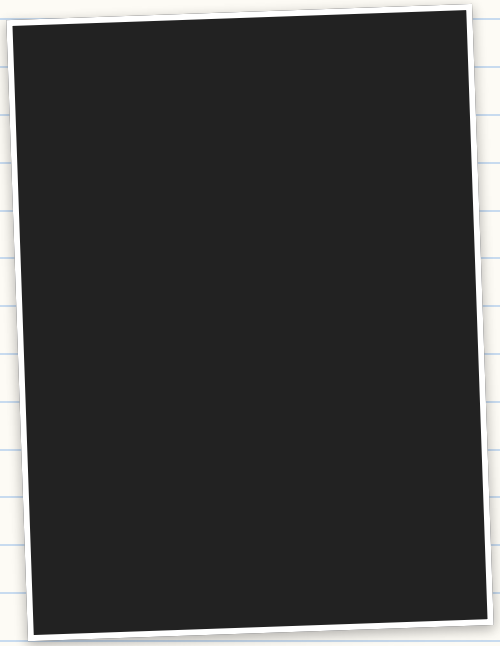
Whitney Jammer

Lou Wilson as Whitney Jammer

SEASON 15



RACE
—

CLASS
—

LEVEL
—

BACKGROUND
—

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

MAGIC DIE	ARCHETYPE
d4	Daring Athlete

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.

Whitney Jammer

FULL SHEET

Skills

- —

Saving throws

- —

Features

- **The Sandwich Man** — Intro scoreboard card title for Whitney Jammer; also written as a scupper nickname idea in Lou's notebook prop. MAM E1 00:04:34, MAM E1 00:00:22
- **Familiar: his basketball** — He waits to see if any animal is drawn to the basketball; it rolls back to him, dodges his kick and dribbles a figure 8 around his legs: "I got my familiar." MAM E1 02:10:34, MAM E1 02:09:30
- **Adversity token gained** — Aabria gives everyone an Adversity token for the shopping episode. MAM E1 01:51:22
- **Adversity tokens spent: four to Evan** — Lou gives four Adversity tokens to help Evan's roll. MAM E1 01:54:55, MAM E1 01:55:01
- **Adversity token gained** — Aabria: "Jammer, take an Adversity token for me." MAM E1 01:59:29
- **Age 16, broom The Bolting 4000 (aka Whip)** — Card shows AGE 16 and the broom The Bolting 4000, aka Whip. MAM E2 00:08:38
- **Adversity tokens offered to Evan (not counted)** — Lou offers Evan two Adversity tokens; Aabria: "I'm not counting your adversity tokens" because he cannot explain how he helps, so the intervention is "for naught". MAM E2 01:32:20, MAM E2 01:31:44
- **Adversity token spent on a Grit roll** — A 7 against difficulty 8; he spends one token: "seven plus one equals eight." MAM E2 01:49:05, MAM E2 01:49:09
- **Adversity tokens spent: all of them to the team** — Lou gives tokens to teammates' rolls and runs out: "I'm out of adversity tokens." MAM E3 00:58:28, MAM E3 00:58:08
- **Adversity token gained** — Aabria gives him an Adversity token after his failed Grit roll (a 3, difficulty 12); the exploded roll is Danielle's. MAM E3 01:29:10, MAM E3 01:29:19
- **Familiar named Spalding** — Evan: "Spalding seems to like it." Jammer: "Yeah, Spalding's about it, dude." MAM E3 00:22:18, MAM E3 00:22:20
- **Adversity tokens received from Sam** — On a Charm roll, difficulty 9, he rolls a 5 and needs two more; Danielle: "Boom." MAM E3 01:23:06, MAM E3 01:23:14
- **Adversity token spent on water** — He adds an Adversity token to a teammate's roll, pulling out a bottle of water ("Hydrate."). MAM E4 01:25:24
- **Adversity token spent on a Brawn roll** — He takes half of a Brawn difficulty 12 and spends an Adversity token to make it. MAM E4 02:21:31, MAM E4 02:21:46
- **Adversity tokens spent: two on a Brawn roll** — On the share-the-load Brawn roll, difficulty 18, he rolls 15, has two Adversity tokens, "which gets me to 17". MAM E4 02:35:13
- **Adversity token received from Sam** — He needs one more for the Brawn roll; Danielle: "Just one, okay. So I go over to help. There you go." MAM E4 02:35:30

Spells

- **Baby-powder flick (wand)** — Flicks the wand at Sam: Grit roll, difficulty 6, with his Magic die, "exactly a six"; a puff of baby powder scented like a fresh basketball. MAM E1 01:22:34, MAM E1 01:22:44
- **Mind-moved free weights (failed)** — Brains roll, difficulty 16: a 3 plus the Magic d4 (a 4) makes 5. MAM E2 01:14:08, MAM E2 01:14:19
- **Telekinetic desk-throwing** — Uses his wand to chuck desks at the fire being; he rolls a 13. MAM E3 00:10:30, MAM E3 00:13:45
- **Summon basketball** — Brawn roll, difficulty 6 (take half): his basketball appears and starts dribbling drills. MAM E4 01:13:47, MAM E4 01:14:06
- **Heisman stiff-arm against a spell** — Brawn roll, difficulty 12: a hand held out stops an incoming spell without casting. MAM E4 02:21:26, MAM E4 02:21:52

- **Share the load (tether to Alexis)** — Brawn roll, difficulty 18 (with his magic die): shares the weight of Tallulah's spell on the dragon with his wand; Sam's Charm roll, difficulty 10, is the other check. MAM E4 02:33:55, MAM E4 02:34:26

Items

- **Owl pellet** — Picks up the pellet with his bare hand and pockets it: "Don't tell anybody I picked that up." MAM E1 00:11:05, MAM E1 00:11:20
- **Wand (wooden dowel)** — Flicks his generic wand at Sam; the base later turns darker wood, bamboo. MAM E1 01:22:34, MAM E1 01:25:06
- **Basketball** — His familiar; it kicks aside his attempt to kick it and dribbles back. MAM E1 02:09:30
- **Sneakers (the Irvings / Electro-Lights)** — Wears the Irvings, Electro-Lights. MAM E1 01:35:26
- **Owl pellet (crushed)** — lost: all the students crush their owl pellets at the same time and are teleported away. MAM E1 00:55:13
- **Rib Deluxe with scalloped potatoes** — Fails his own Charm roll for a McRib (a 2); Evan suggests a Rib Deluxe, Oggles makes it (Brennan's roll explodes), and Jammer throws it on the floor. MAM E2 00:39:08, MAM E2 00:39:50
- **Rib Deluxe with scalloped potatoes (picked up)** — He picks the food back up after the kitchen objects ("I'm sorry I threw it") and says he will eat the floor ribs. MAM E2 00:43:08, MAM E2 00:46:26
- **Basketball (back in hand)** — The basketball rolls up and nudges his foot; he picks it up. MAM E3 00:21:55, MAM E3 00:21:59
- **Wand (Bamboo, Steel Core)** — Takes his wand from the wand bag; the card shows Bamboo, Steel Core: "This does feel like my wand." MAM E3 00:22:20, MAM E3 00:21:43
- **Basketball (summoned to him)** — gained back: the basketball is not near him, he makes it appear and it starts dribbling drills. MAM E4 01:13:47, MAM E4 01:14:06