

**SEAN ROPP'S
PORTFOLIO
OF
GRAPHICAL WORKS**

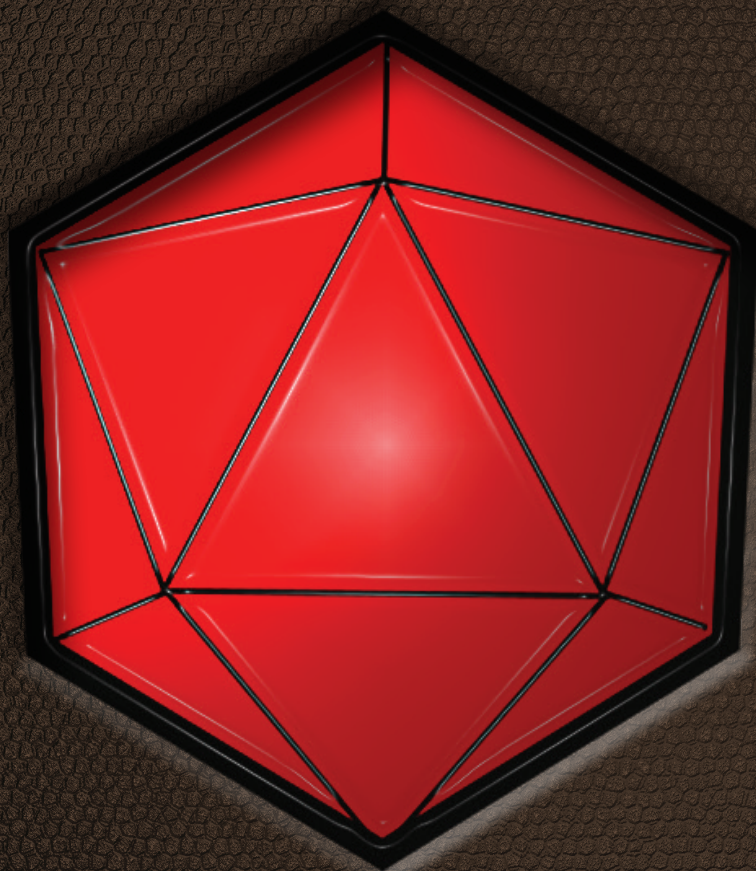


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WELCOME TO MY PORTFOLIO

Welcome reader to my portfolio. Inside you will find a compiled listing of all of the various forms of work that I have done since I was in college.

This will include examples of work I have done in college, along with work that I have done since completing my education and getting my Associate's Degree in Web Design & Development.

Unfortunately, since getting my degree I haven't had the opportunity to find work that makes use of what I've learned. But it is fortunate that I focused my education on the design side of web work, which lends well to graphical design.

My education included learning

about HTML5, CSS, WordPress, Javascript/JQuery, SEO, and UX/UI Design for the coding side of my skill set. I will say that my WordPress and Javascripting skills never got developed beyond what was taught in one class. And as I've kept up on WordPress to a degree I have since found out that it's been updated enough that what I learned is pretty much outdated.

Ah, but "that would be that" if it ended there. Rounding out my knowledge of coding is the graphical side of making Websites that incorporated classes involving the Adobe CC. I learned to use Photoshop, Illustrate, Animate, and even Dreamweaver. Since then I have learned to use InDesign proficiently, and to a lesser extend Adobe Acrobat DC.

WEB DESIGN & DEVELOPMENT

In this section I will be showing some of the work I've done in making websites. This will include work that I've done in college.


CAS 215 was a class that involved working on one webpage, but working slowly on it over the course of the class.

Not a particularly difficult project, it helped with understanding how to have a web page with both a single column and multiple columns & rows for content.

Links in the top nav took you to lower portions of the page, while the external links in the footer had no function, the instructor just wanted them to appear functional.

[Intro](#)[Mobile First](#)[Features](#)[Links](#)

CAS215 PROJECT



RESPONSIVE WEB DESIGN

Responsive web design is a new design philosophy that is different from fixed design. In responsive web design, page layouts adjust according to the size of the end user's display; in fixed design, sizes of fonts, box elements and images remain unchanged. In the past, only desktop and laptop computers were used to surf the web. It was a given that screen resolutions would be 1024 pixels wide or higher. Fixed grid CSS frameworks such as [960 Grid System](#) were used to design pages that were laid out in even columns on a fixed-width grid, usually centered on the screen. As mobile devices began to hit the market, it became necessary to create web pages that would work on many devices and resolutions. As the number of devices grows (watches that surf the web are on the horizon), the more important it will be to write responsive sites.

MOBILE FIRST DESIGN

Mobile first design is the next step in responsive web design. In mobile first design, the primary CSS is written for mobile. Then, the cascade later contains media queries that add more code for larger device resolutions.

BETTER MOBILE FIRST WEB DESIGN

Some designers write their CSS media queries so that they only affect resolutions that are between two specific break points:

```
h3 {
  font-size: 1.75em;
}
```

0media (min-width: 321px) and (max-width: 480px) {

```
h3 {
  font-size: 2em;
}
```





This approach is severely limiting. What if there was CSS code that is useful for *all* resolutions above 320 pixels, including those 480 pixels and above? Writing media queries in this way means that some code will need to be redeclared later. We will try a different approach. Our media queries will gradually add to the style of the page the larger the resolution goes, like this:

```
h3 {
  font-size: 1.75em;
}
```

0media (min-width: 321px) {

```
h3 {
  font-size: 2em;
}
```

See the difference? If an h3 size of 2em happens to work in every browser width above 320 pixels, we're in good shape.



FEATURES OF FIXED DESIGN

- A fixed page width in pixels, often centered in the browser window.
- Images are set at fixed widths.
- Font sizes are set at fixed pixel or point sizes.

FEATURES OF RESPONSIVE DESIGN

- Page and box element widths are set in percentages.
- Image widths are set with percentages, often at 100% to fill available width.
- Font sizes are set with em sizes, so that they are sized relative to the parent element's font size.
- The primary style sheet is for desktop devices, and media queries are used toward the end of the cascade to account for mobile devices.

FEATURES OF MOBILE FIRST DESIGN

- The primary style sheet is for mobile devices, and media queries are used toward the end of the cascade for tablet, then desktop devices.
- As a result of this change, web site interfaces are simpler and their design is much cleaner. There is far less CSS to write.

EXTERNAL LINKS

RESPONSIVE DESIGN

- [Ethan Marcotte](#)
- [Wikipedia](#)

MOBILE FIRST DESIGN

- [Quinton Piece on mobile first design](#)
- [Making a case for mobile first design](#)

GENERAL RESOURCES



- [Smashing Magazine](#)
- [CSS Tricks](#)
- [usability.gov](#)

The next example I have is from yet another college class. In this class we worked with the instructor, who acted as a client for a freelance project. However, what we weren't told was that the client would be unreasonable a lot of the time.

The result of this was the Ace in the Whole website, which has an index/home page that is a good example of what not to do...but when working for a client who isn't willing to listen then there's only so much you can do.

Which was the lesson for that class. Sometimes folks will hear you out, and amend their point of view, other times your better off just nodding your head and trying to make it all work.

[FAQs](#)
[Register](#)
[Contact](#)





Ace in the Hole Multisport Events is proud to offer running and triathlon events to athletes of all shapes and sizes, national origins, sexual orientations and cultural backgrounds. We offer Events for Every Body.

ABOUT THE EVENTS

The Annual Ace in the Hole Multisport Weekend is a legendary event in the Oregon triathlon and running community. It has become a traditional destination race for athletes from across the nation.

There is something for every level of athletic ability. The weekend includes a first timer triathlon, a sprint, Olympic, and Half-Iron triathlons and 10K and Half marathon runs. Come to experience your first race or come to compete to win, but make sure you come to have fun!



Day	Event	Start Time	Registration Cost (per person)
Saturday	Long Course Triathlon	7:00am	\$240
	Olympic Triathlon	7:30am	\$110
	10k	7:15am	\$50
	Half Marathon	7:15am	\$75
	Sprint Triathlon	8:00am	\$90
Sunday	Try-a-Tri	8:20am	\$68
	Splash n Dash	12:00pm	Free (if registered), or \$25 (if not registered)

Costs Includes

- Access to the weekend's live entertainment & Fitness Expo
- Commemorative Finisher medal
- Accurate Chip Timing for competitive races
- Ace in the Hole Multisport Weekend Tech Shirt
- Post-event party & entertainment

NOTE: Tech shirts guaranteed to pre-registered participants only.

PACKET PICK UP

All packet pick up will occur at Why Worry Racing, 123 NW Everett, Portland OR. Packet pick up hours: Thursday 8-5, Friday 9-noon. No day of event packet pick up.

What to Bring

Watch the weather closely. The show goes on no matter what the weather is doing. You must wear your chip timing piece during the entire event. You will be given a band that will hold your chip timing piece around your ankle throughout the entire event. Be sure that it is snapped tightly. Be sure to have your Chip Timing piece on before you start the race and be sure to step over the timing mats after each segment of the race. If you are wearing a wet-suit, make sure the timing piece goes under your wetsuit otherwise, you will have a very difficult time getting off your wet suit.

Swim

Wetsuits are optional for the swim but will provide buoyancy and warmth. However, many people opt for no wetsuit for a triathlon so no worries. We will provide you with a swim cap but you will want to bring your own goggles.

Bike

A biking helmet is mandatory. You will also receive 2 stickers in your package with your race number on them. The small sticker should go on the front of your helmet. The bigger sticker will wrap around your bike frame. Road or mountain bikes are acceptable. For safety reasons, be sure to have end-caps on the end of your handle-bars.

Run

You must finish the race with your bib number on the front of you. Some people choose to pin it on at the beginning of the race and have it on for the whole event so they don't have to worry about it. Others pin it on a singlet that they put on once they finish the swim before they head out for the bike. Others use an elastic racing strap that they pin their bib number to and then quickly strap it on before they leave for the run. Use whatever option feels best for you.

Remember to bring a change of clothing so you can enjoy the post-event festivities.

COURSE DETAILS

WATER TEMPERATURE is expected to be between 62 - 66 degrees. The temperature will be taken on Friday and the morning of the race. Wetsuits are recommended. (For daily temperatures, see the bottom of the page.)

Long Course SWIM - 1.2mi

Participants will make two counter-clockwise loops. Large buoys will mark the turn points. Kayakers will be positioned on the water to support the swimmers. Medical support will be present on the beach.

Long Course BIKE - 58 Miles

A scenic point-to-point course that travels over gently rolling hills prior to three hard climbs. The bike course will be marked with large directional signage and there will be course marshals at key intersections to help direct you.

Long Course RUN - 13.1mi

A mostly flat loop course on widely paved bike paths that traverse through and around this beautiful and scenic destination resort (two hills total with a minimal elevation gain).

OLYMPIC SWIM - 1,500 meters

Participants will make two counter-clockwise loops. Large buoys will mark the turn points. Kayakers will be positioned on the water to support the swimmers. Medical support will be present on the beach.

OLYMPIC BIKE - 28mi

A scenic point-to-point course that travels over gently rolling hills. The bike course will be marked with large directional signage and course marshals will be present at key intersections.

OLYMPIC RUN - 10K

A mostly flat loop course on widely paved bike paths that traverse through and around this beautiful and scenic destination resort (one hill total with a minimal elevation gain).

Sprint

Course will offer a 1-loop 1/2 mile swim, the exact same 28 mile Bike Course as the Olympic distance and a 5km run.

Try-A-Tri


This novice race is designed for the first time triathlete, those new to the sport, our Junior Triathletes. The swim is a shorter, more manageable 1/4 mile distance, (instead of the standard 1/2-mile Sprint distance swim), 10 mile bike ride (vs 12 miles and it's a 2 loop course making it very spectator friendly) and a flat 2 mile run (vs 3 mile sprint course).

Half-Marathon Course (13.1-miles)

Half-Marathon event starts and finishes in the Athletes Village to the cheers of the enthusiastic crowd. Once finished, runners can enjoy the finish line festivities, including the Sports & Fitness Expo and live entertainment. Post-race refreshments will be provided and the Awards Ceremony for the Half-Marathon will begin once the results have been certified.

10k COURSE

The 10K event starts and finishes in the Athletes Village. The paths are approximately 6 ft wide, perfectly paved and wind around through the forest. Each course has only two small hills with a minimal elevation gain to navigate and a fast downhill to flat finish to the roaring cheers of the crowd.

PORTLAND WEATHERS

61°F
Overcast

Sunday
64°F 50°F

Monday
60°F 50°F

Tuesday
64°F 50°F

Wednesday
77°F 52°F

Thursday
88°F 52°F

Friday
70°F 50°F

Saturday
70°F 50°F

Ace in the Hole 2018

[CAS 222](#)
72 likes

[Be the first of your friends to like this](#)

[CAS 222](#)
72 likes

[Looking forward to the spring triathlon season!](#)

Tweets by @cas222

[CAS 222](#)
Any weather is training weather!
Oct 25, 2018

[CAS 222](#)
Fantastic weather for training! Can't wait to get in the water for open water swims!
May 10, 2018


[CAS 222](#)
No snow this year! Time to start training outdoors!
Feb 1, 2018

[CAS 222](#)
Embed

[View on Twitter](#)

Image Gallery

Here are images from other events put on by Ace in the Hole.



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Register for an Event

Interested in participating? Please fill out this form to reserve your spot in an upcoming event.

Name:
E-Mail:
Phone Number:
Athlete or Volunteer?:
Choose Your Event:
Emergency Contact Name:
Emergency Contact Number:
How Do You Identify Yourself?:
Choose Your Shirt Size:

☐ Athlete
☐ Volunteer
--Saturday Events--
☐ Long Course Triathlon
☐ Olympic Triathlon
☐ 10k
☐ Half Marathon
☐ Not Participating
--Sunday Events--
☐ Sprint Triathlon
☐ Try-a-Tri
☐ Splash n Dash
☐ Not Participating

☐ Male
☐ Female
☐ Non-binary
☐ XSmall
☐ Small
☐ Medium
☐ Large
☐ XLarge
☐ XXXLarge

PORTLAND WEATHER

61°F
Overcast

Sunday

66°F 50°F

Monday

66°F 50°F

Tuesday

64°F 50°F

Wednesday

77°F 52°F

Thursday

81°F 52°F

Friday



70°F 50°F

Saturday

79°F 57°F

ACE in the Hole 2018

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Contact Us

Got a question that our FAQ doesn't answer, or maybe a concern? Please fill out the form below to let us know what is on your mind!


*Your Name:

E-Mail:

Are you an Athlete, Volunteer, or Other Interested Party: ☐ Athlete
☐ Volunteer
☐ Just Interested








Questions or Comments:

PORTLAND WEATHER






61°F

Overcast

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						
66°F 50°F	66°F 50°F	64°F 50°F	77°F 52°F	81°F 52°F	70°F 50°F	79°F 57°F

ACE in the Hole 2018



Portland Historical

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How did we get started?

We have such a passion for the city we live in. For over 33 years we have offered tours for Portland visitors and residents alike through our family business. Having family in Portland since the early 1900's has allowed us to build tours out of insight over 100 years. We are confident you will love any of our Portland tours with the help of our generous guides. We offer three tours: the Downtown, the Growth, and the Landmarks tour. Our favorites are the Downtown and Landmarks but with Portland's current growth we are selling out our Growth tours.

We hope to meet you soon! Let us know if you have any questions in the comments area below.

Thank you!

General Information

The tours leave daily on the hour between the hours of 9:00 AM and 3:00 PM. The last tour leaves at 3:00 PM.

We accept cash, credit card. VISA and MasterCard but no American Express. No payment accepted online.

We offer online reservations. Pay in person when you show up for the tour. Arrive 30 minutes in advance to pay.

Portland Historical Tours
12010 Pacific Trails Road
Zephyr, CA 95555
503-555-1234

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sean.ropp15@psu.edu
PortlandHistoricalTours.com

This next class project was one that made use of a database structure, though we started with normal coding, laying out the site as how we wanted before we moved to the database structure. The first set of images shows the normal coding process we were to use, following guidelines, but we were allowed to choose our own color scheme.

The second set of images shows what we did using the database structure, pulling elements from what he had done earlier, but with many edits and changes, including a complete change in appearance of the website.



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Available Tours

We offer a number of tour options. Please look over, and select a tour you wish to take.

Enjoy a walking tour of Portland's days gone by. This walking only tour provides a glimpse into the natural, architectural, and cultural history of downtown Portland. Upon arrival, you will receive a booklet of the 20 locations we will visit throughout this three hour tour. Use this booklet to compare Portland's current landscape with accurate historical context.



What's Included?

- Complimentary tour booklet with Before and After photos and a brief history of each location.
- Complimentary water

Duration	Transportation	Food	Price
2 hours	Walking	None	\$50

"It was amazing to walk around downtown Portland comparing the images in the booklet to the current building or in some cases disappearance of a building." - Emily

[Sign Up!](#)

Want to jump into Portland's rich history of growth? This tour offers an insightful experience by our very educated tour guides, about the history of Portland's growth. While this tour includes walking and driving most conversations will take place at Deschutes Brewery over complimentary beer flights and complimentary dining at Portland's oldest restaurant, Huber's.



What's Included?

- Complimentary flight of three Deschutes Brewery beers.
- Complimentary tapas style appetizer at Huber's restaurant.

Duration	Transportation	Food	Price
3 hours	Walking/Driving	Included	\$80

"I moved to Portland a few years ago and learned so much from our funny and informative tour guide on the evolution of Portland as I know it today." - Alex

[Sign Up!](#)

This tour will help you cement your Portland knowledge and cover all of Portland's famous landmarks and must see spots. We use a spacious shuttle bus to travel around Portland's quadrants and famous bridges. When you finish the tour, you can tell everyone that you've seen it all in Portland.



What's Included?

- Complimentary tour booklet with photos and brief descriptions of the locations we visit.
- Complimentary local snacks.

Duration	Transportation	Food	Price
4 hours	Walking/Driving	Included	\$110

"We were only in town for a day and decided to make the most of it with a tour. We covered almost the entire city. I couldn't have done that alone and our tour guide was so fun!" - Beatrix

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Book a Reservation

If your interested in joining one of our tours, please fill out this form to reserve your space today.

Required information is marked with an asterisk (*).

*Choose Your Tour:

- ☐ Downtown Tour
- ☐ Growth Tour
- ☐ Landmarks Tour

Please Enter Your Info Here:

*First Name:

*Last Name:

*E-Mail:

*Phone:

*Tour Date:

*Number of Participants:

Comments: (Does anyone in your party have food or drink sensitivities? If so, what are they?)

[Sign Up!](#)

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Contact Us!

Do you have any questions, comments, or concerns? Then please let us know!

*Name:

*E-Mail:

*Subject:

*Message:

[Send Now](#)

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HOW DID WE GET STARTED?

WE HAVE SUCH A PASSION FOR THE CITY WE LIVE IN. FOR OVER 33 YEARS WE HAVE OFFERED TOURS FOR PORTLAND VISITORS AND RESIDENTS ALIKE THROUGH OUR FAMILY BUSINESS. HAVING FAMILY IN PORTLAND SINCE THE EARLY 1900'S HAS ALLOWED US TO BUILD TOURS OUT OF INSIGHT OVER 100 YEARS. WE ARE CONFIDENT YOU WILL LOVE ANY OF OUR PORTLAND TOURS WITH THE HELP OF OUR GENEROUS GUIDES. WE OFFER THREE TOURS: THE DOWNTOWN, THE GROWTH, AND THE LANDMARKS TOUR. OUR FAVORITES ARE THE DOWNTOWN AND LANDMARKS BUT WITH PORTLAND'S CURRENT GROWTH WE ARE SELLING OUT OUR GROWTH TOURS.

WE HOPE TO MEET YOU SOON! LET US KNOW IF YOU HAVE ANY QUESTIONS BY VISITING THE [CONTACT PAGE](#).

THANK YOU!

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COMPARE TOUR OPTIONS

TOUR	DURATION	TRANSPORTATION	FOOD	PRICE	RESERVE
DOWNTOWN	2	WALKING	NONE	50	RESERVE
GROWTH	3	WALKING/DRIVING	INCLUDED	80	RESERVE
LANDMARKS	4	WALKING/DRIVING	INCLUDED	70	RESERVE

DOWNTOWN TOUR

ENJOY A WALKING TOUR OF PORTLAND'S DAYS GONE BY. THIS WALKING ONLY TOUR PROVIDES A GLIMPSE INTO THE NATURAL, ARCHITECTURAL, AND CULTURAL HISTORY OF DOWNTOWN PORTLAND. UPON ARRIVAL, YOU WILL RECEIVE A BOOKLET OF THE 20 LOCATIONS WE WILL VISIT THROUGHOUT THIS THREE HOUR TOUR. USE THIS BOOKLET TO COMPARE PORTLAND'S CURRENT LANDSCAPE WITH ACCURATE HISTORICAL CONTEXT.

WHAT'S INCLUDED?

- COMPLIMENTARY TOUR BOOKLET WITH BEFORE AND AFTER PHOTOS AND A BRIEF HISTORY OF EACH LOCATION
- COMPLIMENTARY WATER

"IT WAS AMAZING TO WALK AROUND DOWNTOWN PORTLAND COMPARING THE IMAGES IN THE BOOKLET TO THE CURRENT BUILDING OR IN SOME CASES DISAPPEARANCE OF A BUILDING." - EMILY



RESERVE

GROWTH TOUR

WANT TO JUMP INTO PORTLAND'S RICH HISTORY OF GROWTH? THIS TOUR OFFERS AN INSIGHTFUL EXPERIENCE. BY OUR VERY EDUCATED TOUR GUIDES, ABOUT THE HISTORY OF PORTLAND'S GROWTH. WHILE THIS TOUR INCLUDES WALKING AND DRIVING, MOST CONVERSATIONS WILL TAKE PLACE AT DESCHUTES BREWERY OVER COMPLIMENTARY BEER FLIGHTS AND COMPLIMENTARY DINING AT PORTLAND'S OLDEST RESTAURANT, HUBER'S.

WHAT'S INCLUDED?

- COMPLIMENTARY FLIGHT OF THREE DESCHUTES BREWERY BEERS
- COMPLIMENTARY TAPAS STYLE APPETIZER AT HUBER'S RESTAURANT

"I MOVED TO PORTLAND A FEW YEARS AGO AND LEARNED SO MUCH FROM OUR FUNNY AND INFORMATIVE TOUR GUIDE ON THE EVOLUTION OF PORTLAND AS I KNOW IT TODAY." - ALEX



RESERVE

LANDMARKS TOUR

THIS TOUR WILL HELP YOU CEMENT YOUR PORTLAND KNOWLEDGE AND COVER ALL OF PORTLAND'S FAMOUS LANDMARKS AND MUST SEE SPOTS. WE USE A SPACIOUS SHUTTLE BUS TO TRAVEL AROUND PORTLAND'S QUADRANTS AND FAMOUS BRIDGES. WHEN YOU FINISH THE TOUR, YOU CAN TELL EVERYONE THAT YOU'VE SEEN IT ALL IN PORTLAND.

WHAT'S INCLUDED?

- COMPLIMENTARY TOUR BOOKLET WITH PHOTOS AND BRIEF DESCRIPTIONS OF THE LOCATIONS WE VISIT
- COMPLIMENTARY LOCAL SNACKS

"WE WERE ONLY IN TOWN FOR A DAY AND DECIDED TO MAKE THE MOST OF IT WITH A TOUR. WE COVERED ALMOST THE ENTIRE CITY. I COULDN'T HAVE DONE THAT ALONE AND OUR TOUR GUIDE WAS SO FUN!" - BEATRIX



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BOOK A RESERVATION

BOOK A RESERVATION

*TOUR: [Choose Your Tour](#)

*FIRST NAME:

*LAST NAME:

*EMAIL:

PHONE:

*TOUR DATE:

*TOTAL PARTICIPANTS:

*DO YOU HAVE ANY FOOD OR DRINK SENSITIVITIES?

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QUESTIONS? WE'D LOVE TO HEAR FROM YOU!

QUESTIONS? WE'D LOVE TO HEAR FROM YOU!

NAME:

E-MAIL:

QUESTION:

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TJ's Sprint Car Racing

TJ is a Sprint Car racer who lives in Oregon. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer pharetra hendrerit tortor, in rhoncus nisi suscipit eget. Proin vitae lacus pharetra, porta quam id, mollis neque. Cras porttitor libero ut neque dignissim, a ullamcorper dolor porttitor. Vestibulum venenatis dui urna, ut aliquet ex porta ut. Sed facilisis elementum auctor. Pellentesque bibendum, lorem at lacinia ultricies, tellus purus commodo nibh, ac cursus arcu ante quis dolor.

Proin ultricies sed dolor eget volutpat. Vivamus posuere neque neque, vitae maximus nisl malesuada varius. In viverra elementum dignissim. Suspendisse potenti. Nullam maximus luctus est, eget imperdiet leo fringilla sed. Orci varius natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Praesent malesuada scelerisque erat a faucibus. In tristique tristique nulla. Suspendisse egestas nisl vitae mauris tincidunt auctor.



Website Created by: Sean Ropp 2019 using Adobe Dreamweaver

Dreamweaver isn't exactly a preferred app for making websites. But the ability to see right away what my code is doing as I'm making changes is one of the good points of this Adobe CC app. Something that Dreamweaver doesn't do well is handle things like Bootstrap, and PHP coding. It has a lot of built in tools, including the ability to select and add code without typing, but this doesn't always work well.

In these images, I used Dreamweaver to create a "proof of concept" for a person my wife works with named TJ. As a sprint car racer he wanted a website where he could post information about himself.

I gave TJ a few options on what we could do. Coding by hand was one way, but it would require him to get a place to host the website, not to mention a domain name if he wanted one. But changes and updates would require coding, unless we went with WordPress.

In the end, TJ decided on using Wix, as it was an easier method of allowing him to make edits that wouldn't always involve me to do.















TJ's Sprint Car Racing

Notes below are the races I'm scheduled to be at. Please keep in mind that these dates and times are subject to change.

Date	Time	Place
03/30/2019	10:30am	Racing Spot, Some Place USA
04/06/2019	9:45am	Great Racing, Other Place USA
04/10/2019	10:00am	Far Racing, Good Place USA
04/15/2019	12:00pm	Speed Racing, Dirt Town USA


Website Created by: Sean Ropp 2019 using Adobe Dreamweaver




TJ's Sprint Car Racing


Below is a gallery of assorted images from my races. More will be added with time. To use the gallery, simply hover your mouse over an image to see a larger image in the display box.




Race 01




Race 04




Race 07




Race 02




Race 05




Black & White








Race 03




Race 06




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TJ's Sprint Car Racing



Current Sponsors






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Website Created by: Sean Ropp 2019 using Adobe Dreamweaver



TJ's Sprint Car Racing

Contact Me

Do you have any questions, comments, concerns, or are you a sponsor looking to add me on? If so, then please send me a message, I'll get back to you as soon as I'm able to.

First Name:



Last Name:

Email:

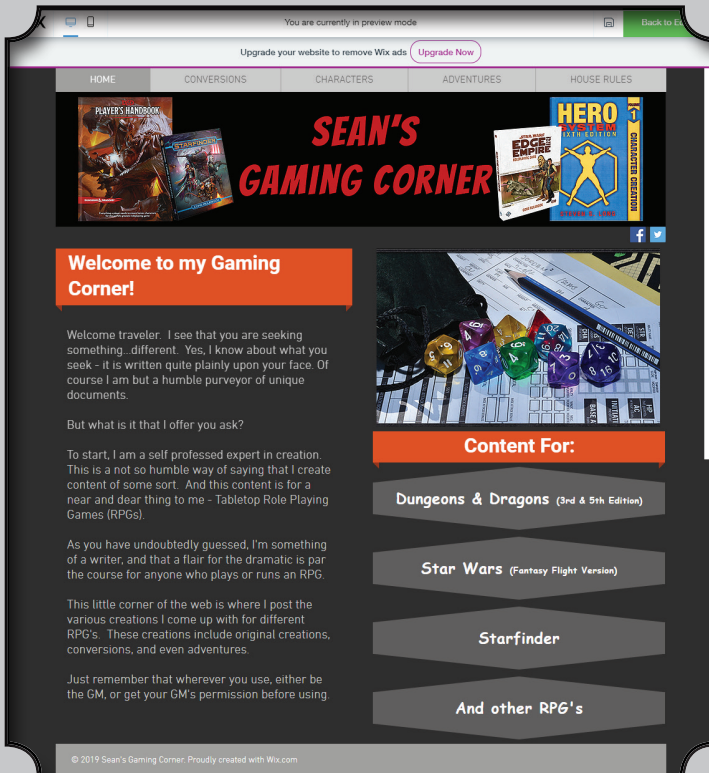
What is the purpose of your visit today?

Please enter your comments and questions here:

Website Created by: Sean Ropp 2019 using Adobe Dreamweaver

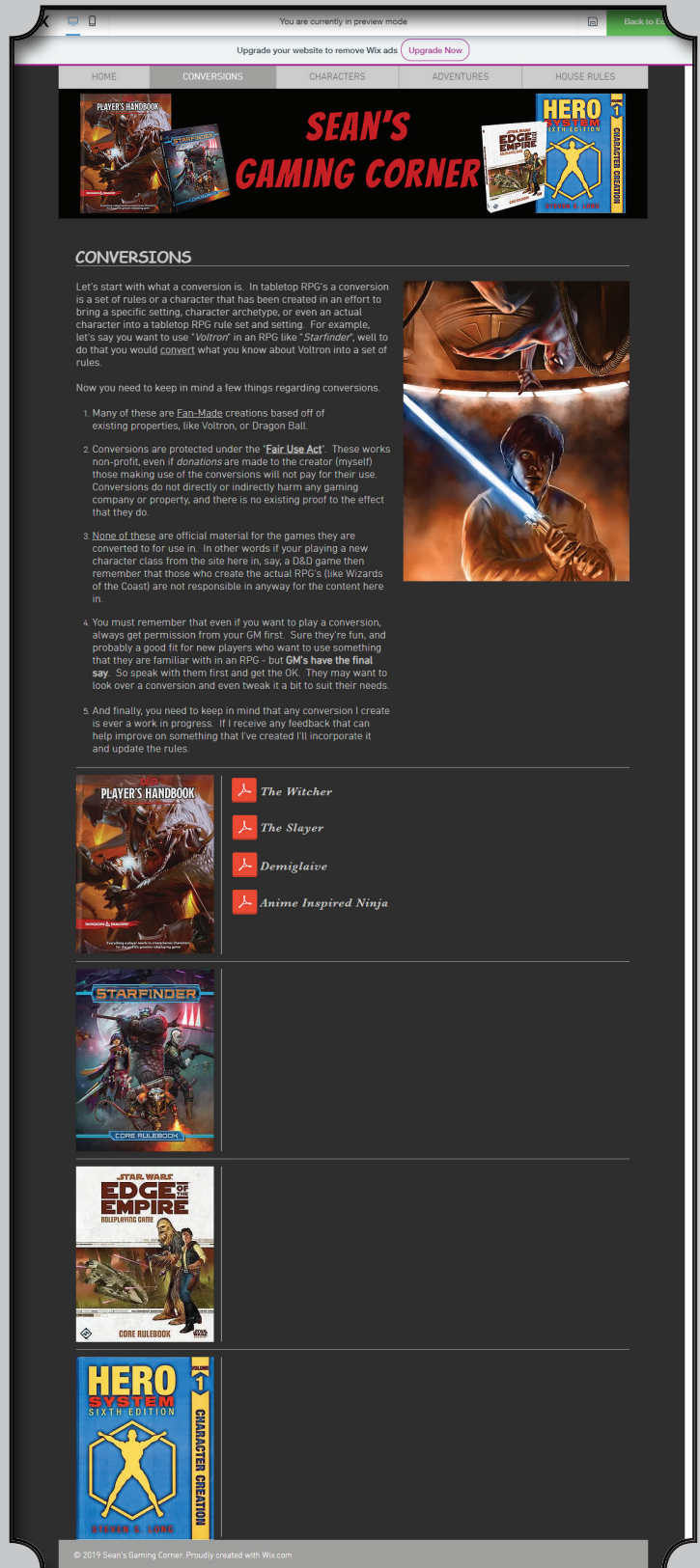
10



While I can code, I can't overlook other ways in which a person can make a website. While I am familiar with websites like Squarespace, and Wix, that doesn't mean I know how to use them.

That's not the case with Wix. In these images I tried out it's various tools, which allowed me to drag/drop and essentially make a website really easily. This wasn't the actual website I made for myself however.

The next several pages include not just a couple pictures of my experimenting with Wix, but will include images of the websites I made for two other people using the Wix website builder.



34 Richman
Sprint Car Racing

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[Gallery](#)

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RICHMAN RACING

Who is T.J. Richman?

My name is T.J. Richman and I am the owner and driver of the number *34r ASCS sprint car*. With 22 years of experience in the automotive and diesel industry, my passion for racing began at a young age.

My racing career started as soon as I could reach the pedals. I began racing pedal bikes and blossomed from there, racing everything from bikes to lawn mowers to monster trucks and street cars, and for the past 10 years dirt track cars. My passion for speed and adrenaline has launched me into the crowd pleasing dirt slinging highly coveted world of *sprint cars*.



© 2019 by RICHMAN RACING. Proudly created by Sean Ropp, powered by Wix.com

Remember that website I made with Dreamweaver. Well this is the one I made for TJ using Wix. As you can see, the end result is very different from the initial concept. There was also a lot of photographic editing I needed to do. TJ had pictures of himself racing, but the photographer had plastered their water mark on the images, which TJ didn't like - they were his photographs after all. So I had to edit several of his photos to remove those watermarks.

This site was designed with the **WIX**.com website builder. Create your website today. [Start Now](#)

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Gallery



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Racing Schedule

Below are the days and places where I will be racing. Keep in mind that these dates are subject to change.

Times are subject to change, click the link for the speed way to see what the current speedway times are.

Date	Destination
July 8th	Siskiyou Golden Speedway
July 9th	Coos Bay Speedway
July 10th	Willamette Speedway
July 11th	Sunset Speedway
July 12th	Cottage Grove Speedway
July 13th	Cottage Grove Speedway


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Sponsors



Richman Racing...

...would like to thank all of our sponsors for their continued support!

These two sponsors have websites, please visit and support them.

STEEL HOUSE

**BEAVERTON
NAPA AUTO
PARTS**

**RUSSELL
IRON AND STEEL**

PAPA DON

**RICHMAN
ENGINES AND DIESEL**

**RICHMAN
CONSULTING**

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Contact Us

Do you have questions?

Are you a potential sponsor?

I'd love to hear from you, so please send me a message!

[SEND](#)

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Page 1 Enterprises

DRAIN CLEANING SERVICES

[Home](#) [Services](#) [Scheduling](#)

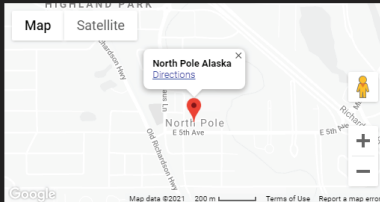
SCHEDULE AN APPOINTMENT

Do you need service work done, but just not right away?

If so then please fill in the form below, and allow up to a few business days for a reply. You may also use this form if you have any questions.

Please note that volume of calls/messages, emergencies, and incremental weather can impact response time.

Service area is limited to: North Pole, Alaska.



Map data ©2021 200 m

First Name

Last Name

Email

Phone

Address

City, State

Zip Code

☐ Need to Schedule Appointment

☐ Need to Ask a Question

In the section below, please describe the work needed to be done along with the days and times you are available as this will help set up scheduling your appointment.

Message here

This next website was also made with Wix, and was requested by an old friend who has his own drain cleaning services up in Alaska. Because he lived out of state, and we had different times zones and things going on in life, communication was often difficult with him. The work wasn't too difficult over all, and I even made a new logo for him that incorporated his companies colors from their uniform.

While the company colors were red, black, and white, Jim wanted something with less of a jaring color than red. As such we went with colors that wouldn't strain a person's eyes, but would still use red for some things.

Page 1 Enterprises

DRAIN CLEANING SERVICES

Home

Services

Scheduling

SERVICES OFFERED



Slow drains are a **BIG** sign that something isn't quite right.

This is where **Page 1 Enterprises** comes in!

We offer expert drain cleaning with services that include:

- **Snaking Toilets & Drains** in residential and commercial properties.
- **Hydrojet Cleaning**, a preventative or emergency high pressure hot water cleaning of your pipe walls.
- Cleaning **small drains** before they become big problems.
- **Thawing** frozen pipes.
- **Emergency** services after-hours calls!

©2019 BY PAGE 1 ENTERPRISES DRAIN CLEANING SERVICES
CREATED WITH WIX.COM (WEB DESIGNER: SEAN RODD)

Page 1 Enterprises

DRAIN CLEANING SERVICES

Home

Services

Scheduling

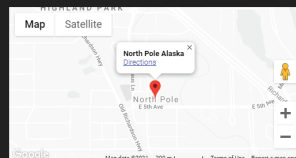
SCHEDULE AN APPOINTMENT

Do you need service work done, but just not right away?

If so then please fill in the form below, and allow up to a few business days for a reply. You may also use this form if you have any questions.

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Service area is limited to: North Pole, Alaska.



- Need to Schedule Appointment
- Need to Ask a Question

In the section below, please describe the work needed to be done along with the days and times you are available as this will help set up scheduling your appointment.

Message here

Submit

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GRAPHIC DESIGN

This section will showcase the various projects I have done that make use of Adobe CC apps: Photoshop, and Illustrate. These will include projects form my time in college. Indesign will be noted later.



-Stan "The Man" Lee-
Cocreator of: Captain America,
Ironman, The Avengers, etc.
Original Photo to bottom right.



ANOTHER GAME DAY IS HERE...
ARE YOU READY?



THE CARACAL

THE WORD CARACAL MEANS 'BLACK EARS' IN TURKISH. LARGE, TAPERING EARS WITH FIVE CM ERECT TUFTS OF BLACK HAIR, USED FOR COMMUNICATION, ARE THE MOST UNIQUE FEATURE OF THIS CAT. BLACK-BACKED EARS, DARK SPOTS ON BOTH SIDES OF THE MUZZLE, BLACK SPOTS ABOVE THE EYES AND A BLACK STRIPE FROM THE EYE TO THE NOSE BREAK UP AN OTHERWISE UNIFORM TAWNY-BROWN TO BRICK-RED COLOURING.



**SUPERHEROES ARE
COMING TO PORTLAND!**

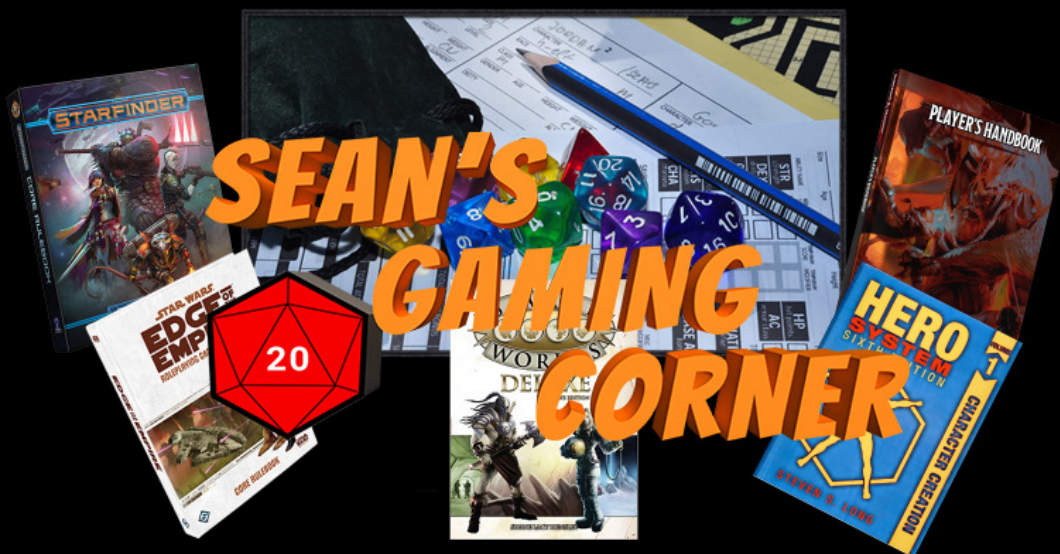


**THE PORTLAND COMIC CONVENTION
FEBUARY 22-24TH, 2019**

STAY TUNED TRUE BELIEVERS FOR MORE INFO IN JANUARY

Cosplay
Vender Booths
Prize raffle
Celebrity Autographs
and much, much more!

**SEAN'S
GAMING
CORNER**



SEAN'S WEB CORNER

[HOME](#)[CHARACTERS](#)[RULES](#)[ADVENTURES](#)[CONVERSIONS](#)

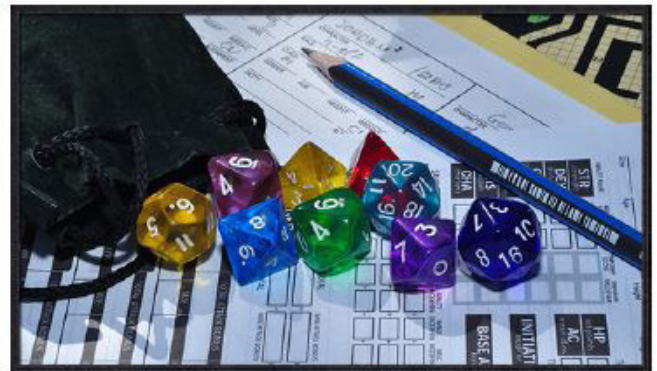
SEAN'S GAMING CORNER



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—Disclaimer—

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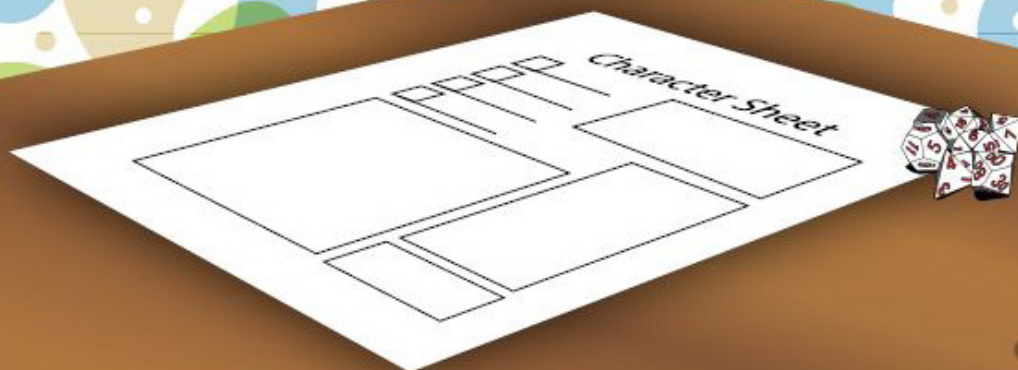
—Need to Contact Us?—

ourcontactmail@email.com



**ITS GAME
DAY AGAIN!**

**BUT DO YOU HAVE A
CHARACTER, A
CONCEPT, AN IDEA?**



**DON'T WORRY
WE CAN HELP WITH THAT**



**SEAN'S
GAMING CORNER**



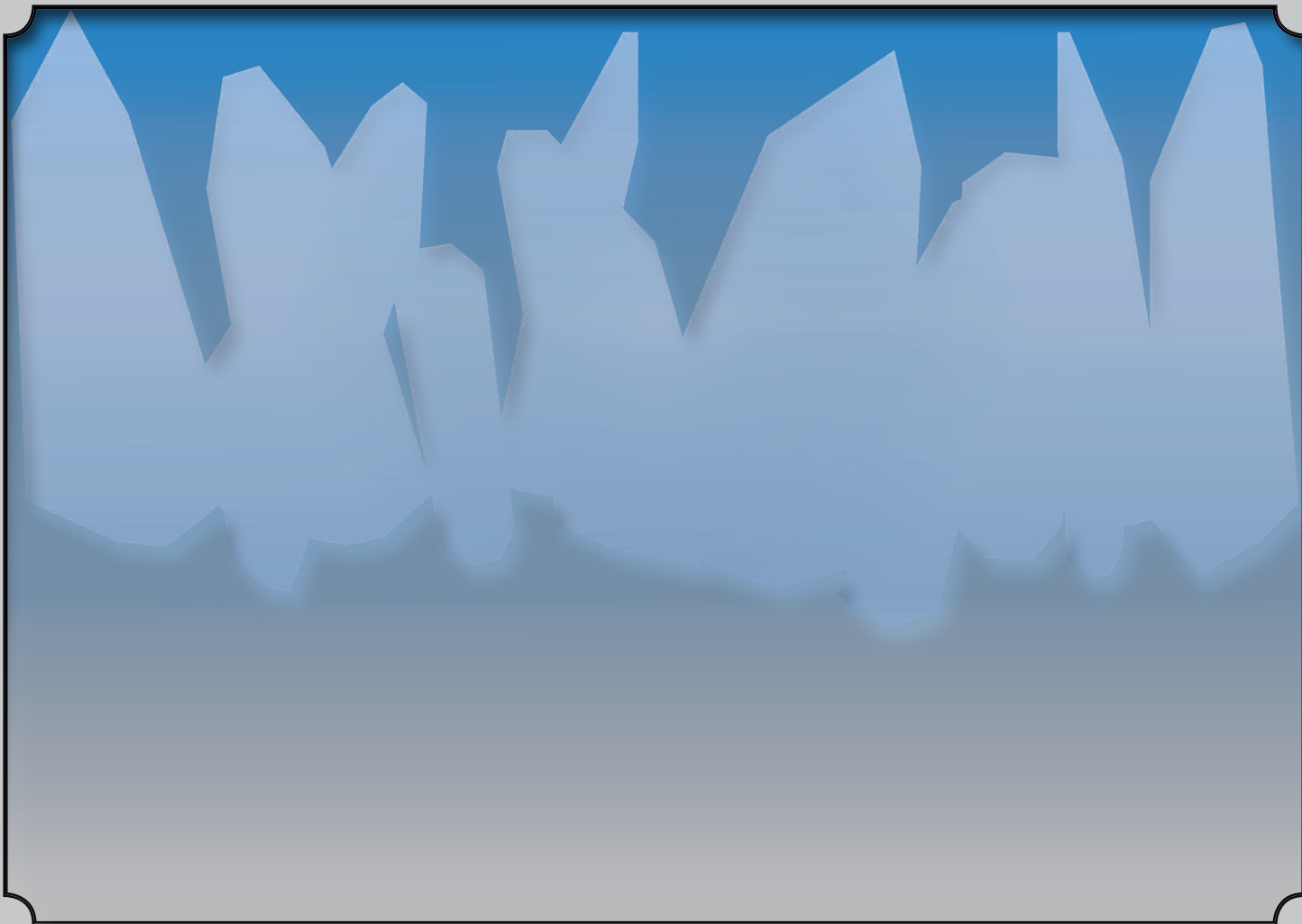
WWW.SEANGAMINGCORNER.COM





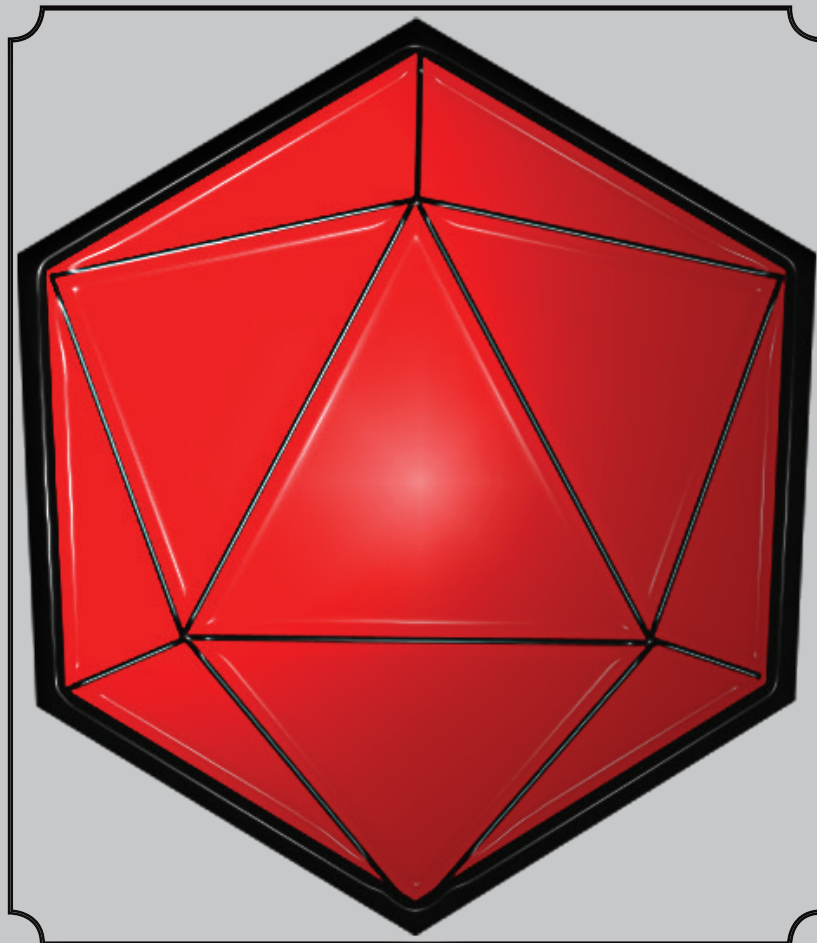
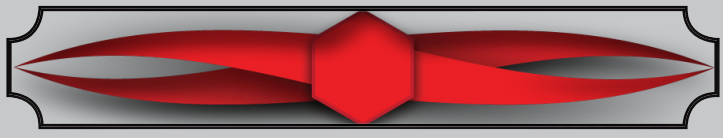
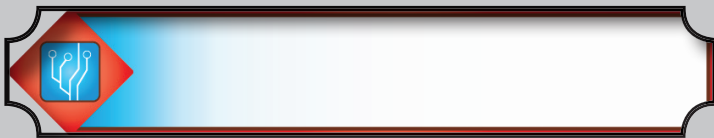
I made this sign, along with the one below for my son and daughter when we moved into our first house. When they picked out which rooms would be theirs, after my wife and I signed on the dotted line, we went to our new home and hung the signs up on the doors of their rooms.

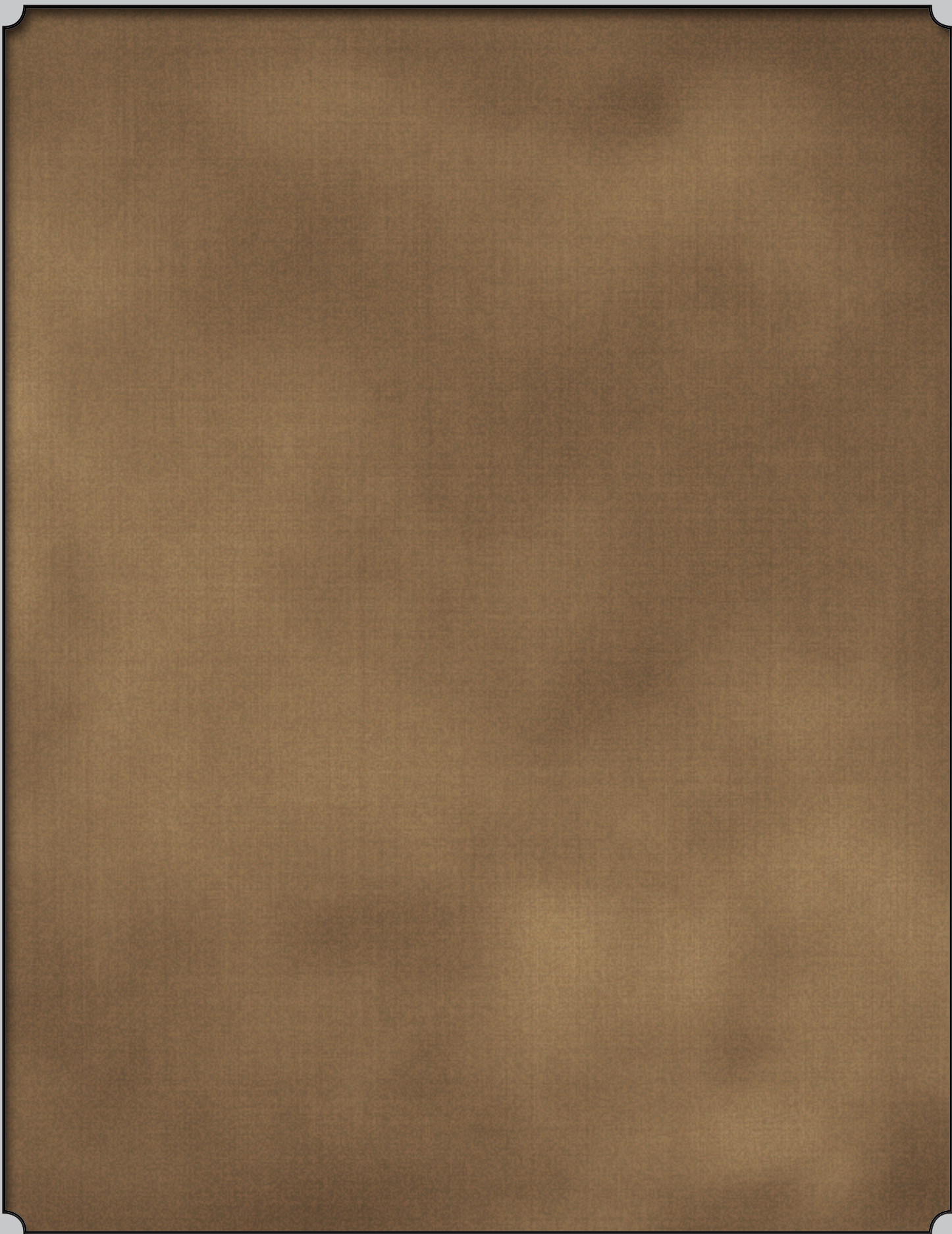


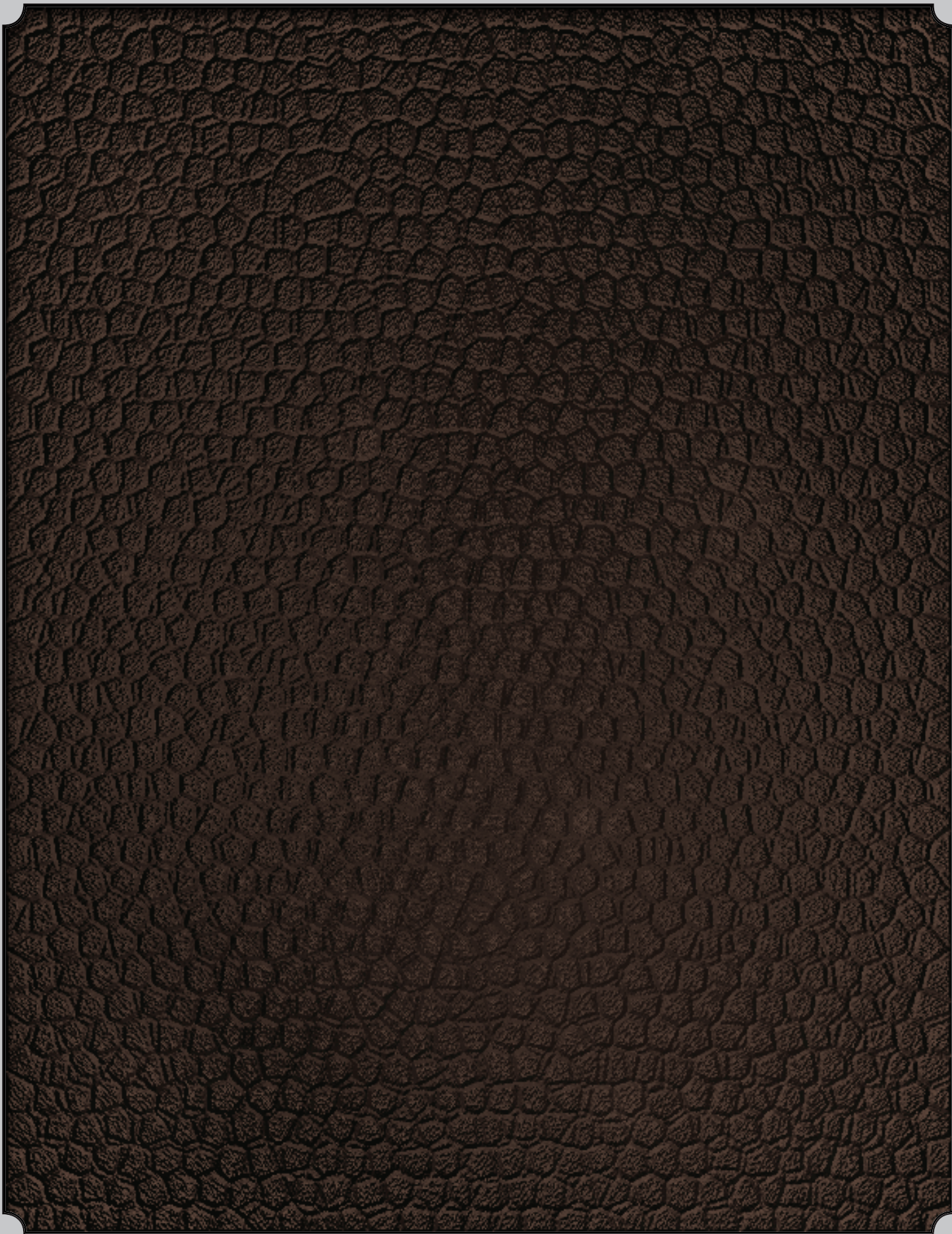


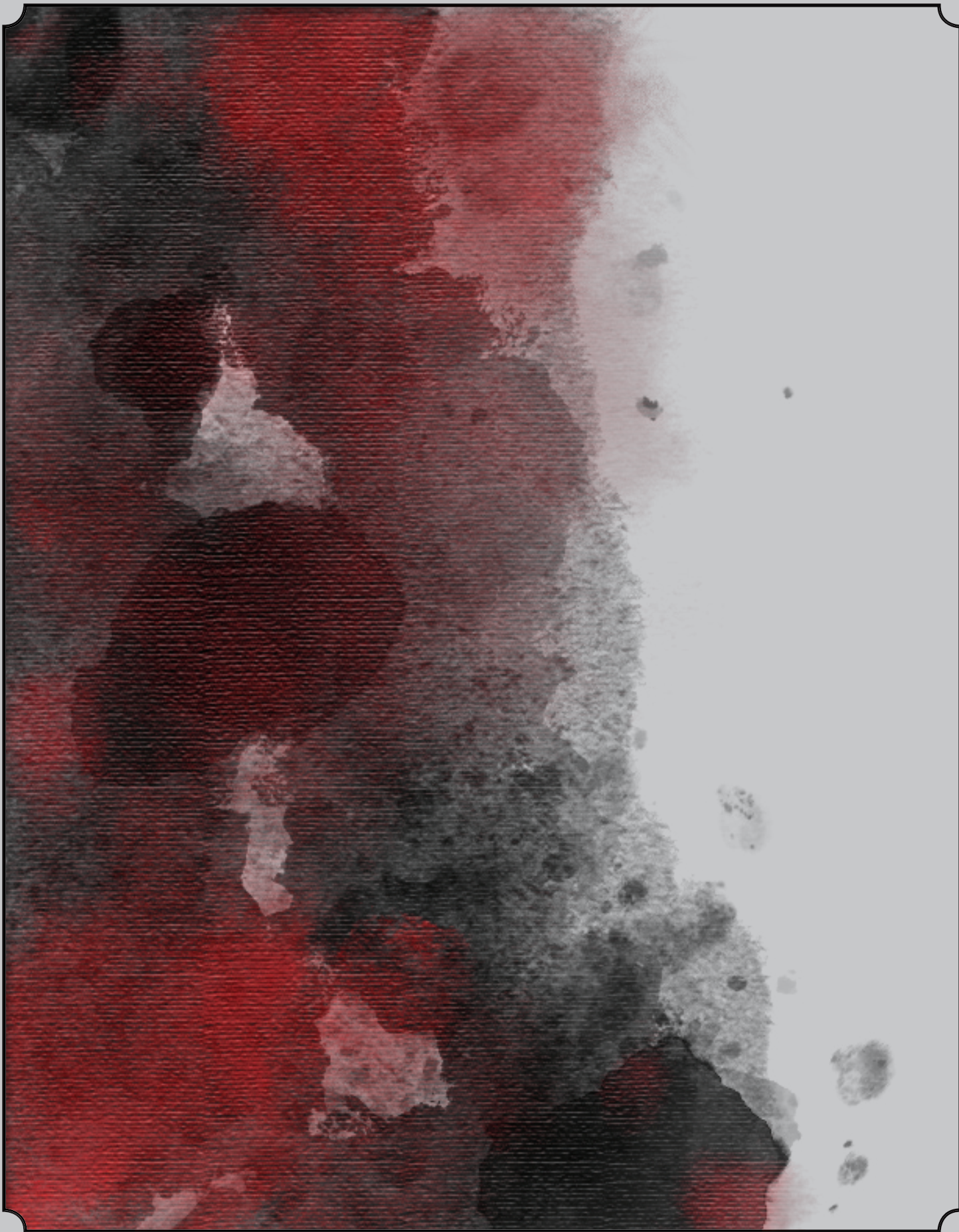


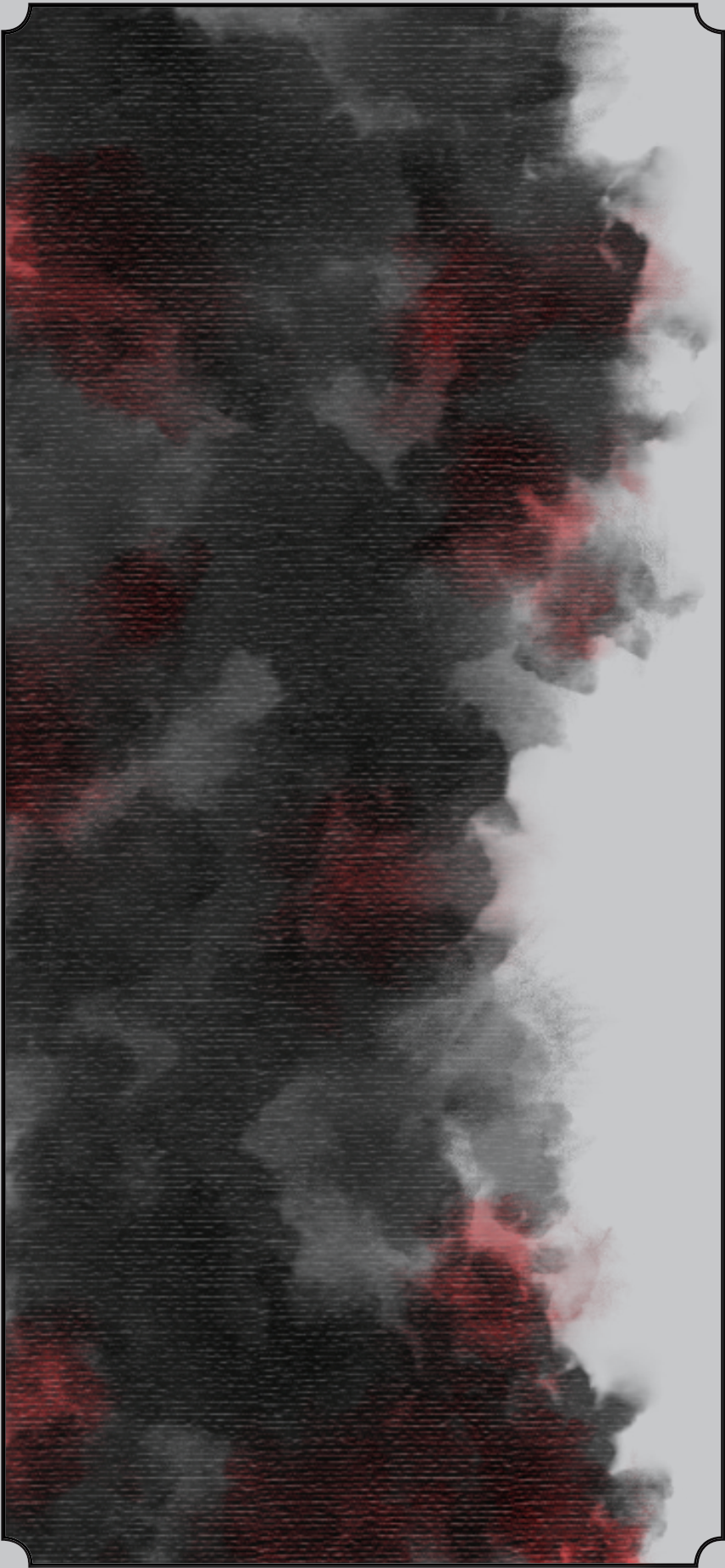
Page 1's Original Company Logo











InDesign

Following here on, I will be displaying images from various documents that I've created as part of my hobby as a tabletop role playing gamer. In these documents I've tried different things, using similar looks, but also changing up some things as I create not just a uniformed look for my work, but to also create my own style that says, "this work is Sean's."

Since these are book pages I've also removed my border formatting for all of the examples to follow for these.

SEAN'S GAMING CORNER

-D&D 5E CONVERSION-

SUNDERER

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"I am small, but a mountain of strength. I do not wield a blade, but a cleft of the mountain. If you dare to cross blades with me, to bear a shield against me, know that an avalanche is what you hope to defend against. Every stroke of my blade is death, every swing a sundering strike."

- *Agnus Bulwim, Dragon Slayer* -

The blade wasn't what anyone would have called a sword. It had the shape of a sword, but it was more of something that a giant would wield. And here stood a slender woman, fit and athletic, but not a giant. And yet she wielded a sword that was as tall as she was and virtually as wide as her shoulder span. With a smile she spun the massive blade with the ease one would a baton. As she brought the blade down on her foe, their raised sword wavered and trembled as the massive hunk of steel bore down upon it, snapping the blade in half as her own blade buried itself into her opponent.

Those who are sunderers are men and women who possess a supernatural ability to wield weapons of immense size and can do so with such ease that it is horrifying. They are strong beyond reason, but this supernatural strength is not without its rules. Even with their limitations, sunderers are still powerful combatants that can negate an opponent's defenses and deliver powerful damaging strikes.

HEAVY HITTER

Sunderers know all the basics of combat, such as armor use and normal weapon use. What makes them stand out is their specialization in the use of large weapons, typically two-handed weapons, and ones that are just a bit larger. Sunderers focus their training and abilities in being able to move quickly and easily which their over sized weapons. For them a great sword is like a short sword, and a blade larger than that is like a long sword to them. These large blades,

Level	Proficiency Bonus	Features
1	+2	Might of the Earth, Grounded in Iron
2	+2	Giant Fighter
3	+2	Sunderer Battle Style
4	+2	Ability Score Improvement
5	+3	Crushing Blows
6	+3	Sundering Strike
7	+3	Sunderer Battle Style
8	+3	Ability Score Improvement
9	+4	Lightning Quick
10	+4	Crushing Blows
11	+4	Sunderer Battle Style
12	+4	Ability Score Improvement
13	+5	Momentum
14	+5	Body Like Iron
15	+5	Sunderer Battle Style
16	+5	Ability Score Improvement, Crushing Blows
17	+6	Might of the Mountains
18	+6	Unyielding Iron
19	+6	Ability Score Improvement
20	+6	Sunder the Mountain

MIGHT OF THE EARTH

At 1st level, you acquire your unique abilities as a sunderer. You are proficient in wielding rare weapons that not only require two hands to wield but would require one to be a size category larger than what the character is (hill-cleavers/ buster blades). When wielding an over sized weapon you are considered proficient in its use and are not at a disadvantage when wielding it, and ignore the "Special" property that is associated with it (hill-cleavers have special rules to be wielded by normal people). You may also use the blade to defend yourself. While wielding an over sized weapon and you use the Dodge action, you may apply a +2 Shield bonus to your AC.

When wielding an over sized weapon you must have at least 5ft of additional space around the space that you occupy (in hexes you need at

least 5 ft on one side of your or the other. If you do not, you can still fight with the weapon in a more confined space, but you are at a disadvantage when doing so.

When determining your carrying capacity the multiplier is 20 instead of 15 (note that this pays no mind to the variant Encumbrance rules). Over-sized weapons still require two-hands to wield, but you treat their weight as if it were like as if they were actually a Great Sword. In other words if wielding a hill-cleaver/buster sword then instead of dealing with it's 80lbs of weight, you treat it as if it actually had the same weight as a common great sword.

When wielding normal one-handed or two-handed weapons you receive no additional benefits for your superior strength. The same applies when fighting unarmed. However, if you are a small creature and a weapon has the "Heavy" property then you may ignore this property when wielding the weapon (smaller variations of the hill-cleaver can be made for smaller wielders, though their damage would be like that of a long sword).

NOTE: If you are using the variant encumbrance rules, you instead figure your carry weight as 15 times your STR score for your base encumbrance limit, with 20 times figuring for you being heavily encumbered. Any other class features that further to increase your carrying capacity add an additional 10 to figuring out your limits.



The Monk

Alternate Build for

DUNGEONS & DRAGONS 5E

Unofficial Alternative Build
of the Monk Class
from Sean's Gaming Corner

Level	Prof. Bonus	Martial Die	Features
1	+2	d6	Unarmored Defense, Martial Arts Basics, Martial Arts Tradition
2	+2	d6	Ki Arts, Martial Techniques
3	+2	d6	Martial Techniques
4	+2	d6	Ability Score Improvement, Martial Arts Tradition
5	+3	d8	Extra Attack, Ki Arts
6	+3	d8	Martial Techniques
7	+3	d8	Martial Arts Tradition
8	+3	d8	Ability Score Improvement
9	+4	d8	Martial Techniques
10	+4	d10	Martial Arts Tradition
11	+4	d10	
12	+4	d10	Ability Score Improvement, Martial Techniques
13	+5	d10	Martial Arts Tradition
14	+5	d10	
15	+5	d12	Martial Techniques
16	+5	d12	Ability Score Improvement, Martial Arts Tradition
17	+6	d12	
18	+6	d12	Martial Techniques
19	+6	d12	Ability Score Improvement, Martial Arts Tradition
20	+6	d12	Ki Mastery

QUICK BUILD

You can make a monk quickly by following these suggestions. Dexterity should be your highest score to start, with their Wisdom as their second highest. The hermit background is additionally well suited for the average monk.

CLASS FEATURES

As a monk, you gain the following class features.

DAYS GONE

AN UNOFFICIAL
SAVAGE WORLDS RPG
GAME SETTING



in



CHAPTER 01: SURVIVAL OF THE FITTEST

Freakers, that is what we call them. No one is sure what happened, only that some sort of infection from a virus spread amongst people and animals. They changed, mutated into these inhuman things that eat and shit everywhere. Not everyone is infected, some of us have managed to survive, fighting, hiding, or even joining others. Of course, this was at the start of it all, a survivor, food, or one of the freaks.

But even within this niche there are yet even more ways a person fits into the world now. We have settlers, folks who have banded together to survive in small, often

heavily armed, communities. We have people who are more bent on what they can take from those surviving, not caring who they hurt, who they kill, so long as they can take what they want. And then there are the few brave souls who dare to do jobs that others can't or won't do. We call them drifters.

We have all come from somewhere. Some of us were criminals who see redemption in helping others, or opportunities to do what they want. Others are learning to live a new life without the comforts that we once had, or must learn skills that they never possessed.

Of course by the end of the day the question you have to ask is, how will you survive?

CHARACTER CREATION

As mentioned before, there's really two places to start play. If starting a game at the onset of the virus (Day Zero), players will make characters per normal starting character rules, but not using any of the alternative races. Since the game of Days Gone is based upon reality you are only going to be able to play humans.

Depending on the level of skill in the Day Zero game, players can have characters that either have 0 advances, or up to 2 advances but are still in the Novice rank.

If playing in the year 2 characters should start at the Seasoned rank of advancement. By year 2 most people have done a lot to survive, developing decent combat and survival skills. It is conceivable that younger survivors, would not be at this rank, but as young survivors are rare it is more likely that they still fall into the Seasoned ranking.

HINDERANCES

There are no hinderances that cannot be chosen for the setting, nor are there any new hinderances for the setting. But there are some notes that are important for some people to understand.

Being BLIND is a massive hinderance that does not bode well for survivors. People who are blind that have survived are limited to encampments where they can be cared for. The outdoors are not safe, and while they may have heightened hearing, this won't save them from obstructions like trees or damaged roads where portions of the road have fallen into sinkholes or been washed away or blown up. While freakers are far from quiet it would be impossible for a blind character to escape on their own.

People with mobility disabilities will

face some problems. First, they are not commonly placed as day zero would have seen nearly all disabled people were killed by the freakers. Of course, this doesn't mean everyone was, it's likely that there were a few who were cunning and skilled enough to get by. But your typical disabled person, without any special gadgets or modifications to their wheelchairs will easily get caught by freakers. As such those few who have managed to survive have done so by being ingenuitive a not relying on any normal form of assistance in moving.

More often than not, survivors that are disabled are often missing a limb, like an arm or a leg. In the game Boozer is the victim of a Ripper attack where they use a blowtorch to burn off the tattoo on one of his arms. This eventually becomes infected and has to be removed to save the man's life. While he can no longer ride a bike (well as it is), he does get some tools to use as a prosthetic that does not take away from how dangerous Boozer can be.

Game master note, if a player wishes to play a character with a disability be sure to work with them on how they can function normally in the world. Yes, there may be additional difficulties for them, but the idea is to limit these to events that would logically apply and are not deliberate acts of targeting that character.



011

BREAKER

These freaks are a mutation that occurs with men and women who produced a lot of testosterone or were using steroids. Breakers are walking tanks, able to take a lot of damage and are far stronger than other freaks. Breakers stand apart from other freaks, only working with other breakers, and have thus been seen attacking other breakers, including hordes, when they are angry or hungry. The default temperament of breakers is enraged, and they will charge and their targets, smashing them to the ground so they can pick them up and slam them around until they die. They are easily strong enough to rip limbs off targets they have at their mercy. But as tough as they are, a shot to the head is still lethal. Unlike other freaks, breakers are not as emaciated others and are less susceptible to the use of fire.

ATTRIBUTES

Agility	Smarts	Spirit	Strength	Vigor
d6	d4(A)	d4	d10	d10

SKILLS

Athletics d10, Fighting d8-1, Intimidation d6, Notice d4

Pace

6

Parry

5

Toughness

9

Special Ability	Description
Fearless	Freakers are immune to Fear and intimidation
Freak	+2 Toughness, +2 to recover from Shaken & Stunned, ignores up to 2 points of Wound penalties.



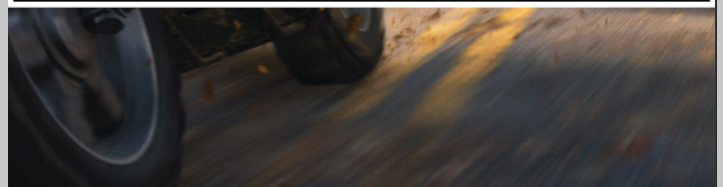
Special Ability	Description
Frenzied	Freakers have no sense of self preservation. When attacking a target, unless attempting to grapple, the swarmer will always perform a Wild Attack (pg 109, SW CRB).
Berserker	Breakers are easily enraged and attack anything that moves that is not a fellow breaker, even then they may still attack in the course of already fighting. Breakers deal an additional die type to Strength with damage to unarmed attacks (not bites). If their melee attack misses and other freakers are adjacent to the target, then the roll hits them instead. If it is another breaker then they must make a Smarts roll to avoid not attacking back on their turn.



DARK DAYS AND TAYING TIMES...

Freakers own the world, people huddle together, fight eachother, and try to survive a world that turned dangerous overnight.

Will you band together with others to survive, or will you loot and pillage, taking what you want? Or, perhaps, there is something else you want as you look back at the days gone by.



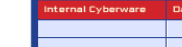
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Character Sheet Created by: Sean Ropp, http://www.seanswebcorner.com/gaming_home.html Cyberpunk RED created by: R. Talsorian Games, Copyright 2020-2021

The following document is a form fillable character sheet that was made for a tabletop RPG called Cyberpunk Red. It makes use of some Javascripting in order to perform some automatic calculations for the user. This wasn't the first time that I've made a character sheet, but this was by far the best looking and most functional one that I've made.

Player Name



CYBERWARE

Neural Link	Data

Cyberaudio Suite	Data

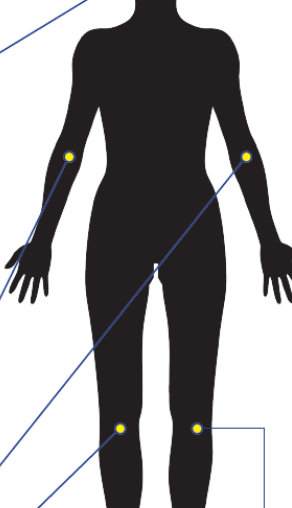
Right Cybereye	Data

Left Cybereye	Data

Right Cyber Arm	Data

Left Cyber Arm	Data

Right Cyberleg	Data



Internal Cyberware	Data

External Cyberware	Data

Fashionware	Data

Borgware	Data

Left Cyberleg	Data

For cyberware with a foundational requirement (ex. a Cybereye), check the box to indicate you have it.

Options go in the slots below.

For cyberware without a foundational requirement (ex. Internal Cyberware), just note each piece in the slots below the category name.

Body Image gotten from:
<http://clipart-library.com/clip-art/human-body-illustrations-images-2.htm>

SEAN'S GAMING CORNER

-D&D 5TH EDITION-

REVISED 5/22/2021



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SLAYER'S TRAINING

You have spent years, or perhaps you have put an already existing degree of training toward learning how to properly fight monsters. At 1st level, you know how to fight with weapons, and without. As a hunter of monsters you have learned that a weapon is only as good as it's wielder. You gain the following abilities:

- Your unarmed strikes deal 1d4 damage, and you may use your DEX modifier for these attacks instead of your STR modifier.
- You are skilled at fighting with and without armor, favoring your agility. If you are wearing light armor you know how to use the armor to turn aside some harm, reducing damage you take from non-magical sources by 2.

If you are without armor you have an AC equal to 10 + your DEX modifier + your Proficiency bonus.

PREPAIRED GEAR

At 1st level, you know the basics of readying yourself for an opponent. You know how to create agents to use in your fight against your chosen foes. You know places to get ingredients with out purchasing them, though you can buy them as well. You typically need at least 25gp worth of materials. It takes you around 1 hour to make one alchemical agent. Your level of skill with this allows you to craft one of the following:

- **Weapon Grease** - You can make a grease to apply to any of your weapons. Applying the grease takes 1 minute and a the weapon can still be sheathed with the grease on it. The grease on the weapon allows it to deal +1d6 poison damage if the opponent fails a CON save (DC = 8 + Proficiency Bonus + DEX modifier). The grease can also be set on fire instead, causing the weapon to shed light like a torch. Attacks made deal 1d6 fire damage. The grease lasts the duration of 1 encounter.

Grease made can be applied up to 4 times before more must be made.

- **Potion of Healing** - You can craft healing potions, each healing 2d4+2 damage. (Note, you can spend more gp worth of materials & time to create the more potent varieties of Potions of Healing. Each step up should at a minimum double what you need to make the potion.)
- **Infused Water** - You can create a mixture that functions like Holy Water (pg 151 PHB).
- **Toxin Neutralizer** - You are able to make a potent antitoxin that can neutralize poisons. When drunk as an action or reaction, you immeidatly neutralize a poison you have been inflicted with and/or (if drunk before being poisoned) you have advantage on saving throws against poisons for 1 hour.

THE ABYSS FLINCHED

At 2nd level, you have advantage on saving throws against fear and charm effects.

SLAYER ARCHETYPE

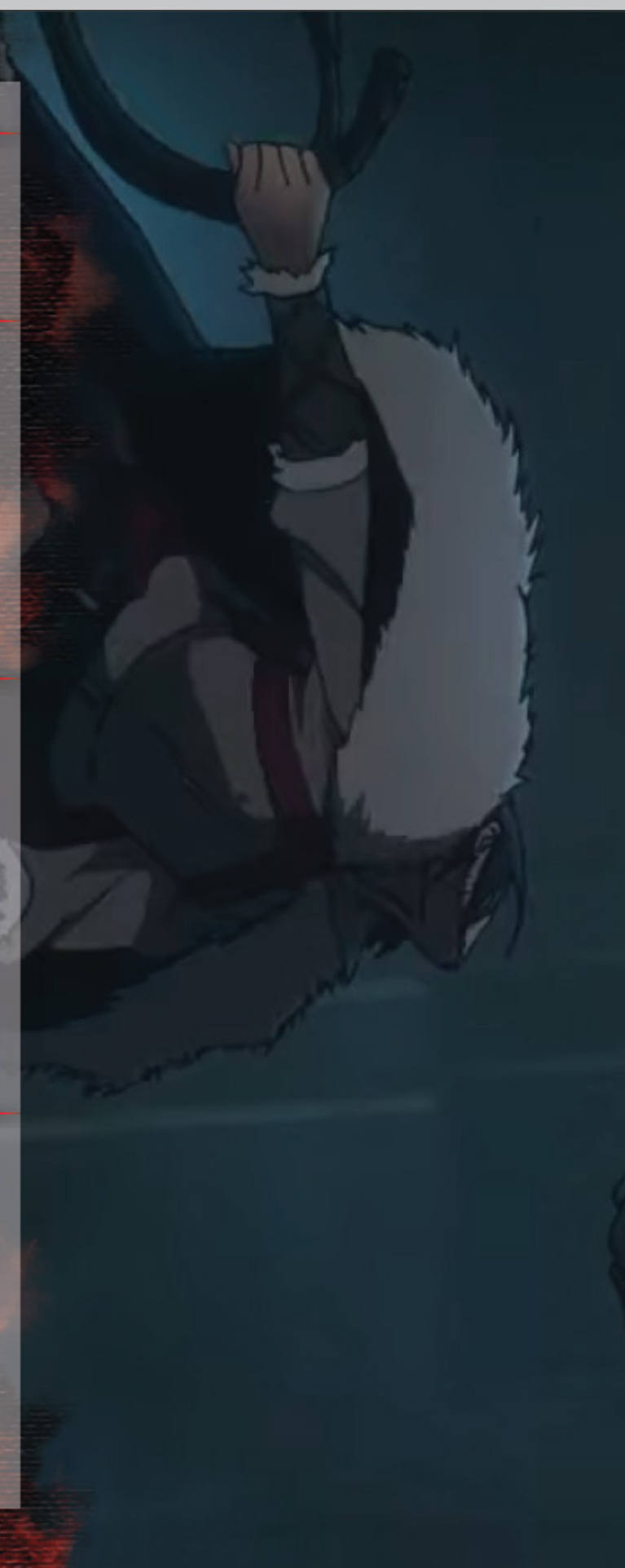
At 3rd level, you choose an archetype that adds to your instincts and tenacity as a Slayer. Choose Ardent Hunter, or Grim Scholar. Each of these are detailed at the end of the class description. The archetype you choose grants you features at level 3, and again at levels 7, 10, 15, and 18.

DEFLECT MISSILES

At 3rd level, you gain the same class feature as that of the Monk. However, you do not possess ki, and as such you lack the ki based abilities of the feature. However, if you catch a missile, you can attempt to make an attack with the weapon, but this requires a DC 10 Dexterity Roll. If failed you cannot make the attack

ABILITY SCORE IMPROVEMENT

When you reach level 4, and again at levels 8, 12, 16, and 19th levels you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. No score can be increased above 20 in this way.





EXTRA ATTACK

Beginning at level 5, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SLAYER'S WEAPON

At level 6, you may choose a weapon to become your favored weapon. You know of a ritual that empowers the weapon, making it a formidable tool. The ritual takes 1 hour to complete and requires around 500gp in materials. Once completed, the weapon is treated as a magical weapon (if it is not already). While you use this weapon you increase the damage done with the weapon by 1 die type. (If the weapon rolls 2 dice then you add 1d4 to the damage rolled.)

At level 11, your bond is stronger, and a weapon you wield becomes like an extension of yourself, making it far deadlier in your hands. A critical hit for you is rolled on a 19-20 instead of just a 20.

At level 17, your bond is at it's peak. You deal an additional +2 in damage with your bonded weapon.

KEEN SENSES

At level 9, you have developed keener senses than others. You have advantage on all Perception rolls, and if required to use an action to make a Perception roll, you may instead make one as a bonus action instead. You also gain a +2 to your passive Perception.

SEAN'S GAMING CORNER

ALTERNATIVE RULES

FOR

[VERSION 1]



HERO

SYSTEM

SIXTH EDITION

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CIVILIANS

Occasionally you may need the stats for some Joe-blow off the street guy. Or maybe you need stats because there's a mob of people, or perhaps you just need a bunch of ordinary guys to play the rolls of ordinary gangmembers. Regardless of their purpose, NPC's that are classified as "civilians" make use of these alternative rules.

Civilians do not make use of powers... typically, though if you feel a need to give a civilian perks/talents/powers, limit this to around 10 or 20 points in total.

As for gear or equipment, Civilians can have any number of things depending on the need or what the story requires. For example it is not uncommon for some people to have a small arsenal of firearms, or to have computer equipment that rivals what ever the federal government has to.

If you require points for special gear a civilian has, again, limit it to around 20 points.

CIVILIAN

:Characteristics:

STUN Threshold:	15	-HTH Damage-
BODY Threshold:	10	2d6 to 3d6
CV:	3 to 4	-PRE Attack-
SPD:	3	2d6 to 3d6

:Skills:

Unskilled:	8-
Skilled:	10-
Trained:	12-

:MOBS:

There are times when you need to handle large scale combat where it's 1 party member versus several NPC's. This is handled with a Mob Rating applied to the NPC. This rating is equal to the number of individuals making up the mob.

Even if an attack is one that targets only a single individual, that is not treated as such with a mob.

When you roll damage, you apply it vs. the target's threshold like normal. Now here is where the rules change. Damage that equals the threshold drops just one person in the mob. Damage the exceeds the threshold by an additional level of the threshold also reduces the mob by another person.

Thus if you hit a Civilian mob for 45 STUN damage, this will exceed the mob's Threshold by 3 times, and thus 3 members of the mob will be dropped of combat.

Mob sizes should be made into groups of around 10 points (1 point = 1 Person).

This is meant to help keep mob sizes manageable. Only Civilians & Specialists can be mobs.

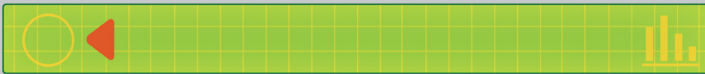
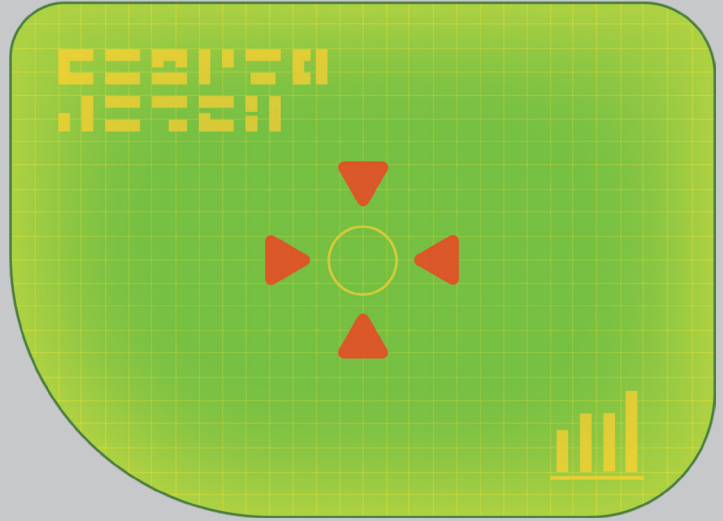
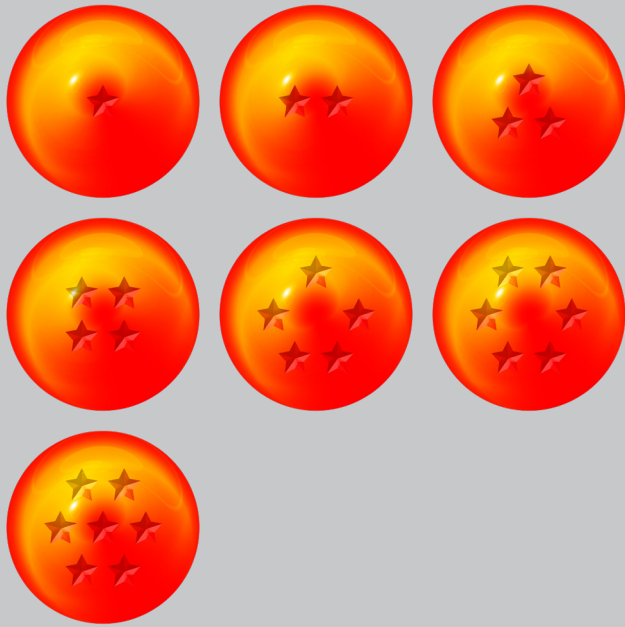


Throughout these various projects I'd set up specific guidelines for a relative uniform appearance between documents, But in some cases I deviated when it came to writing up other things. The Alternative Monk was one where I did deviate from the normal layout as I tried something different. As for the "Day's Gone" game rules, I kept to similar layout rules, but use more custom pieces that I made with a mixture of Photoshop and Illustrator.

To follow are objects I have created for a my current long term project, my attempt at creating my own RPG based around the anime/manga series: Dragon Ball.



AN UNOFFICIAL
DRAGON BALL
ROLE-PLAYING GAME



AN UNOFFICIAL
DRAGON BALL
ROLE-PLAYING GAME



ADVENTURE ACROSS SAGAS
IN YOUR OWN DRAGON BALL WORLD

CHAPTER 01

WELCOME TO THE WORLD OF DRAGON BALL



"Hey everyone, it's me, Goku!"

"Welcome to my world!"

"Well maybe not my world exactly, but a world that's likely very much like it. Sorry, I'm not very good at explaining these things, so let's just say that this world isn't exactly my world. But don't let that stop you from exploring it!"

"After all, I'll bet there's all kinds of super tasty foods to eat, and tough opponents to test your skills against."

Might

The Might of a character is a measure of how strong and tough they are. Might has a larger number of statistics than other Abilities. This is due to Might being integral to the character's other physical actions.



Vegeta doesn't hold back

Statistic	Description
Health	This is how much physical harm you can endure before you take any injuries. The amount of Health you have is equal to your Might x 10. Health reduced to zero does not mean you are dead or unconscious.
Stamina	This is the amount of energy you have to certain activities that put a strain on your body. This is equal to your Might x5.
Endurance	This is a buffer against all damage that you take and can represent both physical resilience and/or a high tolerance for pain. When you take damage, reduce it by this score, which is equal to your Might score.
Resistance	While Endurance allows you to resist damage, Resistance is your character's ability to resist other things like poison and disease. The number of dice rolled is 1 die + 1 die at each odd number score the character has.
Recovery	This is how quickly you recover from some of the harm you have taken, as well as how much stamina you get back. This is equal to your Might score. Health and Stamina are what is effected by this. Stamina is recovered at the start of each of your turns during combat, but Health only recovers under certain conditions (See Healing in the Combat Section).
Weight Lifting/Carrying, Skills, & Melee Damage	This is not, technically a stat like the others. <ul style="list-style-type: none"> Lifting & Carrying is a little different based on your score and Athletics skill. The skill that is used by Might is Athletics, and you roll a number of dice equal to your Might score. Melee damage is the base amount of damage you deal in melee combat. Melee weapons add to this damage amount. You deal 1 die of damage per odd score you have (1, 3, 5 etc.), with a minimum being 3 die.

BULMA'S NOTES

Lifting/Carrying...

- The Might score of a character determines the base and maximum carrying weight anyone can do. The base weight is what a character can carry about without problems, but after this the character starts to suffer penalties. The Athletics skill & Talents can help to increase this:
 - A score of 1 has a base Carrying weight of 10 lbs. with a max of 20lbs.
 - A score of 2 is normal, and has a base Carrying weight of 30lbs and max of 60lbs.
 - A score of 3 has a base Carrying weight of 60lbs and a max of 120lbs.
 - A score of 4 has a base Carrying weight of 150lbs and a max of 300lbs.
 - A score of 5 has a base Carrying weight of 500lbs and a max of 1 ton.
 - A score of 6 has a base Carrying weight of 1 ton and a max of 2 tons.
 - A score of 7 has a base Carrying weight of 2 tons and a max of 4 tons.
 - A score of 8 has a base Carrying weight of 4 tons and a max of 8 tons.
 - A score of 9 has a base Carrying weight of 16 tons and a max of 32 tons.
 - A score of 10 has a base Carrying weight of 32 tons and a max of 64 tons.
- The Athletics skill further augments the carry weight of a character. The level of a skill is added to both the base and max of the weight for a score of 1. After this you multiply the level of the skill by the Ability score. With a score of 6 you're at the border of going into the superhuman realm of capability, and at scores 6-8 you simply add your skill level to the total. At scores 9-10 you again double the skill level before adding it in.
- Weight above your base imposes a static penalty to certain actions based on the weight. If you have no multiplier to your Skill level for extra weight you can carry then you divide the weight by the multiplier to determine the penalty.
- This static penalty is applied to all Might/Agility checks (skill and other rolls). In addition to this, so long as you are under your max weight, but above your base, then your movement speed (all movement) is halved. At your max weight (or above) your movement with the weight requires an Athletics skill check in order to move 1 meter with the weight.
- Talents (as will be mentioned later) will also add to the skill level when appropriate.
- Powers may also influence your carry/lifting capabilities. Certain powers may function to:
- Lifting moves more into the Athletics skill use. So long as the lift weight is under your base carry weight you do not need to make a skill check. When it is under your maximum, then the penalty for the roll for lifting the weight is calculated as it is noted above. Succeed in the roll and you can lift the weight. Fail, and you are unable to lift the weight for one reason or another (lost your grip, pulled a muscle, etc.). If lifting above your maximum (it is possible) then the penalty you already have is recalculated with a x3 multiplier instead of being doubled (if not doubled, as is the case for some, then you will double it instead).
- Difference between Lift & Carry: So, carrying implies moving with a weight. While lifting is just that, only lifting the weight. In some cases you may be required to first lift a weight before you move with it. This is when the carry penalties apply.
- Note: Some skill roll failures may cause harm to the character, such as with a critical failure with a skill check, or even a normal failure can cause harm depending on what is being lifted/carried.

4

5

TRANSFORMATIONS



Goku turning Super Saiyan for the first time

One of the big parts to the various Dragon Ball characters abilities is the ability to transform into new states of power and ability. These are different than what powers can do, but powers can also be used to create transformations as well. Just keep in mind that if you want a true transformation for a character that does not have one normally, then you may wish to reference the transformations here and build one for yourself based on what is here.

The transformations presented here will cover the following:

- Beast/Rage Mode
- Fusion Dance/Potora Earrings
- Great Ape (Oozaru) Form
- Kaio-ken
- Namekian Fusion/Fission
- Potential Unleashed
- Released Forms
- Super Saiyan
- Ultra Ego
- Ultra Instinct

Acquiring Transformations

The act of gaining a transformation is often apart of a story. A character of Frieza's Species may have transformations as an inherent part of their nature, but that doesn't mean transforming is good for the story. Sometimes a transformation is not allowed until the character can either meet certain requirements, or has earned the transformation by engaging in some form of training or through strong emotional triggering.

Typically, transformations are gained as a form of reward or method for moving a story forward. They also can serve as a means of balancing out an encounter, putting players against a powerful foe only for someone to transform and give their allies a boost in effectiveness, even if its to survive an encounter long enough to retreat.

But it's also possible that players may wish to buy a transformation, to have something to start with or they may wish to spend hard saved Character Points (CP) on a transformation. Well don't worry, there's an option for that as well.

Transformations, as presented, will possess "requirements" that must be met before you can utilize them. This includes transformations that a starting character may

have access to. There will also be rules if you are wanting to create a magical or technological variant of a transformation.

For example, lets say you want a Super Sentai (Power Ranger/Masked Rider) transformation that is essentially the Super Saiyan transformation, but using a hybrid of magic and technology to perform. In this way, your humanoid character can keep up with the other transforming species. Well that will be something that is covered.



Goku fully transformed into a Super Saiyan

56

57



“A platapus - PERRY THE PLATAPUS!”
-Dr. Doofenshmirtz-

Sometimes you just gotta have a little fun with what you do. While not exactly a difficult image to make the edit to, this was a bit of fun I had with a platapus picture that a person had posted on Twitter. I saw it and thought to myself - it's missing something. And like any good parent who's seen the Disney show "Phineas & Ferb" I knew exactly what was needed.

IN CLOSING

That's it, you've reached the end of my portfolio. Now I'll be the first to admit that I'm not a Graphic Artist - now that's a profession that requires a ratcheting up of skill levels - but the more work I do as a Graphic Designer, the better I get at it. Like with college, I'm often finding myself looking up information online or in one of the books that I own when I don't know something, or can't remember something.

The same applies with Web Designing, if I don't know or remember something, I can look it up. One of my weaker skills in Web Design & Development is coding Javascript/ jQuery. I had only 1 class in college and it wasn't great at teaching me about coding. Part of the problem with this was that (as I found out) instructors don't get to choose the books for their class. As such I was stuck with a less than useful book on coding, and an instructor who's approach to it all was - figure it out.

I haven't given up on better figuring out Javascript, but have yet to find a book that does a decent job of instruction on the topic.

With Graphic Design I'm also interested in learning new things. The most recent thing I learned to do with Photoshop was to make a leather effect, as well as aged fibrous paper, and using a cloud effect to help with my backgrounds.

What I want to learn next is how to do a prismatic or crystal like effect for document backgrounds. I found someone else did that I used as part of the background for the above "Sunderer" document. I've got the PSD file for it, but I have no idea where to begin in replicating the over all effect myself.

As time goes on I will be adding to this, to hopefully get this book up to 100 pages, or more.

And as time goes on, I expect to learn more and improve on my skills in graphic design.

Thank you for looking over my work and its various samples.



**THANK YOU
FOR YOUR
TIME**