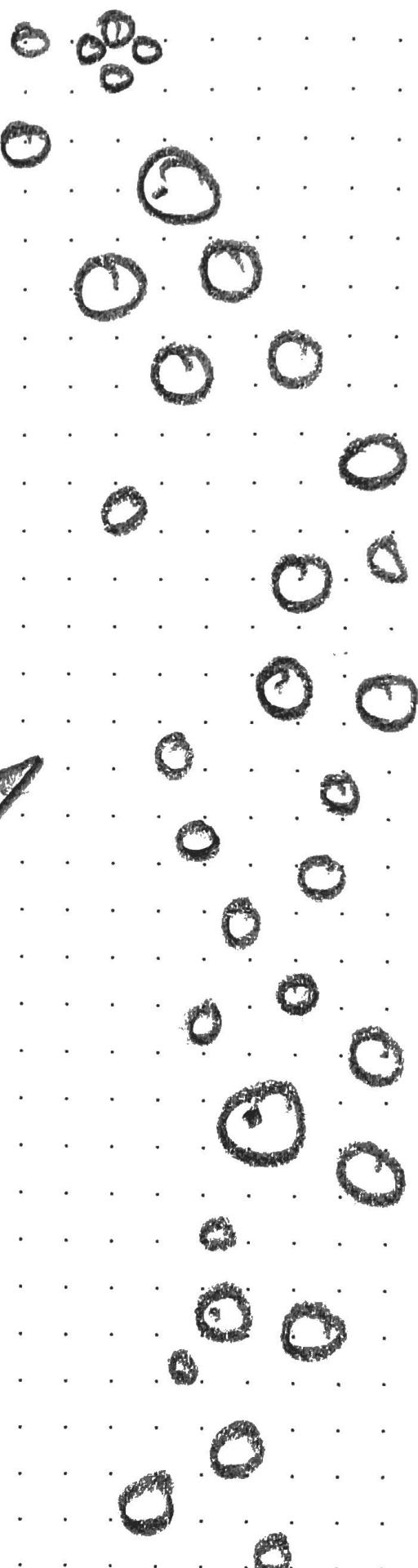


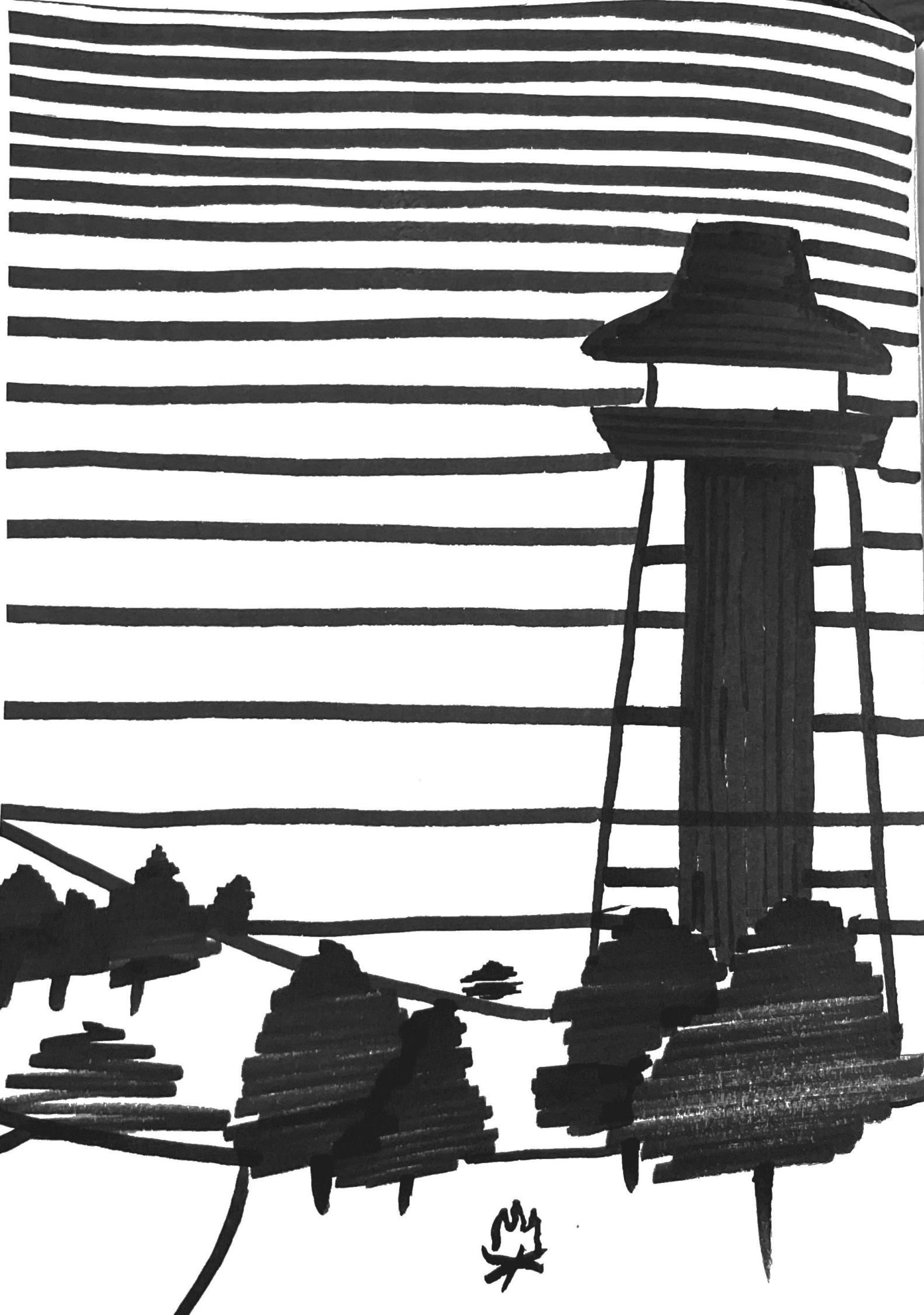
FUCK

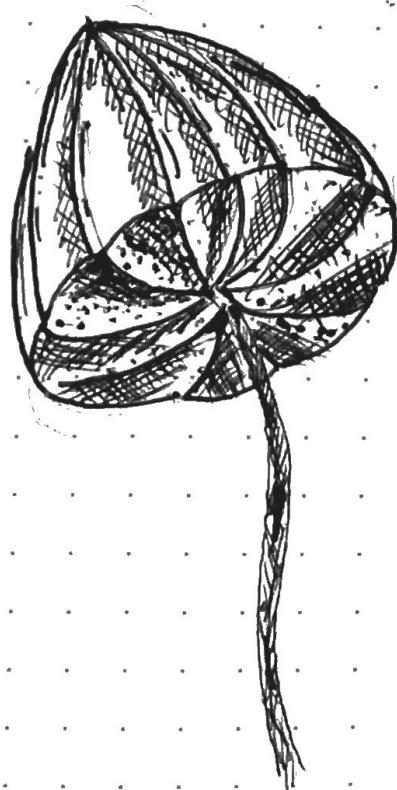
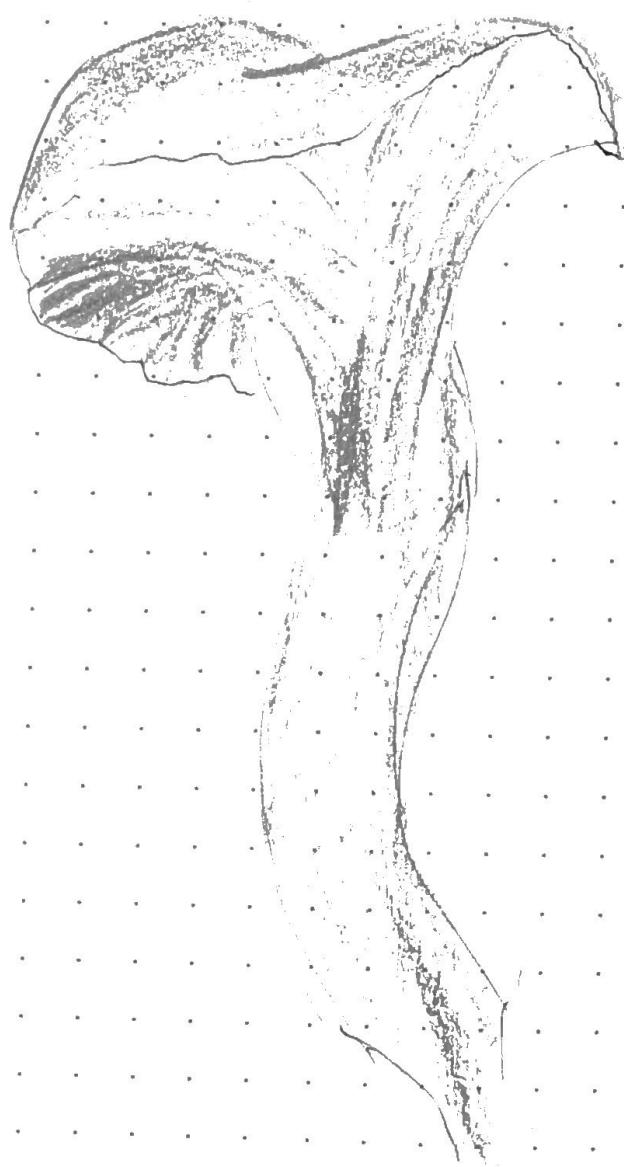
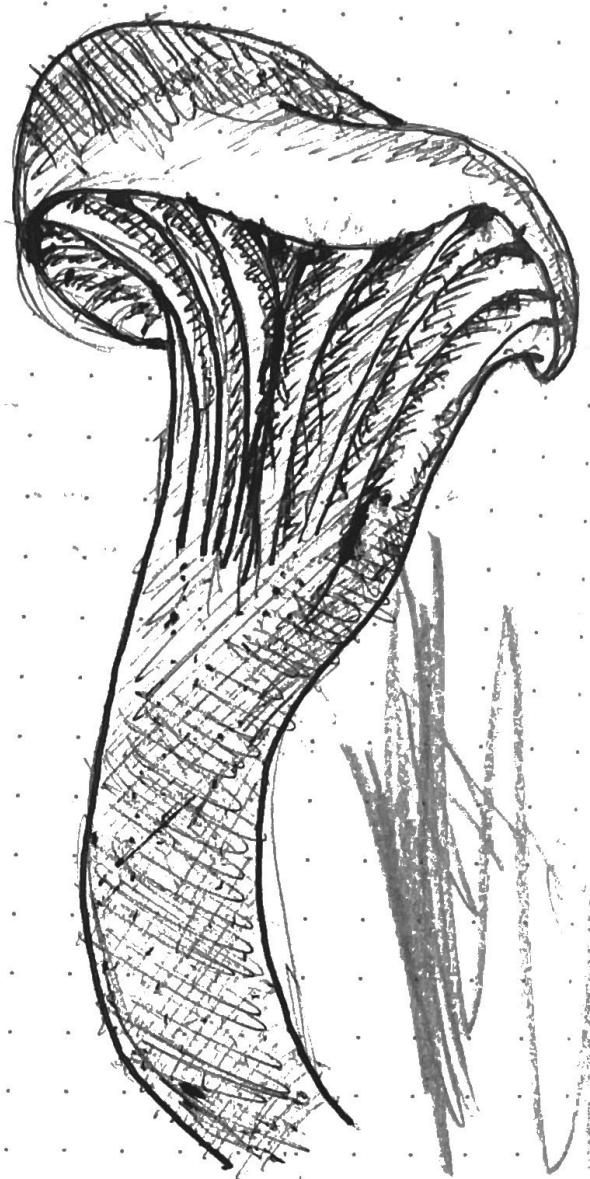
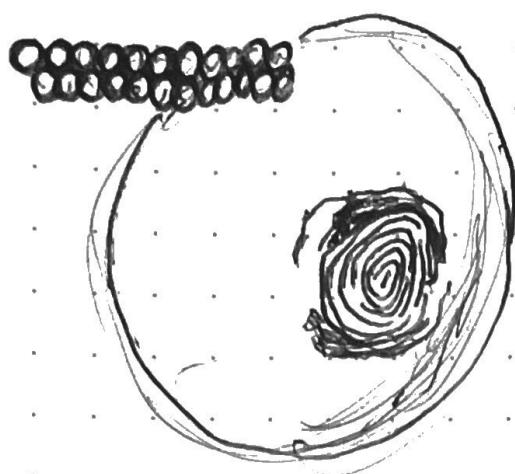






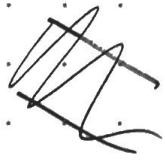
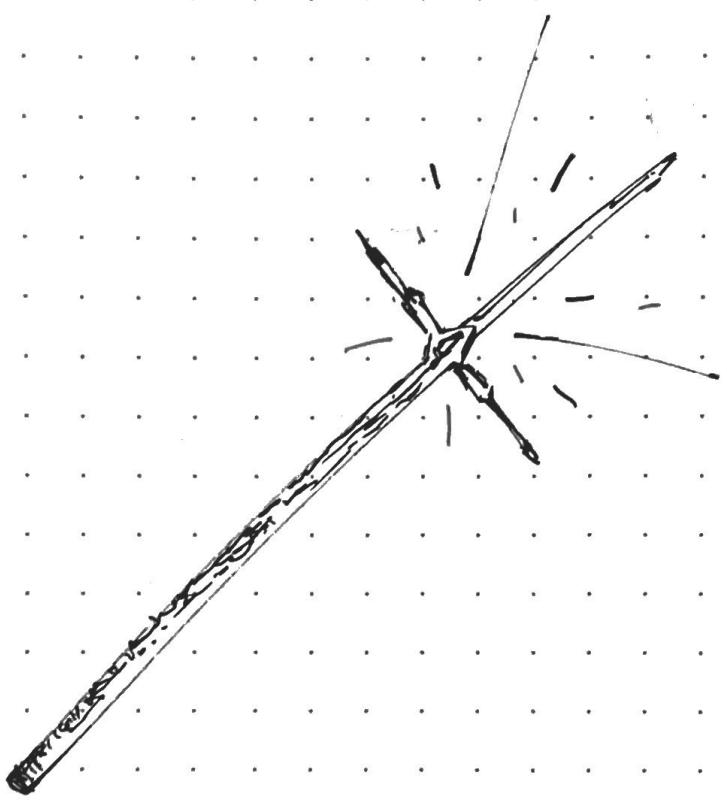


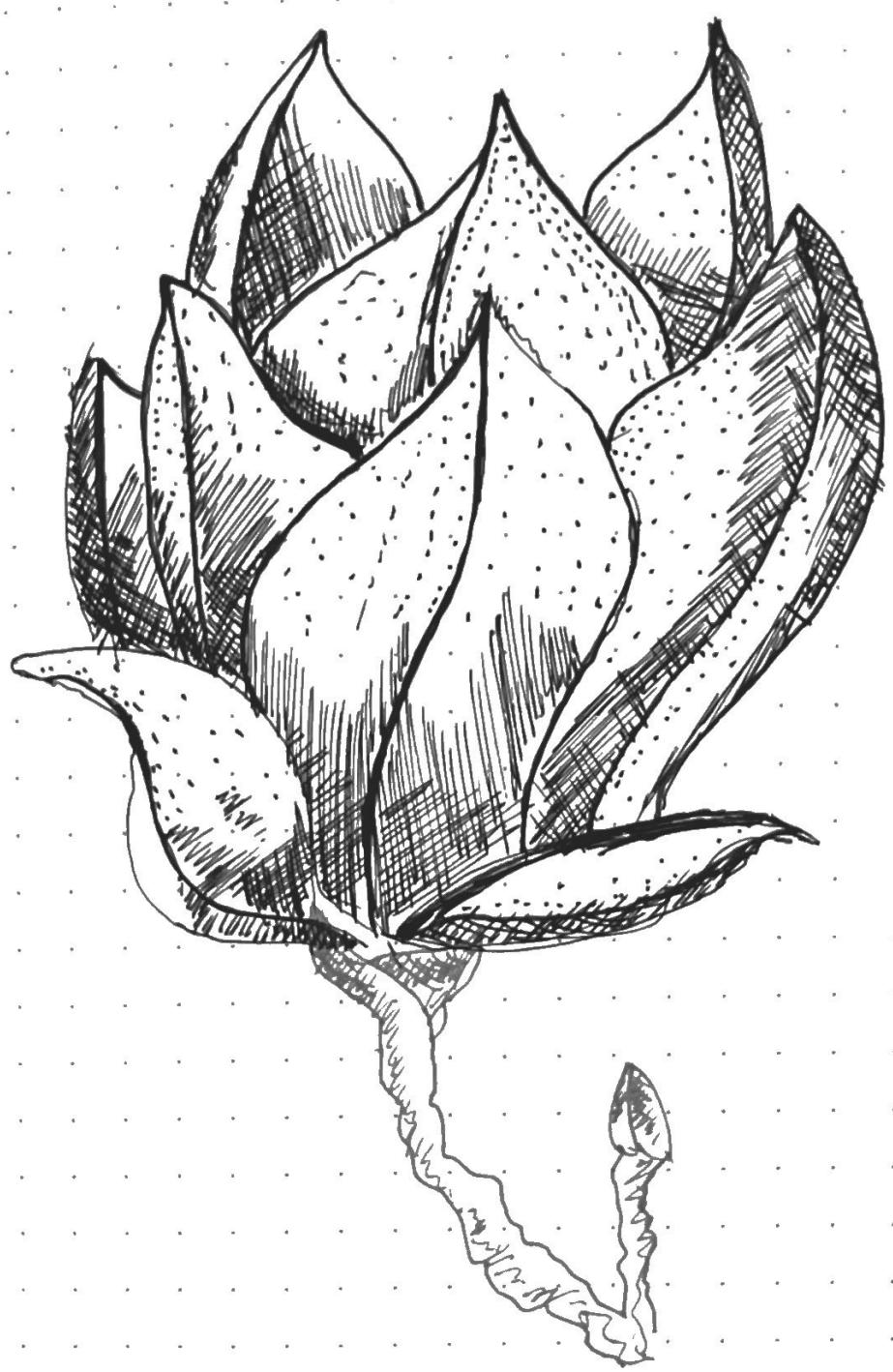






ROWAN
29/09/19







82 AVE 105 ST NW EDMONTON





1

TrauenMonkGnomeUrban Bounty HunterSTR 0DEX +3SIZ +2INT 1SIZ +2CHA -1

LANGUAGE

Common
Gnomish

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	Sleight of Hand
D 5	Stealth
W 2	Survival

Loyal Neutral

0 XP

0
+2INSPIRATION
PROFICIENCYAC
15INIT
3SPD
35MAX
20NOW
20

TEMP

HIT
d8DEATH SAVES
↑ 0 0 0
↓ 0 0 0

ATTACKS + SPELLS

Name	Bonus	Damage
Quarterstaff	+5/3	1d6 bludg.
Unarmed	+5/3	1d4 bludg.
dart	+3/3	1d4

EQUIPMENT

G J	125	- backpack - radio! - mess kit - tinder - 10 turines - 4 lanterns - water jug - rope (50 ft.)	- thieves tools - B. laryng. - C. work bay (dog) - 1 firestarter - Orc spellbook - Wurm purple gem - metal ring w/ - something - inside
P G	131		
P E			
P G	21		
P P		- woodcarving tools - playing cards	

Traven

200 yrs

3' 1"

35 lbs

FRIENDS

Al-Sum

Thalden - Josh

PERSONALITY

Traits

- Quick to anger

Ideals/Bonds

- Believes in his own morality, not in the law itself.
- Still feels obligation toward ~~monks~~ monks

Flaws

- Broken loyalty is the ultimate sin

FEATURES + TRAITS

Weapon Proficiency

- Simple, short sword

Tinker (10gp, 1hr) = Truen (5AC, 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

Artificer Lore

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

Martial 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

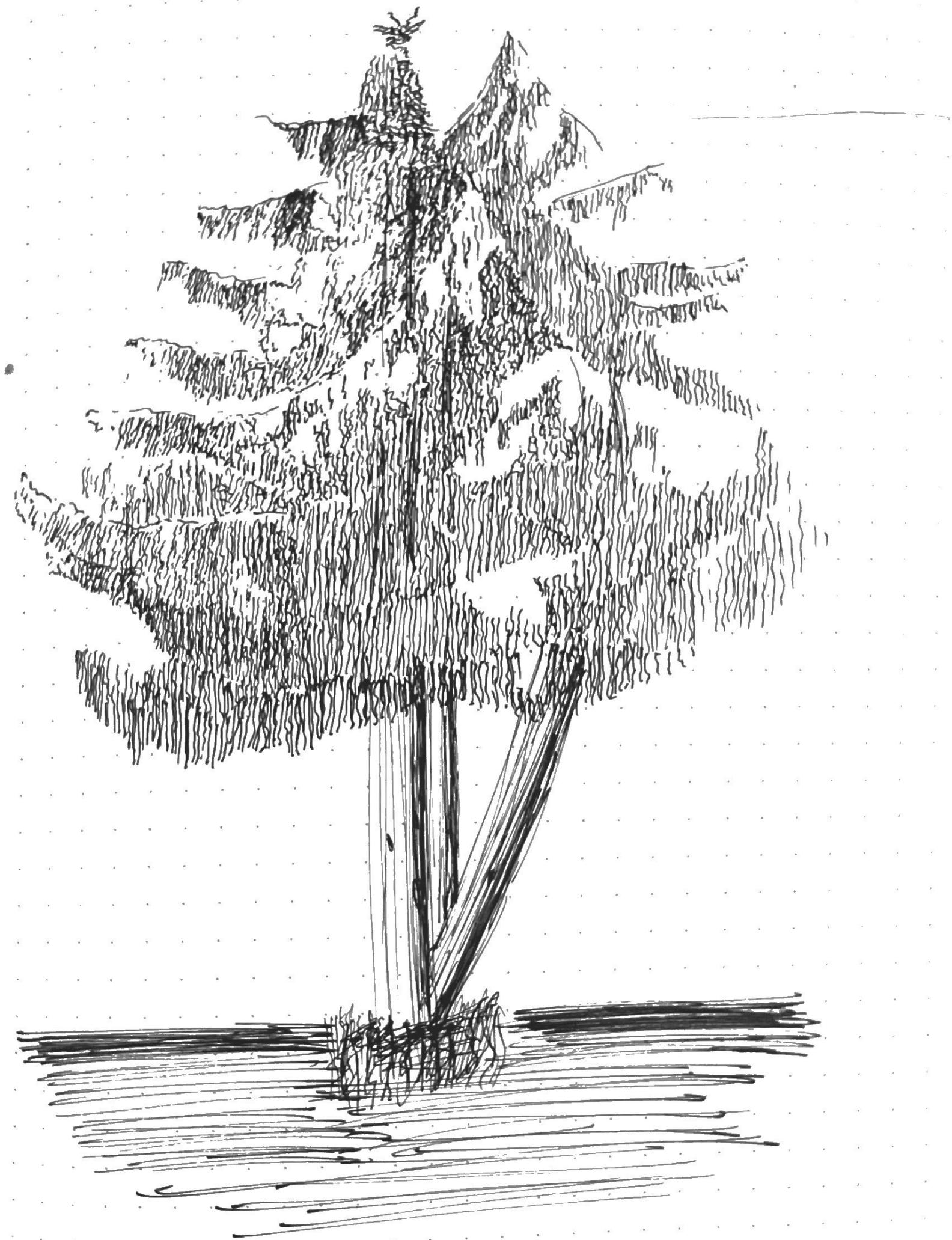
Saw - DC = 12

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

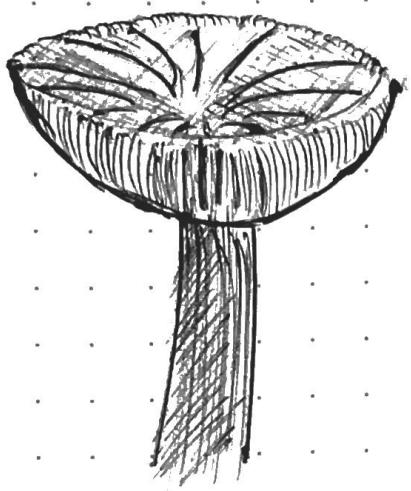
History

- Orphaned into my monastery and was raised as a monk.
- Monastery was generally important in city disputes. I tended to pick the side that needed and deserved aid.
- I challenged the abbot on his stance, and in a rage struck him, resulting in my banishment.
- Became a bounty hunter to provide justice when the law couldn't.





KENORA, ON - MINK TRAIL



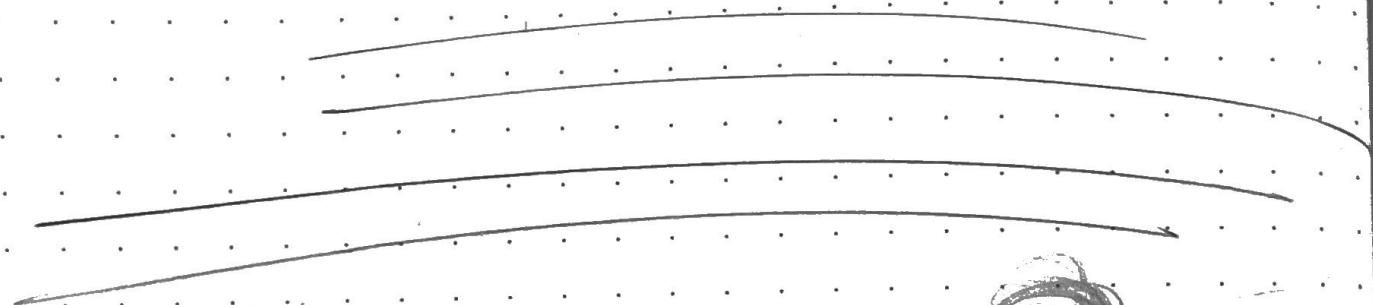
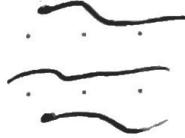
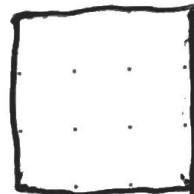
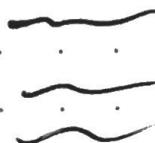
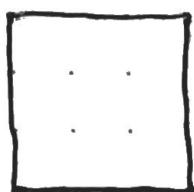
Why are these so fucking hard...



'Berta Beer Layout'

'Berta Beer'

about friends



hook

|
lure - prey

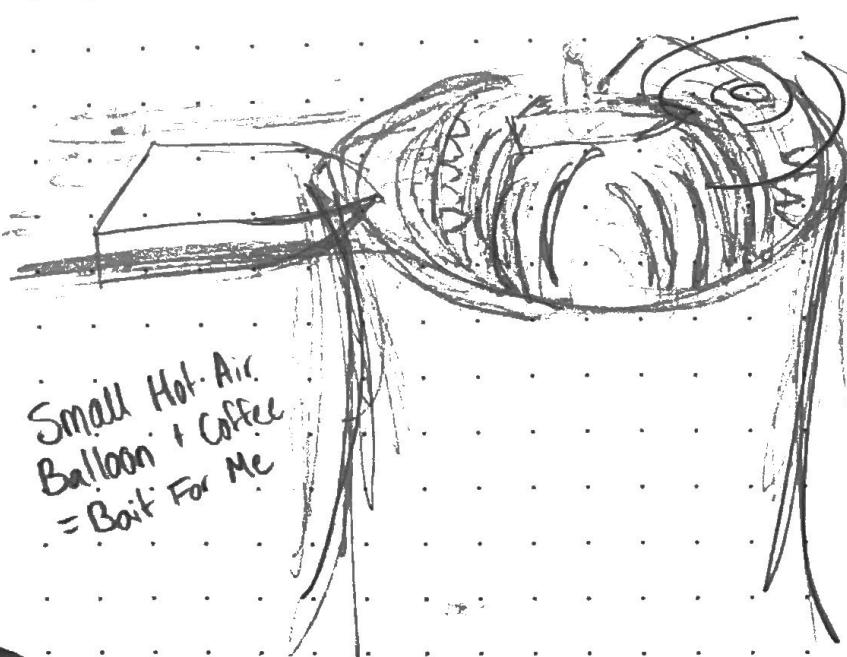
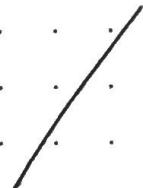
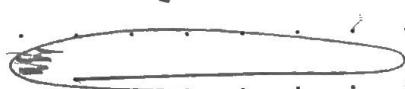
Bait -> fishing rod
, fish

rowboat - water

ocean - large
shark

lagoon - lochness
monster

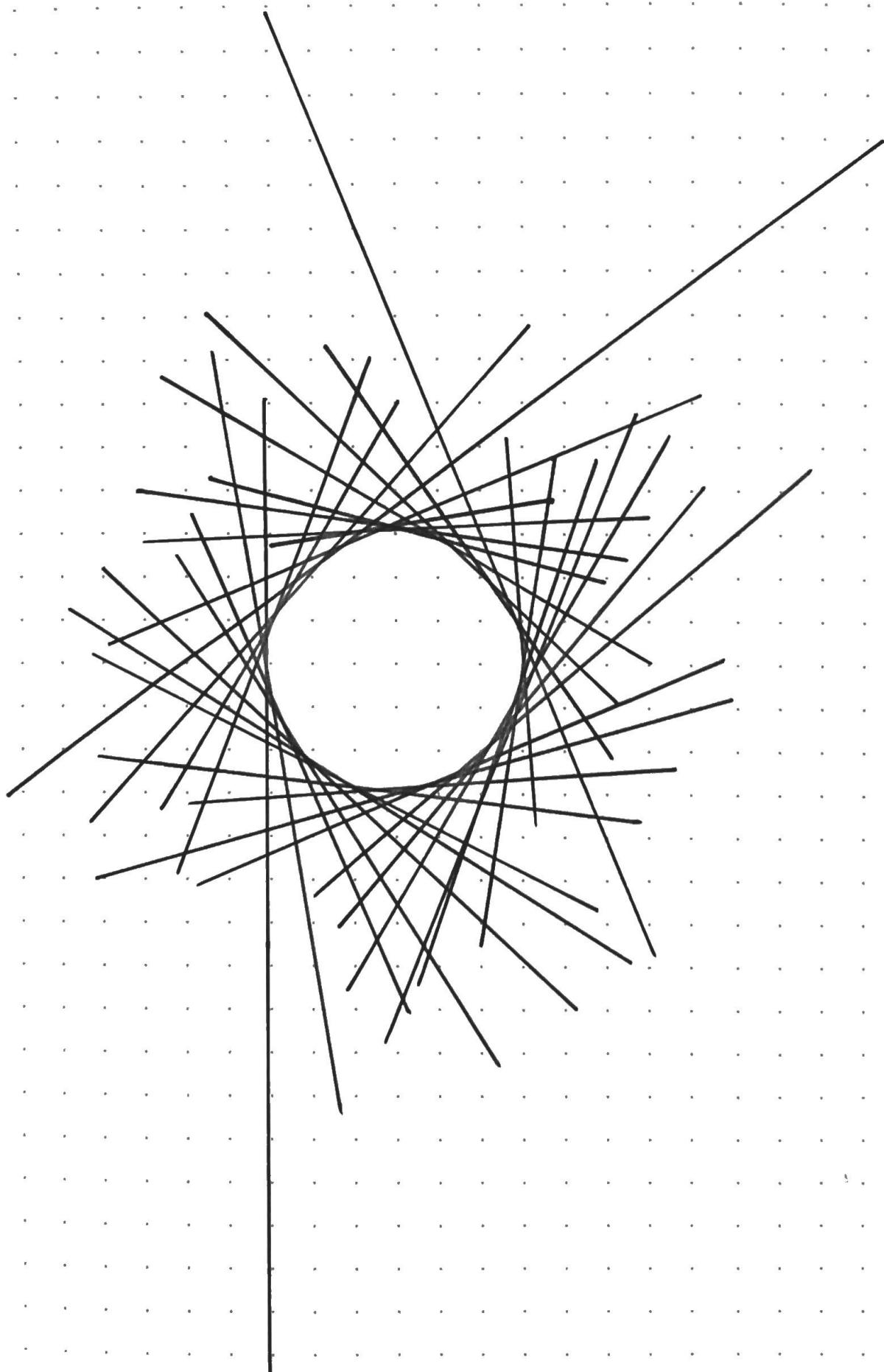
sticky - tape
goop glue



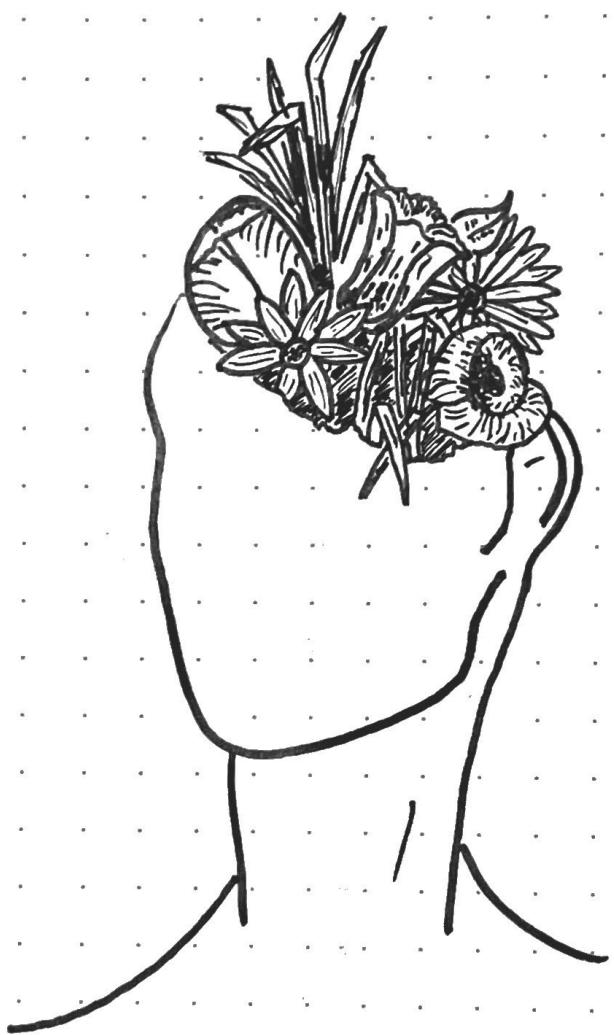
Small Hot Air
Balloon + Coffee
= Bait For Me

Fishing in
a Black Hole/Galaxy

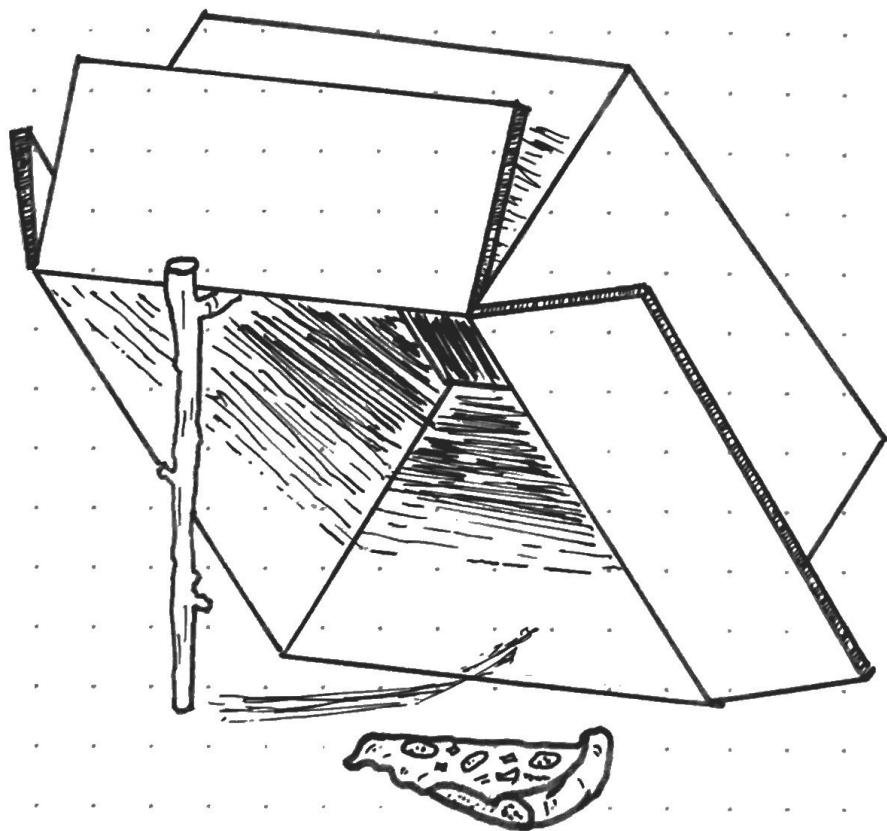
OCTOBER 1 : RING



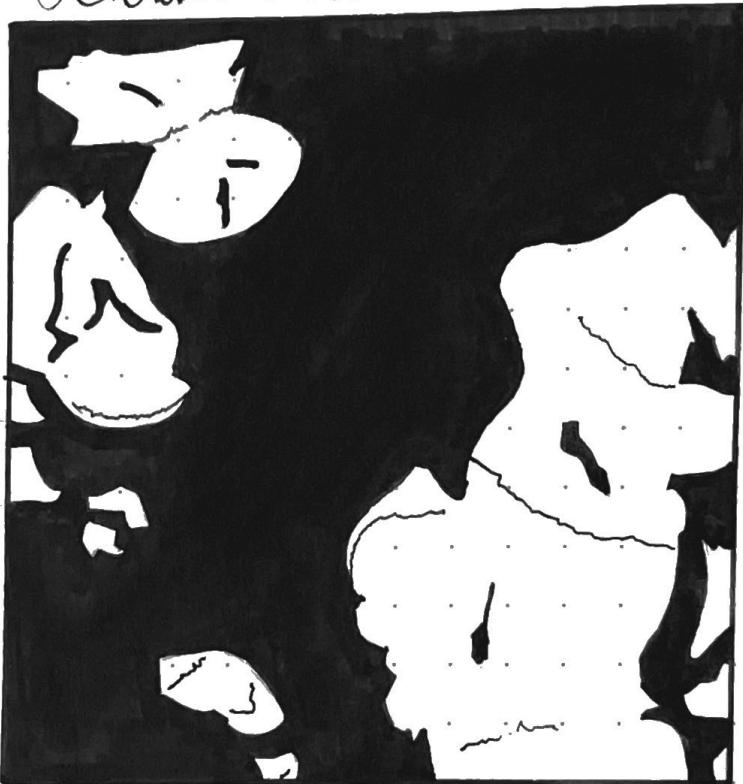
October 2: MINDLESS

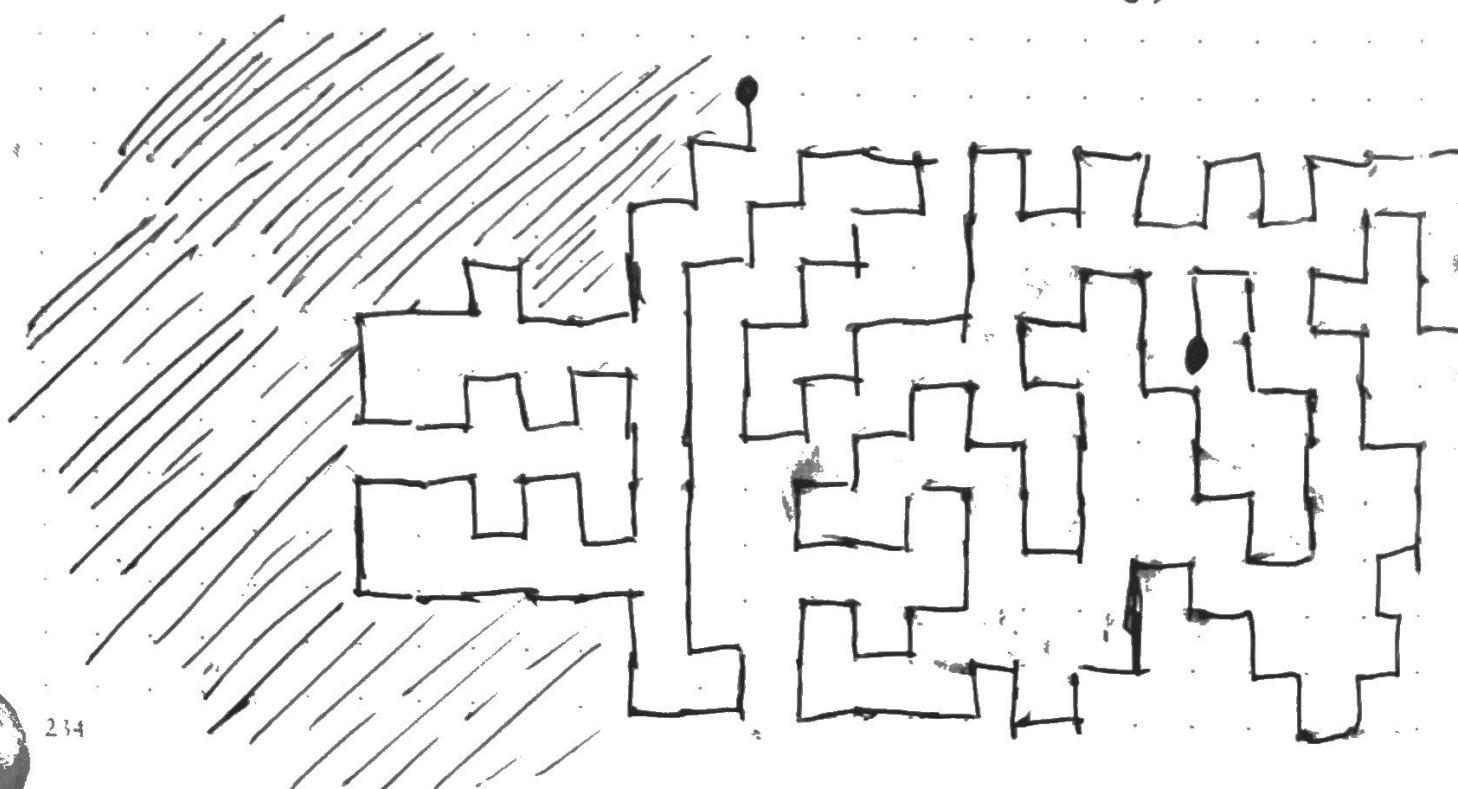
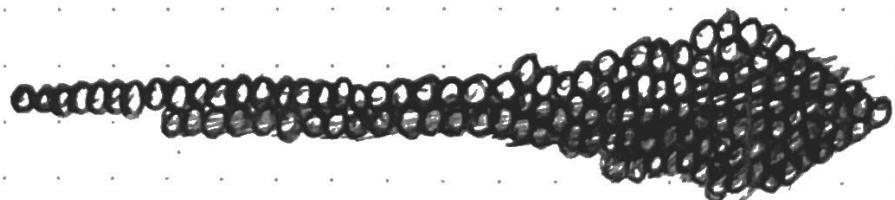
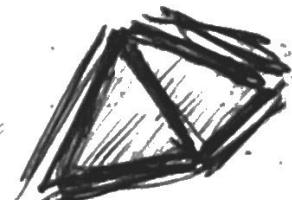
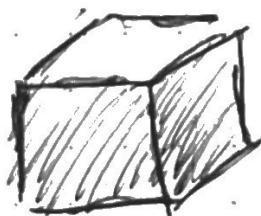
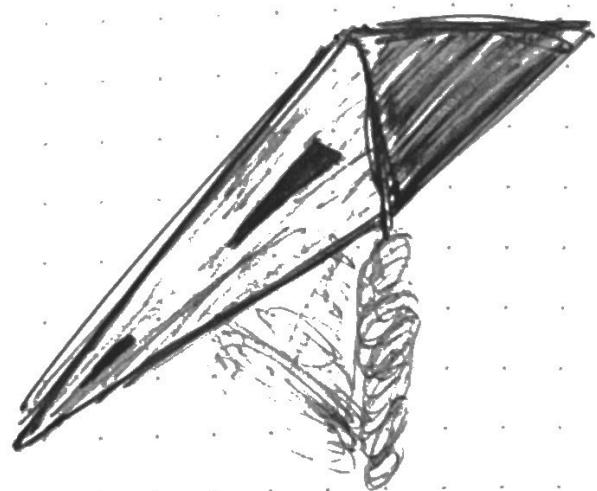
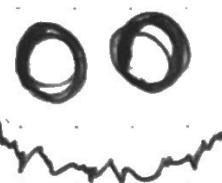


OCTOBER 3 : BAIT

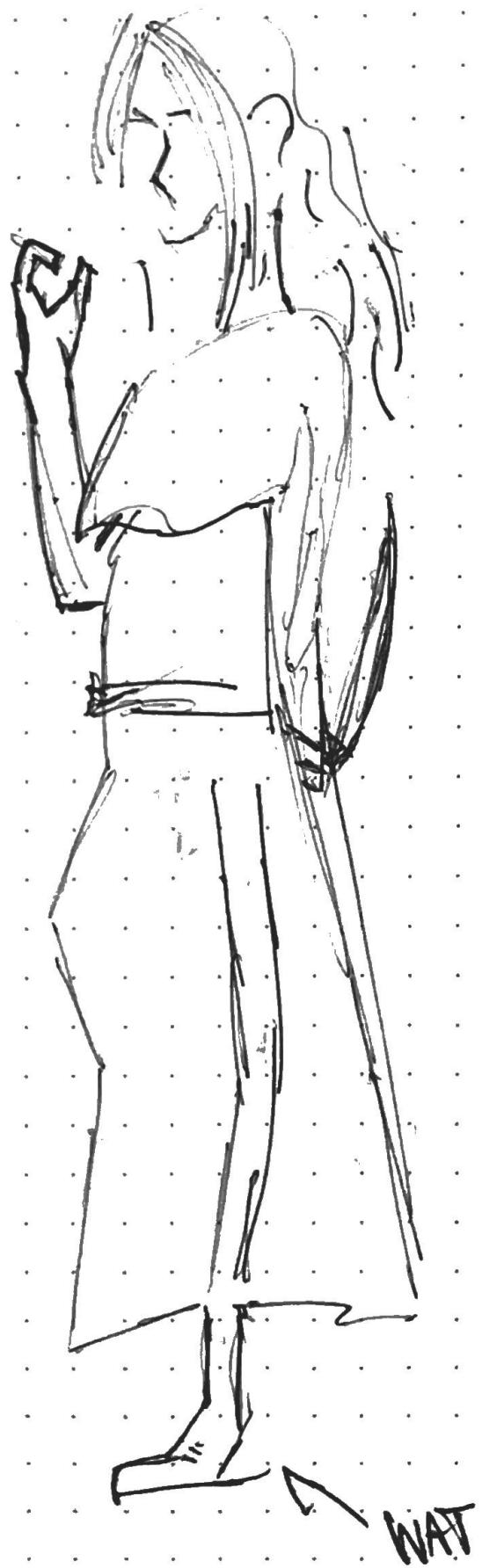


OCTOBER 4: FREEZE

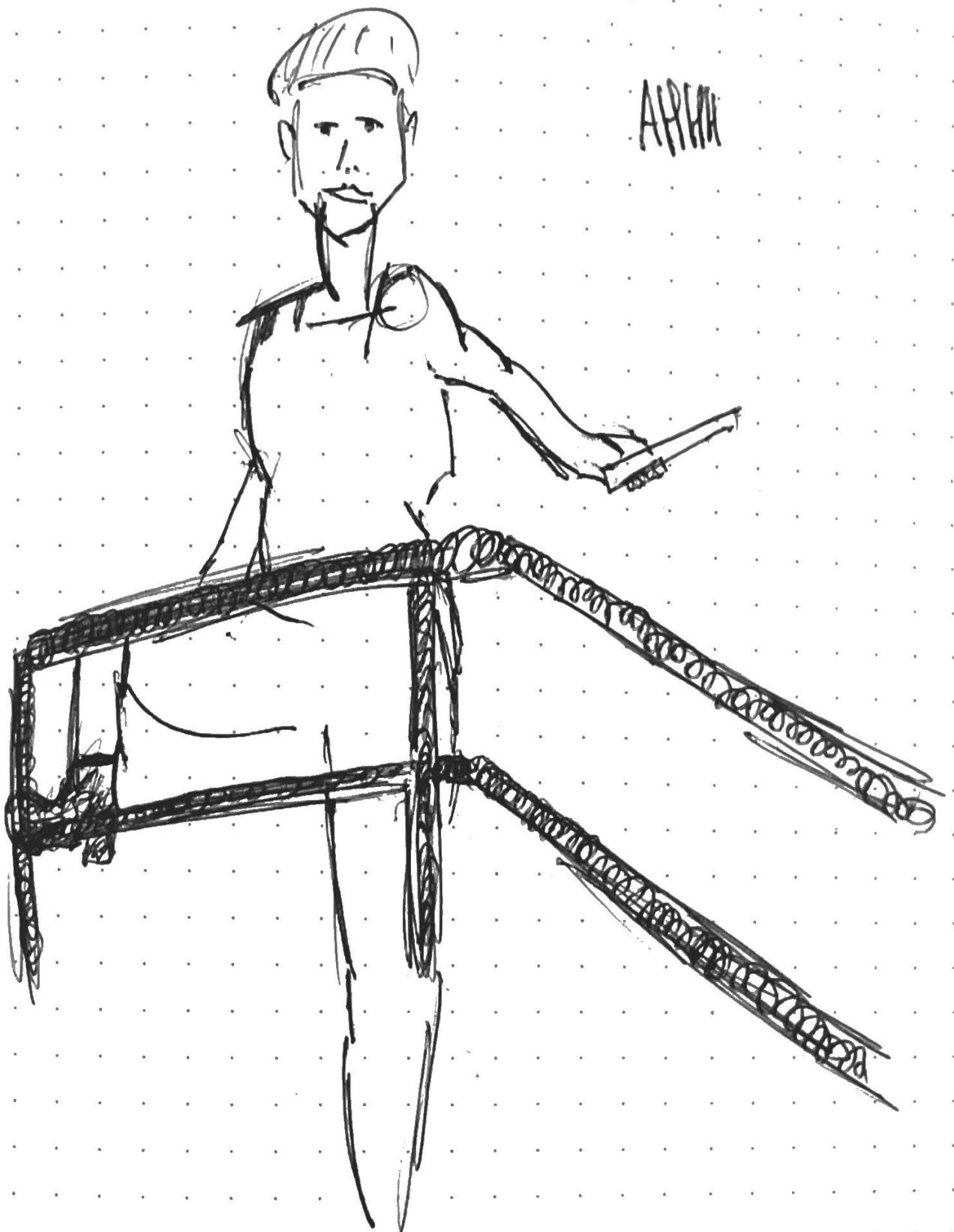




CROQUIS

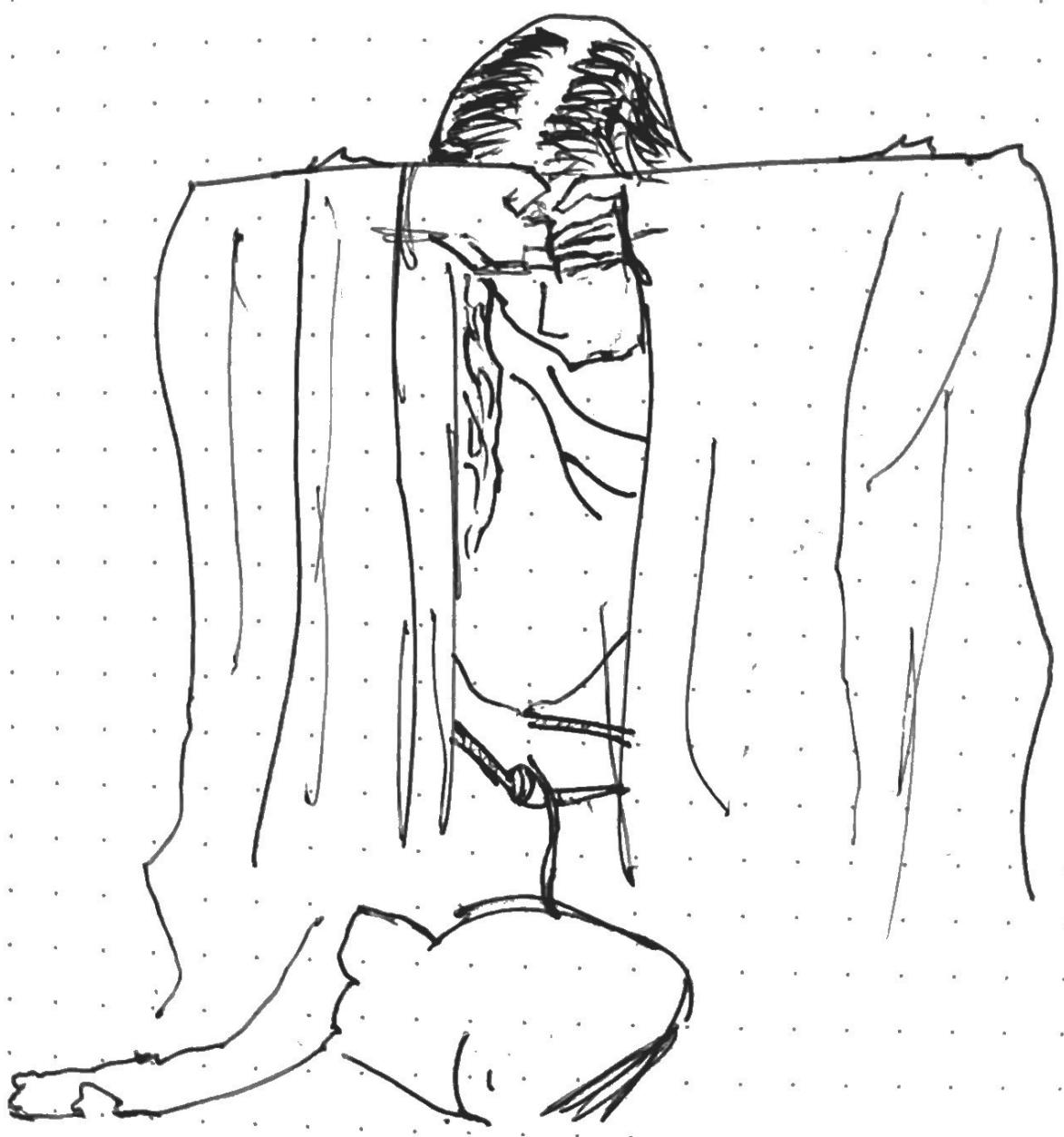


WAT



PEOPLE ARE
HARD

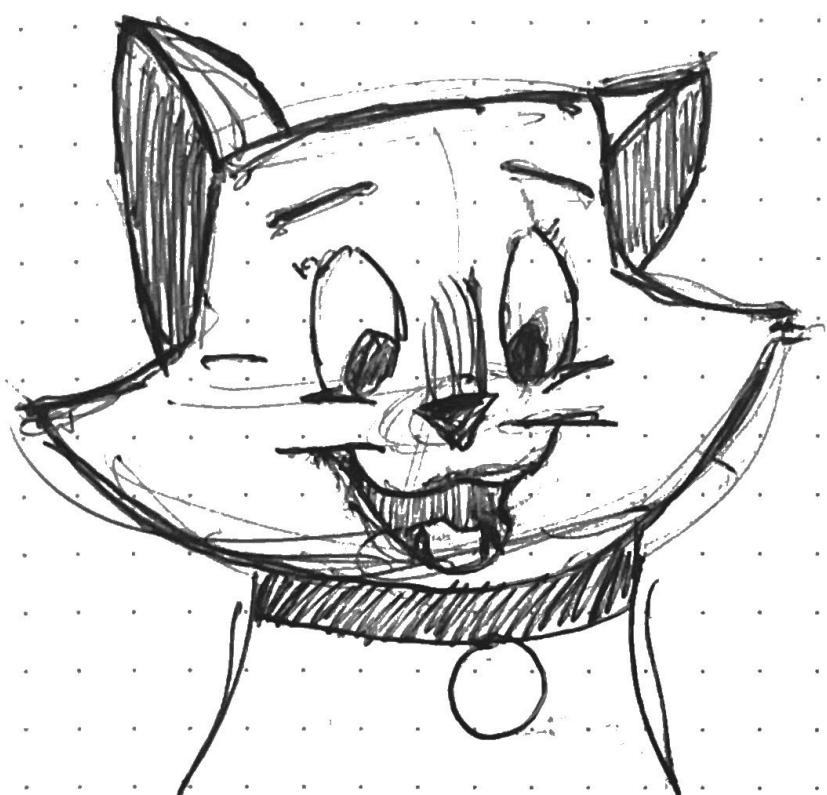


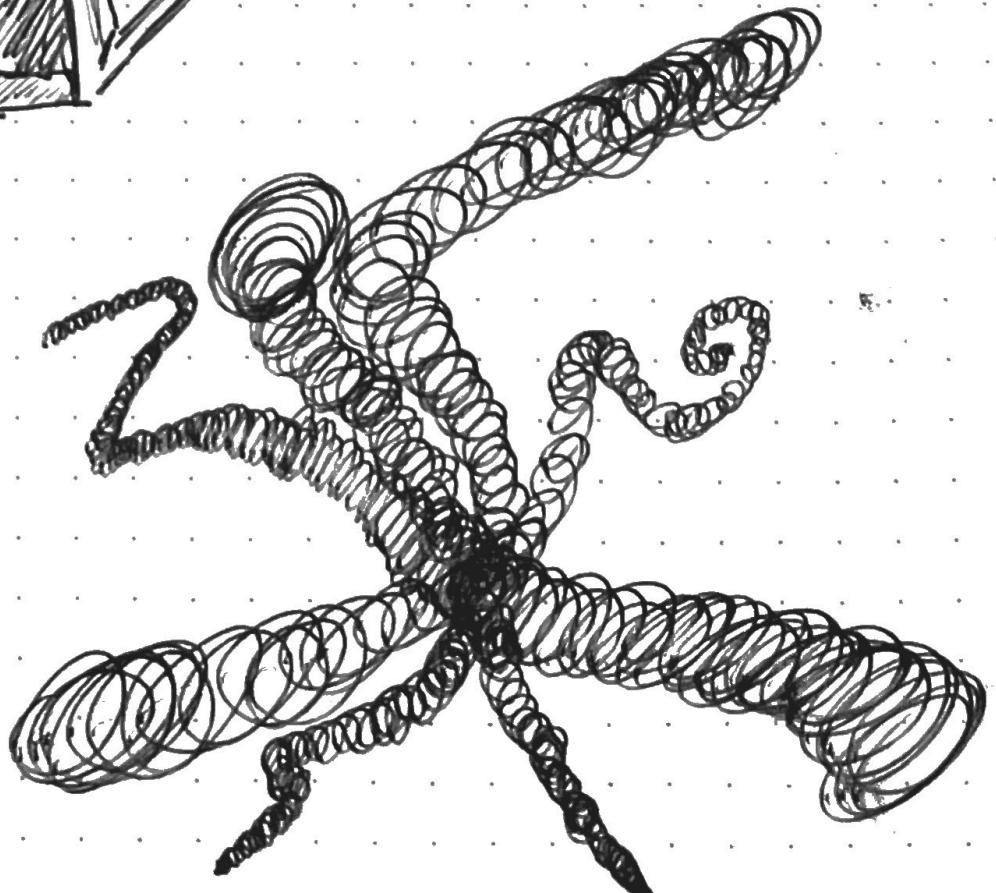
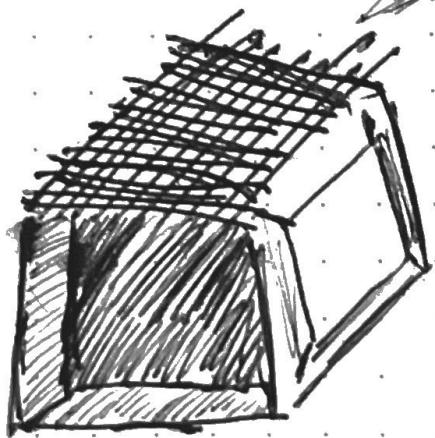
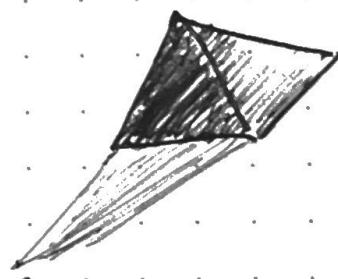
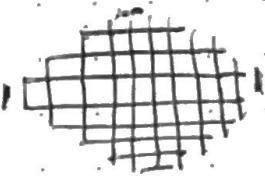


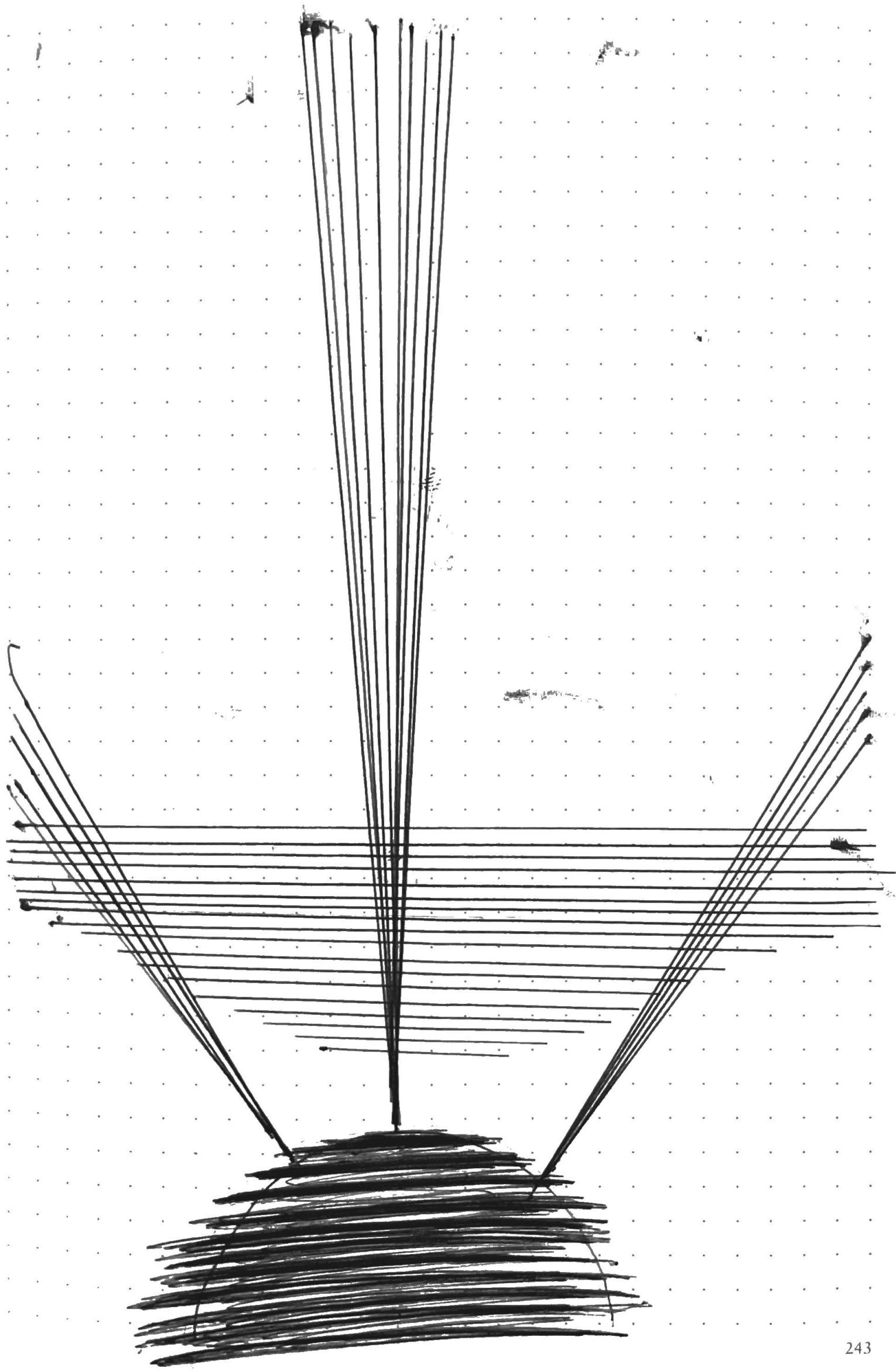
OUCH
AUUU

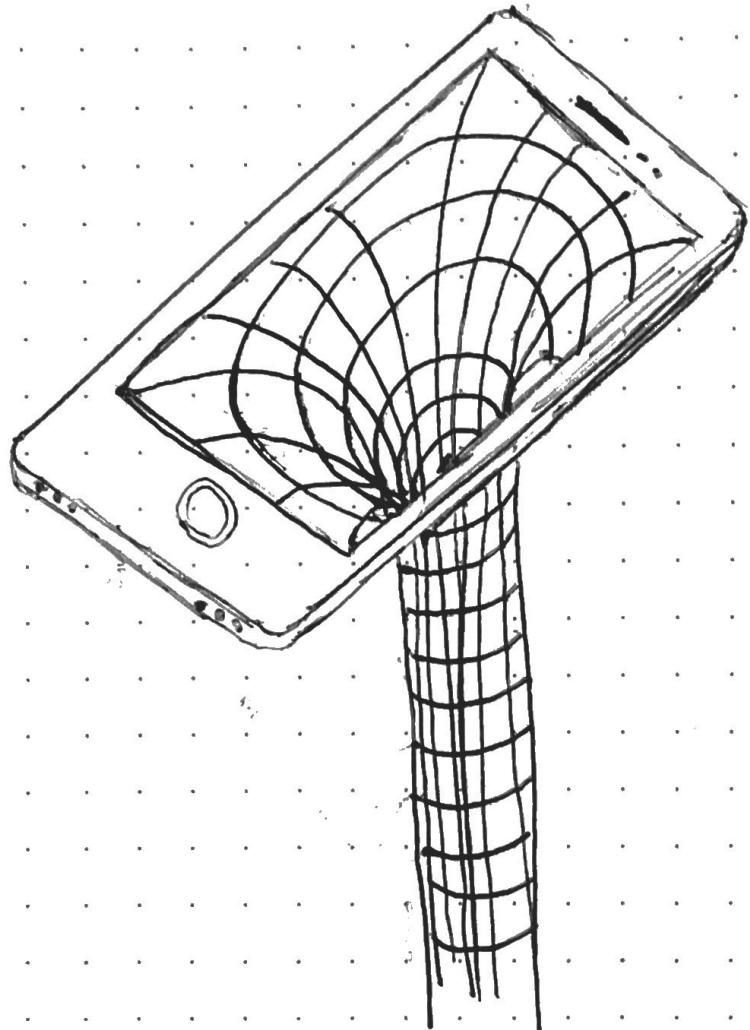


MY
SWEET
BOY
WHAT
HAVE
I
DONE









1×1 1×2 1×3

2×1 3×1

2×2 3×3

