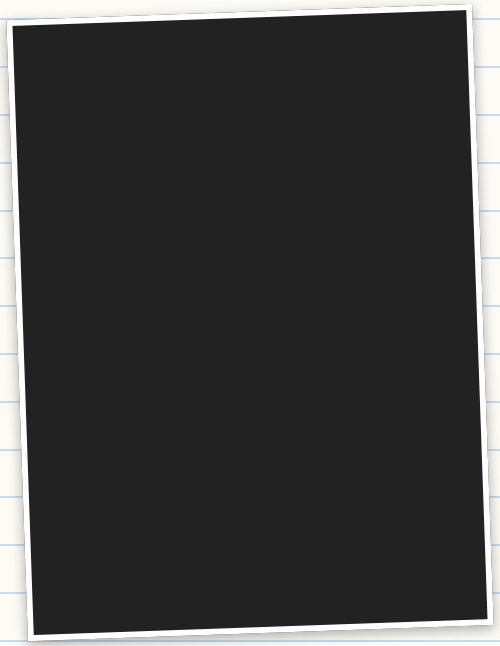
Sam Black

Danielle Radford as Sam Black

SEASON 15



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

FIGHT	FLIGHT	BRAINS	BRAWN	CHARM	GRIT
d8	d12	d4	d6	d20	d10

MAGIC DIE	ARCHETYPE
d4	Charismatic Slacker

End of Misfits and Magic — contains spoilers. Only what is said in play or shown on stat cards; *italic* = derived from spoken rolls; — = never stated. Source: Misfits and Magic wiki (fan project), every value links to its moment on the site.

Sam Black

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **Streamer in Portland** — An owl comes to Portland, Oregon, looking for one Samantha Butler; Sam is in her streaming room doing a mukbang, in a room that "used to be where her mom kept all the stuff from her multilevel marketing scheme". MAM E1 00:27:45, MAM E1 00:27:24
- **Influencer Extraordinaire** — Intro scoreboard card for Sam Black: "INFLUENCER EXTRAORDINAIRE". MAM E1 00:27:51
- **Brains roll to understand the owl** — Brains roll, difficulty 5: a four, a four again and a two, for a total of 10; she understands exactly what the bird says. MAM E1 00:32:09, MAM E1 00:32:25
- **Names the delivery owl Sausage** — Sam names the school's delivery owl: "I'm gonna name you Sausage." It flies off at the end of the scene. MAM E1 00:37:46, MAM E1 00:38:54
- **Adversity token gained** — Aabria: "I want everyone to take an Adversity token as just a little gift for doing the shopping episode." MAM E1 01:51:22
- **Sees the tether between Evan and Jammer** — While holding her wand she glimpses a tether form between Evan and Jammer: "it looked like it was beautiful, what you had." MAM E1 02:00:29, MAM E1 02:00:02
- **Familiar chooses her** — Sam spots the "stream pig" among the animals; without any roll, a tiny baby pink piglet sprints over and stands on her shoe. MAM E1 02:06:26, MAM E1 02:06:47
- **Mukbang for the Chimeron first years** — Charm roll, difficulty 13, not a common-sense roll: "All right. 18." She shows the first years how to eat a cucumber and sausage. MAM E2 00:51:38, MAM E2 00:51:55
- **Dodge roll (7 against 10)** — Flight roll, difficulty 10: she gets a 7 and Evan carries her out of the way. MAM E2 01:15:31, MAM E2 01:15:35
- **Charm roll on the blood cobra (take half)** — Charm roll, difficulty 10: "I'll take half and then that hits." She talks the blood cobra back into her friend. MAM E2 01:17:44, MAM E2 01:17:51
- **Collaborative potion roll (2)** — Group Brains roll, 25 together, with Lemli: "Two for me."; the group exceeds it. MAM E2 01:36:02, MAM E2 01:36:45
- **Brains roll on the face tree** — Brains roll, difficulty 6, with the Magic die: "3"; she cannot tell where the vibe comes from. MAM E2 01:54:51, MAM E2 01:54:59
- **Wondering about a new name** — "Should I change my name again to something more magical?" (Boogledogs is floated); Samantha is where Sam comes from. MAM E2 02:00:45, MAM E2 02:00:53
- **Opposed roll to get Evan to the class** — Evan worries about the class; Brennan's Brains is rolled against the Charm of Dream and Sam to get him to go: "12." MAM E2 02:06:05, MAM E2 02:06:22
- **Combined Charm roll (19)** — Combined Charm roll, 25 to meet: "19." MAM E2 02:07:36, MAM E2 02:08:08
- **Adversity token for stunting on the intro** — Aabria: "please take an adversity token." Danielle: "Thank you." For stunting on the intro. MAM E3 00:01:15, MAM E3 00:01:20
- **Charm roll to calm the Aqrabus students** — Charm roll, difficulty 10: "8"; she tells them to stay calm, "yay Britain", and makes the goat house sign. MAM E3 00:11:20, MAM E3 00:11:36
- **First broom Flight roll (5 against 7)** — Everyone rolls Flight, difficulty 7: Danielle says she is at five; Brennan notes Sam is only two away; Erika gives two of her tokens and Lou tosses Danielle one, and the group hovers about five feet off the ground. MAM E3 00:57:49, MAM E3 00:58:28
- **Charm roll sees the thread network (16)** — Charm roll, difficulty 12: "16"; she sees threads from her and Dream to Jammer, and the Evan-Jammer thread glowing and staying. MAM E3 01:01:13, MAM E3 01:01:18
- **Brains roll on the threads (3)** — Brains roll, difficulty 5: "3"; nothing to add. MAM E3 01:03:35, MAM E3 01:03:44
- **Adversity token gained** — Aabria: "Adversity tokens to both of you"; Erika and Danielle both take tokens. MAM E3 01:05:56
- **Flight roll with the formation (9)** — "I rolled so I got a nine so I start going up." MAM E3 01:13:47

- **Flight roll at the game (3)** — Flight roll, difficulty 8, to beat a player to the ball: "It's a three"; Tallulah's turf blocks her. MAM E3 01:18:38, MAM E3 01:18:54
- **Two Adversity tokens given to Jammer** — Jammer needs two more: Danielle: "How many do you need?"; Lou: "I would need two."; Danielle: "Boom." Her eyes then turn fully mirrored and she tugs the tethers toward Jammer. MAM E3 01:23:13, MAM E3 01:23:14
- **Grit roll to notice (10, 11)** — Grit roll, difficulty 12, to notice something in the corner: "Ooh, I exploded." She totals 10, then 11. MAM E3 01:29:19, MAM E3 01:29:21
- **Combined Grit roll to finish the game (2)** — Combined Grit roll with Jammer, beat 13: Danielle "Two." MAM E3 01:42:36, MAM E3 01:42:56
- **Charm roll on the dark being (15, all tokens burned)** — Charm roll, difficulty 20: she rolls 15, then burns all her Adversity tokens ("All of them."); her eyes go silver mirrors. MAM E3 01:56:32, MAM E3 01:56:21
- **Adversity tokens gained** — Aabria: "Please take two adversity tokens." MAM E3 01:57:58
- **Contract invalid** — To the Second Head: "he's a minor, so that contract is invalid." MAM E3 02:00:28
- **Realises what the wipe means** — "Oh. We wouldn't be best friends anymore." MAM E4 00:10:11
- **Fight roll, snap decision (6)** — Fight roll, difficulty 10: "So that's a six." MAM E4 00:14:46, MAM E4 00:14:58
- **Charm roll misses the moment (7)** — Charm roll, difficulty 12: "7"; she misses something important. MAM E4 00:30:00, MAM E4 00:30:14
- **Grit roll to keep Philtrum busy (10, exploding, 15)** — Grit roll, difficulty 6: a 10 that explodes, "15". MAM E4 00:39:48, MAM E4 00:39:57
- **Face-unlock bit and Adversity token** — She unlocks the phone with her face for Philtrum's facial recognition; Aabria: "Adversity token 'cause that's amazing." MAM E4 00:42:24, MAM E4 00:42:31
- **Grit roll with the cracked phone (5)** — Grit roll, difficulty 12: "5"; the phone screen cracks and crumbles. MAM E4 00:43:39, MAM E4 00:43:48
- **Brains roll on Philtrum (2)** — Brains roll, difficulty 5, while explaining Terminator: "Two."; afterwards "I just snitched." MAM E4 00:53:33, MAM E4 00:53:34
- **Charm roll on Fergus (15)** — Charm roll, difficulty 14: "15"; Fergus gives away who told Tallulah. MAM E4 01:08:19, MAM E4 01:08:27
- **Opposed Flight roll for her drink (4)** — Opposed Flight roll against Khanh, who must be beaten with a two: "Four."; later she chugs her drink. MAM E4 01:20:04, MAM E4 01:20:18
- **Brains roll (1)** — Brains roll, difficulty 5, lowered by Aabria to 3: Danielle: "One"; Aabria tells her "You have at least three" Adversity tokens. MAM E4 01:30:24, MAM E4 01:30:31
- **Passive effect** — Aabria: "You have a passive effect that sort of, it just sort of rolls off you, especially the more you talk"; it shows as a thread between her and her opponent, which his wand tip severs. MAM E4 01:41:36, MAM E4 01:45:25
- **Duel: Charm roll (6 against 15)** — Charm roll, difficulty 15: "Okay, so that was a six." He severs the thread between them. MAM E4 01:45:22, MAM E4 01:45:08
- **Duel: pulls his wand away (Flight 14)** — Flight roll, difficulty 8: the die explodes, four and five and a nine, "a 14"; she holds his wand. MAM E4 01:47:48, MAM E4 01:48:10
- **Grit roll on the Rosemont student (2)** — Grit roll: "that is a two"; the Rosemont flags come down. MAM E4 01:59:41, MAM E4 01:59:42
- **Brains roll (2)** — Brains roll, difficulty 7: "Two." MAM E4 02:05:15, MAM E4 02:05:31
- **Spotting K** — She gets on her broom to spot K so she can get rid of any harm without hurting them. MAM E4 02:10:33, MAM E4 02:10:47
- **Group Flight check (2)** — Group Flight check, 32 to meet: "Big ol' two from Sam." MAM E4 02:15:28, MAM E4 02:15:40
- **Charm roll to the dragon (14)** — "Hey, 'sup?" Charm roll: "it's a 14"; she tells the dragon it is doing a real good job. MAM E4 02:16:45, MAM E4 02:17:00
- **Gives Jammer a token and coaches him** — Jammer needs one more token and she hands it over, then helps: "at some point you have made Alexis part of the team." MAM E4 02:35:57, MAM E4 02:35:30
- **Epilogue: workshops** — The house kids gain confidence: "Everyone does goat horns." She later narrates that Sam helps run workshops for empowerment, and that she and Fergus have become a couple. MAM E4 02:46:16, MAM E4 02:46:33

Spells

- **Lint into a McDonald's sundae** — Charm spell, difficulty 15, with the Magic die: "Oh no, 12, 13, 15, I got it." The sundae melts in her hand. MAM E1 01:27:44, MAM E1 01:26:44
- **Dirt-clearing spell (take half)** — Spell, Flight roll, difficulty 3, with the Magic die: "Oh, I'll take half." The four piles of dirt disappear. MAM E2 01:08:35, MAM E2 01:08:43

- **Branch-doubling spell (Grit 10)** — "I'm gonna cast a spell": the one branch becomes two. Grit roll, difficulty 8, with the Magic die and her common-sense die: "I got the 10." MAM E2 01:57:38, MAM E2 01:57:52
- **Duel: leg-sweep spell (Fight 8)** — Fight roll with the Magic die (Aabria rules it magic), opposed by his Brawn: "that is eight"; he evades in bullet time. MAM E4 01:42:48, MAM E4 01:43:10
- **Duel: water-wall spell (9)** — She casts a wall of water against his fire: "I rolled an eight", and with the Magic die "that is a nine", matching his nine. MAM E4 01:46:43, MAM E4 01:46:55
- **Air-ball spell fails (Brawn 6 against 20)** — She casts a ball of air ("not a fireball, but a ball of air") to knock Fergus' wand away; Brawn roll opposed, must beat 20: "Nope, six." MAM E4 02:28:31, MAM E4 02:28:42

Items

- **Wand shaft turns pinker** — After the sundae spell: "the entire shaft of it is a little bit of a pinker wood." MAM E1 01:28:49
- **Broom: The Suave Sweeper** — "So, I got the Suave Sweeper, which is a great name." The card shows BROOM The Suave Sweeper. MAM E1 01:49:57, MAM E2 00:51:50
- **Familiar: Terminator 2 (T2)** — A baby pink piglet: "I'm gonna name it after my favorite movie. Nice to meet you, Terminator 2."; T2 for short. MAM E1 02:07:04, MAM E1 02:07:25
- **Wand swap with Dream** — "I don't know if you can swap wands and test it out"; Dream and Sam swap wands. MAM E2 00:43:52, MAM E2 00:43:56
- **Wand card: Cherry, Mirror Core** — Card text for her wand; the wand is chrome, shiny and hyper-reflective: "I shall trust this with my life." MAM E2 01:59:39, MAM E2 01:59:19