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# Experience

**Graphic Design & Marketing**Trading Faces Stage Schooℓ,
2014-Present

Logo Design and Social Media Content for main brand and for associated projects, Teenfest 2021, Irish Guild of Speech and Drama

#### Colorist

Gerry Anderson Productions, 2017 Additional colors and Cover Art colors for Space Precinct Comic

# Transcriptionist & Captioner Rev. 2018-2021

Transcribed audio files with tight deadlines and strict style guide

#### **Shop Assistant**

Planet Retro Vintage Store, 2022 General retail tasks including helping customers, repairing merchandise, and organising displays.

#### Costume Design

Bualadh Bos Oranmore, March 2022
Worked with the cast and director
to design and make Elizabethan
costumes for a production of Ruby of
Elsinore, March 2022

### Costume Assistant

Santi Castro, May 2022

Erasmus+ placement working on the 2022 winning Carnival Queen costume in the Carnaval de Santa Cruz

#### Costume Assistant

Druid Theatre, July 2022
Internship role assisting the costume team



# Education

Fashion Design Certificate
Galway Technical Institute, 2022

Distinction

BA in Design - Graphic Design Galway-Mayo Institute of Technology

2019

Portfolio Preparation Certificate
Galway Technical Institute, 2016
Distinction

Secondary School

Calasanctius College Oranmore, 2015



# Skills & Achievements

Proficient with Adobe

Photoshop, InDesign, Illustrator, Premiere Pro, AfterEffects

Proficient with Web Design

Basic HTML and CSS, built personal portfolio site from scratch.

Freelance illustration experience

Regularly managed commissions and art tables at geek conventions since 2014. Also managed a successful Etsy shop selling handmade jewellery and art prints since 2017



# Interests & Hobbies

Tabletop Gaming - Published an original game book in October 2020

Reading - Hosted a classic literature podcast summer 2021

**History and historical re-enactment** Experience with historical costume

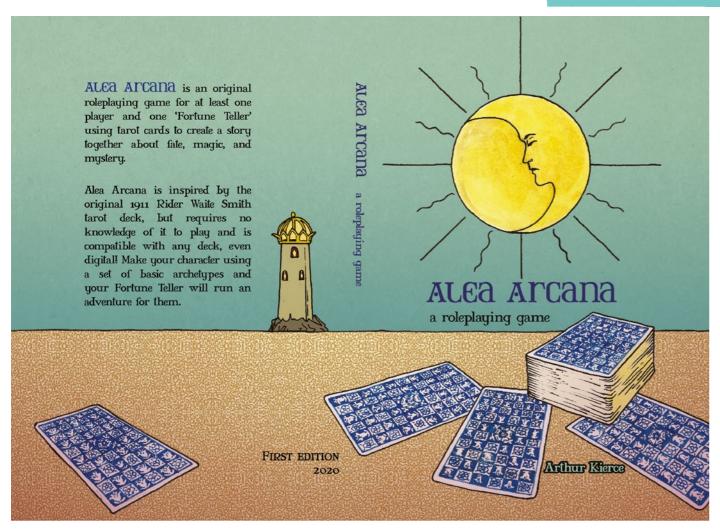
research and construction.

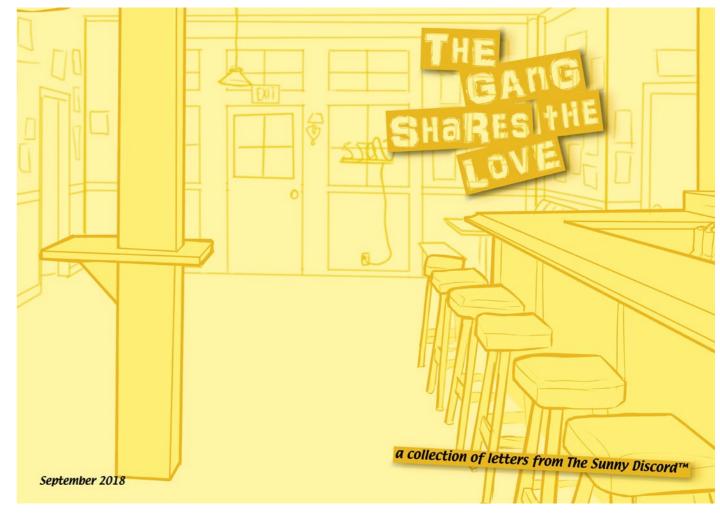
Intermediate level sewist
Machine and hand skills, reading
and assembling commercial patterns,
simple pattern drafting.

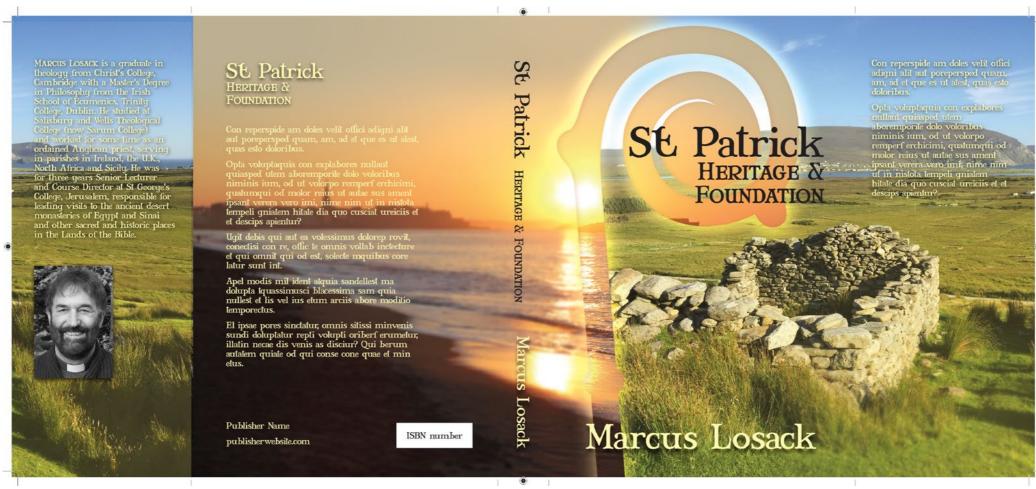


· PORTFOLIO·

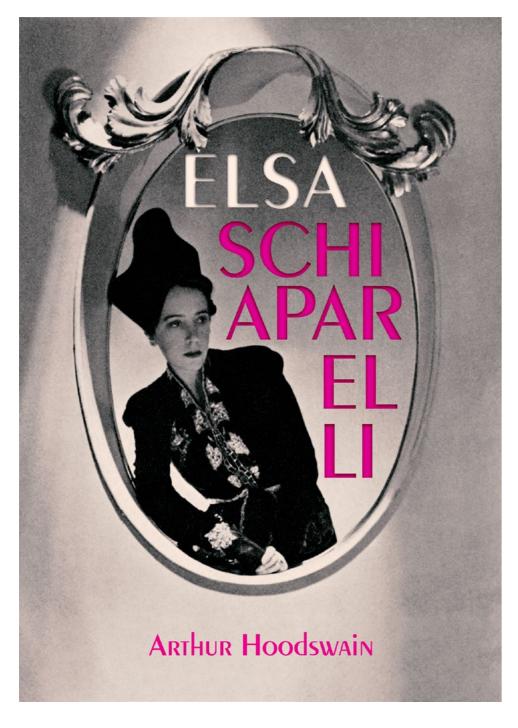
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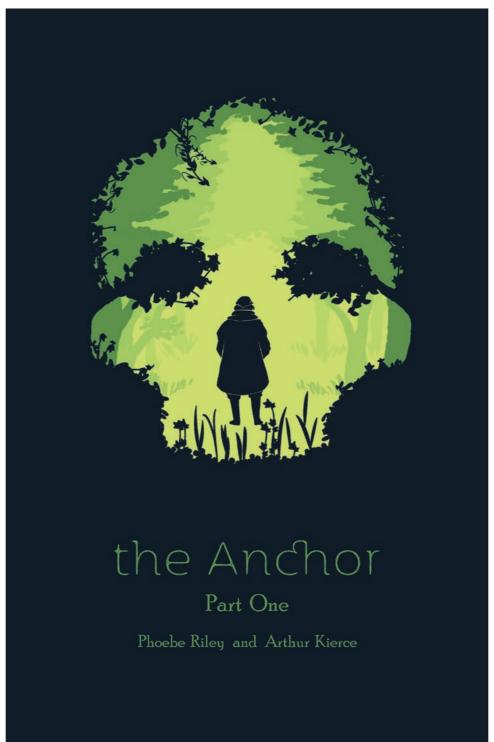






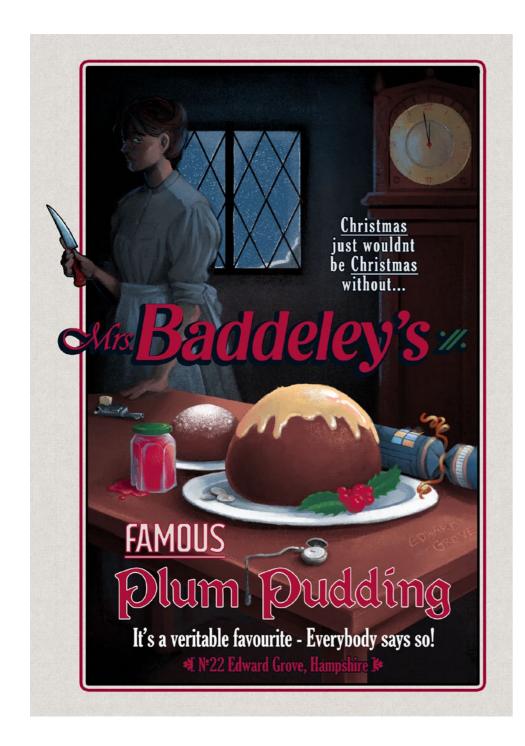
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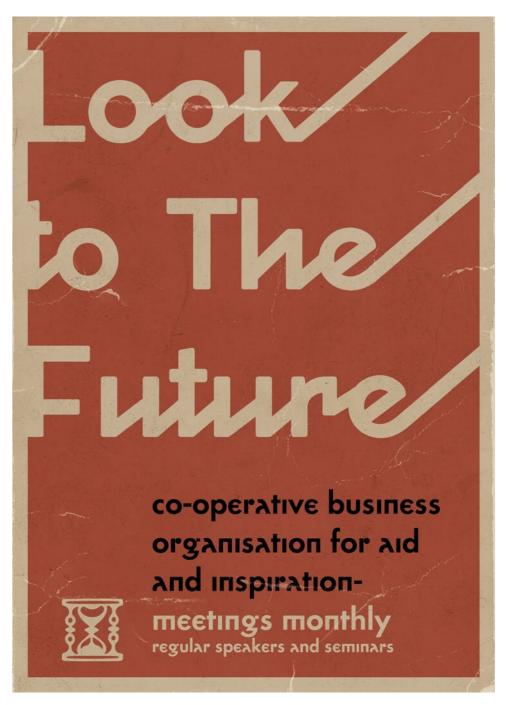




# · POSTERS ·



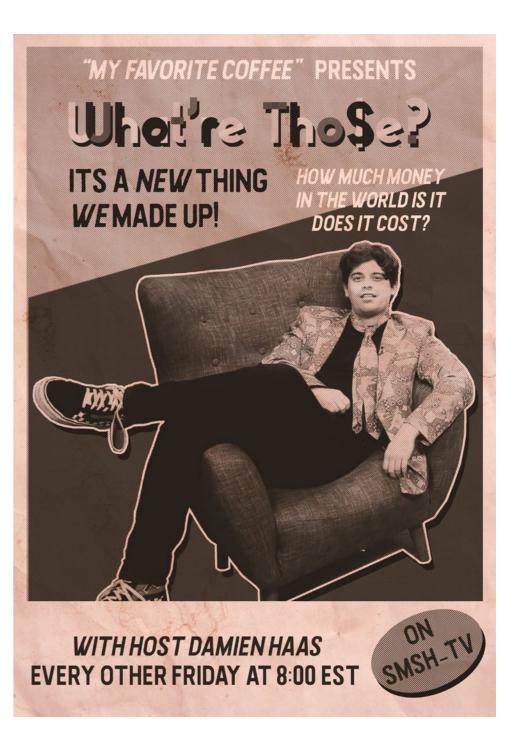




# · POSTERS ·



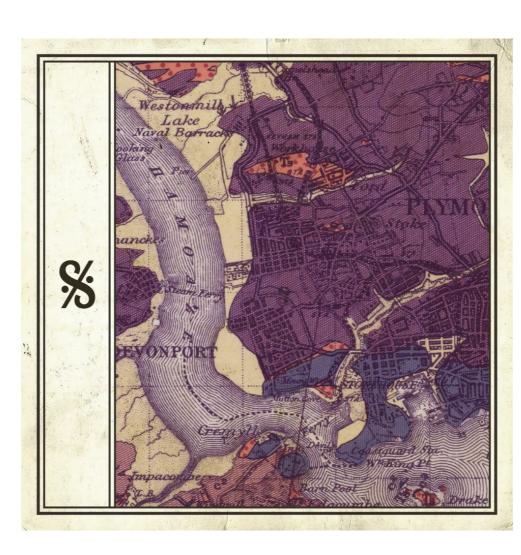






# · ALBUM ART ·









# · LOGO DESIGN·



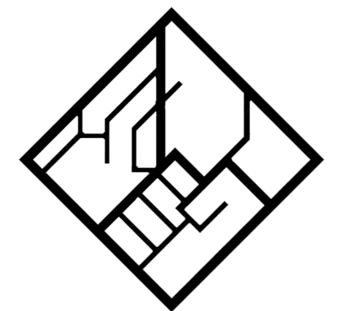








# Catching Up COSMIC A LITERATURE PODCAST





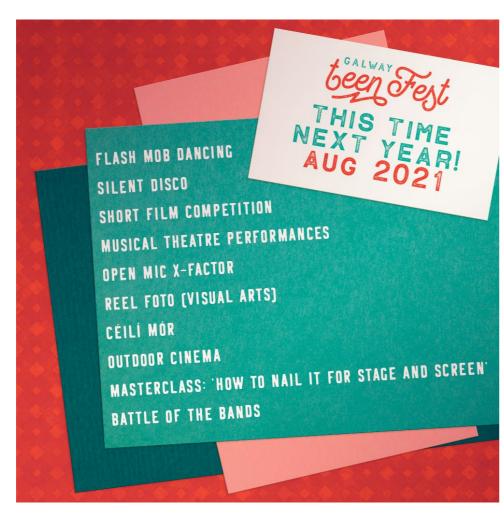






· SOCIAL MEDIA· · ADS·







# · ILLUSTRATION ·







...for more illustration examples, see my social media <a href="https://examples.com">etheonekierce</a> on instagram and theonekierce.tumblr.com

#### CARDS AND SUITS

Tarot Decks are made up of 72 cards, with a set of Ma.5? \( \text{AFCana numbered} larot Decks are made up of 72 cards, with a set of McLyT ATURIR numbered o-21, each individually lilled, and 4 suits of MilTPT ATURIR running from Ace to King. In this game, Minor Arcana cards are used in essentially the same way most games use dice, and Major Arcana cards have unique effects on the actions they're drawn for. If you're unfamiliar with Tarot, you should be able to easily tell Major from Minor cards by looking for a title at the bottom of the card (these will only be on Major Arcana) or looking for a Suit (these will only be on Minor

#### CAPD VALUES AND SHOPTHANDS

CARD	2 - 10	Page	Knight	Queen	King	Ace
VALUE	2 - 10	11	12	13	14	15
SHORTHAND		P	Kn	Q	K	A

While it may be easier if you're already familiar with tarot, Alea Arcana is designed to be completely functional without knowing any of the cards' meanings. Likewise, while the direct inspiration for the feel of the setting and gameplay is the Reider-Waide-Smith 1910 deck, you can play with any deck you want - including new interpretations or new art can even be a fun way to add more variety to

You can decide if your game will use a shared deck in the center of the table, or nou can decade it your game will use a shared deck in the center of the lable, or individual decks for each person. The latter will have more randomised results and less reshuffling, but if not everyone has a deck the game works just fine. The basic order of play on page 8 goes into more detail about how drawing cards works.





#### THE FOUR SUITS OF THE MINOR ARCANA

SUIPINS WAIN'S PENEACUES, and CUPS

(Some decks will call Pentacles 'Coins' instead, but this guide will only use

In this game, each of the four suits is aligned with one of the four primary Abilities that each skill relies on.



Swords = B9dy Anything involving physical action or the body, including fighting, athletics, strength,

nstitution, etc.



Cups = SPeech Anything involving social interaction, including charisma, deception, diplomacu, etc.



Pentacles = SPifit Anything involving magic, spirituality and fortune. 22 WANDS = MiDd Anything involving mental acuity, logic, knowledge, etc

When you draw a card for an action, if the suit matches the ability you're trying to use, you'll get a borus! The character sheet has the icons from above next keach skill so it's always easy to know what you're looking for.

#### MAJOR ARCANA EFFECTS

6- THE LOVERS

7- THE CHARIOT

9- STRENGTH

O- THE HERMIT

you did not.

11- JUSTICE

ability scores or items.

The Lovers represent teamwork, personal bonds, and trials overcome. If a party member can come up with a way to help you, you can combine your bonuses for this draw.

Strength is a card of courage and

acceptance. B??St. Speech actions.

The Hermit is a learned but lonesome wanderer. B99St a Mind action, but DEIN9tE a Speech action.

The fates are an elemal cycle of triumph and failure. Choose to turn this action into either an automiatic

SUCCESS, or AUTOMARIC FAILURE, and hand this card to a party member. Their next action will take the option

Justice levels the playing field. This action is determined only on the cards

drawn, with no modifiers from your

10- WHEEL OF FORTUNE

DEMPSE-Lowers the result of your draw to the tier beneath it, ie, if the draw

B998t- Raises the result of your draw to the tier above it, ie. if the draw would be a failure, it becomes a mixed success.

#### o- THE FOOL

The fool is an enthusiastic youth at the beginning of a quest, but not fully ready or aware of their surroundings. DEMP&E Mind or Spirit actions, B99S& Speech or Body

#### 1- THE MAGICIAN

The Chariot is a card of triumph and The Magician is a jack of all trades, forceful, powerful action. Any Body action automatically Succeeds. You skilled at anything they put their efforts to, but an expert at none. Add a bonus +2 to your action.

#### 2- HIGH PRIESTESS

The High Priestess' connection to the fales grants you a glimpse into the future. Have the Fortune Teller draw your next card and tell you only whether it would be a failure, mixed success, or success. You can redraw to try again, but must take the new

#### 3- THE EMPRESS

The Empress is a wise and diplomatic leader. B99St a Speech or Mind action if it involves another person.

#### 4- THE EMPEROR

The Emperor is a strong ruler and chief of warriors. B99S& a Body action if it involves another person.

## 5- THE HIEROPHANT

The Hierophant is a spiritual guide to his congregation. B99St a Spirit action if it involves another person.

#### 12- THE HANGED MAN

The Hanged Man is a foolish martyr. This action SUCCEEdS, but if it would have failed based on the cards you draw next, you lose one good fortune point from your total pool.

#### 13- DEATH

Your fate is out of your hands. If this action has an opponent, they draw for you using their modifiers. Otherwise the Fortune Teller draws with no

#### 14- TEMPERANCE

All things in moderation, this action counts as a 7. You do not need to draw

#### 15- THE DEVIL

The Devil cuts you off from the fales, but has incredible force and power of his own. DEMP4E Spirit actions, B998E

#### 16- THE TOWER

The Tower represents destruction and calamity. This action FditS. You do not

#### 17- THE STAR

The Star represents hope and bright prospects. Book Spirit actions.

#### 18- THE MOON

The Moon represents deception, fear, and hidden enemies. Either steal a good fortune point or give away a bad fortune point to a party member. This expands/shrinks your total pools.

## 10- THE SIIN

The Sun represents contentment and joy. Any Speech action AUE/MREICHLES SUCCEEdS. You do

#### 20- JUDGEMENT

Decide for yourself how well you do. But be fair- the Fortune Teller and the party must agree that it makes sense. You do not need to draw another card.

## 21- THE WORLD

Everything is as it should be. Your action SUCCEEdS. You do not need to



#### BASIC PLAY

- 1. The Fortune Teller fills the role of a Game Master-describes the world, scenario, and actions of NPC's. The players describe their own characters
- 2. When the Fortune Teller says an action requires a check to see if it succeeds,

#### IF THE CARD IS

#### IF THE CARD IS

#### Minor Arcana:

Card Number + Ability Modifier determines how well gou do (basically equivalent to rolling 'd14') based on a difficulty class set for that action

2-5 = casy

6-10 = medium

face card/ace = difficult An average difficulty action typically

sets at 7

Add 11 if the suit of the card matches a relevant ability. For example, If you draw 7 of Swords on attack action, it goes up to 8 because Swords is

#### Major Arcana:

An effect specific to that card happens. Check the Major Arcana Effects Table on page 10 - 11 to see a detailed list. Unless the Major Arcana effect specifies otherwise, draw another card to get a number and suit from a Minor Arcans

If the Major Arcana card specifies that you can or must redraw, this occurs only once you draw a Minor Arcana

If you draw another Major Arcana, keep going til you get a Minor Arcana. Major Arcana effects stack unless they conflict, in which case the more recent card takes precedence.

- On any draw, if you can creatively justify or explain why the specific card drawn would affect the results differently based on its meaning/imagery you can. The GM (and party) must agree.
  - ie. the Tower is normally an automatic fail but if you're Trying to destroy or destabilise something, you could convince the DM to count it as a
- 4. Reversed cards have no specific mechanical value, and may still succeed as normal, but will always have a somewhat twisted or diminished result from your intentions, which the Fortune Teller will come up with case-by-case. This can essentially be treated as a -1, or come up with something unique.



#### FORTHINE

Every character has a pool of Good Fortune Points and Bad Fortune Points. These represent your standing with the fales, and can effect your luck. They can also be spent to alter an outcome at will.

Start the game with Fortune equivalent to your character's Spirit modifier, a negative modifier means bad fortune.

Spending bad fortune points converts them to good fortune, and vice versa.

The Fortune Teller can give you a new good fortune point whenever you do something especially cool or interesting. This does not convert a point, it expands your total pool. The more total fortune you have, the more powerful you become

The following are some examples of ways to convert fortune points. You may also suggest other ways in the moment or decide on house rules in addition to these.

#### CONVERT 999d F9F&UTE POINTS TO:

Add a +1 or -1 to a draw to affect the outcome Use a skill you are bad at with no penalties Use an archetype feature. Automatically succeed (3 points)

#### CONVERT bad FOR FULL POINTS WHEN YOU:

Badly fail an altempt on any non-Spirit action Do no damage on an attack that did hit Draw a 2

#### OR AT FORTUNE TELLER'S DISCRETION WHEN YOU:

Draw again and take the lower result Something out of your control goes very badly

You can get the benefit of a good fortune point even with 0 good fortune by adding a bad fortune to your total pool (not converting)

#### ACTIONS

In general, your character can do anything you want, but some actions will require a card draw to see if they succeed. These predefined actions also have abilities linked to them to determine what modifiers are used for the draw. An action that doesnt neatly fit into one of these predefined actions can still be taken, and may still require a draw, but the Fortune Teller will determine what the associated skill is in the moment, or tell you which defined action is closest and

Some of these actions have multiple associated abilities. In these cases, choose which one your character is using and circle it on your character sheet. All characters can use every action, but each archetype will grant skill bonuses to certain ones.

#### ARCANE KNOWLEDGE

Use your knowledge of magic and the workings of the universe to understand something or to complete a SPIRIT, MIND

People will believe what you lell them, or let you get away with something you were caught at, either by deception or force of your personality. or force of your personality.

#### CONGREGATION

Urge a group of people to gather and listen to you or follow your direction. You may sway their beliefs and feelings in your favour. SPEECH, SPIRIT

## DIPLOMACY

Convince people to do things for you or agree on something, using your high status and wisdom. SPEECH, MIND

#### DIVINATION

See your fale. Ask the Fortune Teller a question, learn asomething about the situation you wouldnt be able to see naturally, or use it before another draw, and have the opportunity to draw with advantage.

#### DIVING FORTITIDE

Test how well you can handle being faced with raw divinity and universa SPIRIT

#### ENCHANTMENT

#### FARSIGHT

See clearly into the distance to find your way as you travel, or know what is ahead of you on the trail. BODY, MIND

## Complete a detailed and delicate manual

FINE WORK

MIND, BODY

HEAVY WORK Maintain difficult manual labour.

#### HEAL

Use medical knowledge or magic to heal someone. If successful, draw for the amount healed following the same system as damage draws. MIND, SPIRIT

#### STRUGGLE Fight without a weapon.

SWORDPLAY Fight with a weapon. (not necessarily BODY

HORSEMANSHIP

complete a task

ROGUERY

MIND, BODY

SACRIFICE

SOOTHE

SPIRIT, SPEECH

Work with any mount animal to

Stealth, Lockpicking, Sleight of Hand,

Take a harsh penalty in turn

for aiding a party member with something. If this skill is

unsuccessful, you may still take a penalty- but you wont be able to help. If it is very successful the

Calm an upset person or creature

penalty might be smaller.

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If your bad fortune points ever outnumber your good fortune by more than your spirif modifier, you become UIIUUEEE On any action you take while Unlucky, draw an extra card and take the lower result, this only converts a point if you fail. Once bad fortune no longer outnumbers good fortune, you draw as

#### ITEMS

There are 12 basic items which characters have access to by default depending on their archetype. Each grants a bonus to a specific action.

#### CLIIB

+1 Swordplay STAFF

+1 Swordplay

SWORD +2 Swordplay

WAND

+1 Enchantment +2 Enchantment if attacking

ARMOUR Grants the Armoured status.

#### SHIELD +1 Struggle

Grants the Armoured status WREATH CROWN

#### +1 All Spirit Actions CHALICE

#### +1 Heal (Spirit) +1 Charm HAMMER AND CHISEL

LANTERN

## +1 Farsight

## SCALES +1 Diplomacy +1 Charm

Томв +1 Heal (Mind)

## +1 Arcane Knowledge

# · LAYOUT ·

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"Have you ever wondered how many stars we've seen, love?" Nastya asked, watching as light glistened off the surface of the glass in front of her. "Is it not wonderful how, no matter how many years we are alive, space never feels any less vast?" Yes, it really is wonderful, Aurora agreed, the floor under Nastya humming a little louder. As for how many stars we've seen, I can offer you the sum of the stars we've individually seen, or just the number of those we've seen while together. Nastya chuckled, shaking her head. "It's okay. I don't need the exact number. It is big, though, Very, very big. And, not to be sappy-"You're always sappy." Maybe I am! Anyway, the number still isn't large enough to express my love for you. "That was very sappy." Nastya shoved her shoulder against the wall adjacent to her. "But I could not agree more. We are lucky the rest of the crew isn't here, though. I can only imagine how much Jonny would groan and grumble about 'how insufferable the two of us are'." He is quite hypocritical, given how much of a romantic he tends to be. "He really is!" Nastya agreed. "You should tell him as much when he returns." I hope you don't mind mending bullet holes in my wall panels, "You know I never mind doing repairs," Nastya insisted. "Not only is it my job, but it offers us an opportunity to spend time together." Oh and you say I'm sickly sweet, Aurora teased, her lights flickering in laughter. "All I'm saying is that I enjoy doing my job. Being able to spend time with my wonderful girlfriend is only a Just a convenient perk, you say? The lights flickered again, faster this time. Well, it is just us tonight, and knowing Ashes, I am not sure how much more time we will have alone before they burn down the entire planet. What would you like to do? Nastya tapped her finger to her chin in thought. She always wanted to spend time with Aurora, either doing repairs, or simply talking to her girlfriend in a language that only they could understand, but Nastya felt as if that particular night called for something special-something they could not do with the rest of the crew on board. "I have been practicing a song I want to play for you," Nastya said, rising slowly from her pile of

# Before This One You sometimes wish they didn't say it: Ivy Alexandria, our archivist and navigator! There is a tone to it, Jonny especially. Like that's all you'll ever be You had a name before this one; You remember it in dreams You sometimes wish they didn't say it: The crew of the Starship Aurora! There's a tone to it, Nastva especially Like that's the only place you've ever lived You had a home before this one; You remember it in dreams You sometimes wish they didn't say it: Roving through the galaxy! There's a tone to it, Brian especially. Like that's all you've ever done You had a life before this one; You remember it in dreams



Previous page: Spreads from my original tabletop game book 'Alea Arcana'.

Above: Pages from digital charity fanzine 'Aurora Black Box'