

Herremann 12:28 AM 12/09/11  
hello everyone

Clint Black 1:23 AM 12/09/11  
Hi all! Chat officially begins in about 35 minutes, but early discussion is fine. Welcome!

Guest Ray 1:23 AM 12/09/11  
Goodo.

Jack Mann 1:24 AM 12/09/11  
There we go.

Jack Mann 1:28 AM 12/09/11  
Journeys to the West seems to be going well.

Jack Mann 1:28 AM 12/09/11  
Gone up to over \$8,000 since last week.

Clint Black 1:30 AM 12/09/11  
Nice.

Jack Mann 1:32 AM 12/09/11  
It's been fun getting back into the 3.5-style stuff. Still need to break out the Pathfinder books to reacquaint myself with the mechanical differences.

Jack Mann 1:35 AM 12/09/11  
It's a little hard. FATE and SW have spoiled me.

Jack Mann 1:35 AM 12/09/11  
Hey, Christina.

Christina Stiles 1:35 AM 12/09/11  
Thanks to Jack's help, we reached over 8K

Christina Stiles 1:35 AM 12/09/11  
Hey, Jack!

Christina Stiles 1:36 AM 12/09/11  
Howdy, Clint!

Clint Black 1:36 AM 12/09/11  
Hi Christina!

Jack Mann 1:37 AM 12/09/11  
Mostly been working on fluff-stuff, though I think I might pitch a tattoo race. I already came up with a dark god for the sacrifices.

Christina Stiles 1:38 AM 12/09/11  
Please pitch a race. Time is running out for the blog pitch!

Jack Mann 1:38 AM 12/09/11  
/me nods.

Jack Mann 1:38 AM 12/09/11  
But first, I must grab some food before the chat begins. Avaunt!

Jodi 1:42 AM 12/09/11  
Good evening, everyone!

Christina Stiles 1:42 AM 12/09/11  
Hey, Jodi!

Christina Stiles 1:43 AM 12/09/11  
Did Shelly Baur contact you today?

Jodi 1:43 AM 12/09/11  
Um, no.

Guest Tyler 1:43 AM 12/09/11  
Howdy

Christina Stiles 1:43 AM 12/09/11  
I think she will email you soon.

Jodi 1:43 AM 12/09/11  
Hi "Guest Tyler"

Preston DuBose 1:43 AM 12/09/11  
Hi

Jodi 1:44 AM 12/09/11  
To log in to the chat, open the window to the right and find your "guest name"

Jodi 1:44 AM 12/09/11  
Then log in via Facebook, Twitter, or Envolve.

Jodi 1:44 AM 12/09/11  
Hi Preston! Glad you could join us!

Preston DuBose 1:45 AM 12/09/11  
Me too. Gotta get the kids started on baths soon, but I'll come back.

Jodi 1:45 AM 12/09/11  
Sounds about right. :) I got one kid staying up late to work on homework, which means I'll bellowing at her from the computer every now and then.

Sophie 1:46 AM 12/09/11  
Hello all!

Jodi 1:46 AM 12/09/11  
Hello Sophie!

Jodi 1:47 AM 12/09/11

Neil, you made it! Thanks so much for helping to pull this chat together!

Neil Spicer 1:47 AM 12/09/11

No problem, Jodi. What are friends for?

Jodi 1:47 AM 12/09/11

:)

Neil Spicer 1:48 AM 12/09/11

Sounded like you needed some filler. So, I'm glad to be filler. ;)

Neil Spicer 1:48 AM 12/09/11

Sean and Ryan should be along soon.

Neil Spicer 1:48 AM 12/09/11

Not sure if Clark can make it.

Jodi 1:48 AM 12/09/11

Clint is so stoked about the chat tonight.

Neil Spicer 1:48 AM 12/09/11

Really? Why is that? :)

Guest Aaron 1:49 AM 12/09/11

Hey everyone!

Jodi 1:49 AM 12/09/11

He's pouring wine right now to celebrate.

Sophie 1:49 AM 12/09/11

that actually sounds like a marvelous idea!

Neil Spicer 1:49 AM 12/09/11

lol...it's the simple things in life...

Jodi 1:49 AM 12/09/11

And we're having cheez doodles with it. We're classy like that.

Neil Spicer 1:50 AM 12/09/11

BTW, folks, if you joined as a Guest MadeUpName, you can login to Facebook, Twitter, etc. and change your name to your regular one, if you want.

Guest Aaron 1:50 AM 12/09/11

Clark is reffing a baseball game and won't be here tonight, but I think Ryan still plans on stopping by :)

Neil Spicer 1:50 AM 12/09/11

Mmmm...cheese doodles.

Guest Aaron 1:50 AM 12/09/11

sorry, BASKETBALL game :p

Neil Spicer 1:51 AM 12/09/11

Clark must be posting via an iPhone or something then, because he's been putting up new comments in the RPG Superstar forums just a few minutes ago.

Guest Aaron 1:51 AM 12/09/11

well, he is a madman :)

Guest Aaron 1:51 AM 12/09/11

or maybe the game hasn't started yet.

Guest Aaron 1:51 AM 12/09/11

oh it seems i am guest aaron :p

Neil Spicer 1:52 AM 12/09/11

I can picture him now. Blows the whistle for a foul at the basketball game and he meant to flag a wondrous item.

Sean K Reynolds 1:52 AM 12/09/11

Aha much better :)

Jodi 1:52 AM 12/09/11

Sean is in the chat!

Clint Black 1:52 AM 12/09/11

I'm back. Daughter had to use her phone's text to voice function to read the theme from the old Godzilla cartoon. She knows it always makes me laugh.

Neil Spicer 1:52 AM 12/09/11

I figured that was you.

Neil Spicer 1:52 AM 12/09/11

Who else would be keeping tabs on Clark. ;)

Clint Black 1:52 AM 12/09/11

Hi Neil and Sean!

Jodi 1:52 AM 12/09/11

Thank you for joining us this evening, Sean, I really appreciate it!

Sean K Reynolds 1:52 AM 12/09/11

yes, "Guest Aaron" sounded like a real know-it-all :)

Jodi 1:53 AM 12/09/11

At least you weren't "Guest Julia"

Neil Spicer 1:53 AM 12/09/11

I was guest Monica.

Neil Spicer 1:53 AM 12/09/11

And sadly, my parents nearly named me Susan.

Neil Spicer 1:53 AM 12/09/11

That's because they were expecting a girl and had no boy names ready at the delivery room.

Jodi 1:53 AM 12/09/11  
Neil, your initials would've been SS.

Guest Hugo 1:53 AM 12/09/11  
At least you had a theme song if they did...A Boy Named Sue

Neil Spicer 1:53 AM 12/09/11  
Yes. Try saying Susan Spicer five times fast.

Jack Mann 1:54 AM 12/09/11  
I return!

Jodi 1:54 AM 12/09/11  
I was going to be a Jodi either way.

Neil Spicer 1:54 AM 12/09/11  
Convenient.

Sean K Reynolds 1:54 AM 12/09/11  
your name makes me think my wife is attending this chat :p

Clint Black 1:54 AM 12/09/11  
Susan Spicer, Superstar! Sounds like a 80's show.

Neil Spicer 1:54 AM 12/09/11  
BTW, I've told a few people today. My wife is expecting our 4th child. She told me just last night.

Guest Hugo 1:54 AM 12/09/11  
Congratulations!

Sean K Reynolds 1:54 AM 12/09/11  
wow, Neil, you never quit! :)

Christina Stiles 1:54 AM 12/09/11  
Congrats, Neil!

Neil Spicer 1:54 AM 12/09/11  
We'll be quitting after this one.

Clint Black 1:54 AM 12/09/11  
Congratulations, Neil!

Neil Spicer 1:54 AM 12/09/11  
She wanted four.

Jodi 1:54 AM 12/09/11  
We have a lot of lurkers so far tonight, so welcome all! Everyone is invited to participate. This isn't a "let me have a peek into the forbidden world." Neil, congrats!

Neil Spicer 1:54 AM 12/09/11  
She got her wish.

Sean K Reynolds 1:55 AM 12/09/11  
uh huh. you'll be quitting when she decides she's done :)

Neil Spicer 1:55 AM 12/09/11  
Probably true.

Neil Spicer 1:55 AM 12/09/11  
:D

Jodi 1:55 AM 12/09/11  
Now we know why you write so much. Gotta feed those kids! :)

Jack Mann 1:55 AM 12/09/11  
Even if this was a peek into the forbidden world, I would still participate. I always make it a point to transgress against taboos.

Guest Tyler 1:55 AM 12/09/11  
/nick Ben\_McFarland

Neil Spicer 1:56 AM 12/09/11  
So, we're about 5 minutes out from the official start time. We'd better remind folks not to talk about their actual item submission...

Ben McFarland 1:56 AM 12/09/11  
there we are.

Jodi 1:56 AM 12/09/11  
Hi Ben!

Neil Spicer 1:56 AM 12/09/11  
Hey, Ben. Thanks for coming.

Sean K Reynolds 1:56 AM 12/09/11  
hi ben!

Guest Ann 1:56 AM 12/09/11  
/nick Jim Groves

Ben McFarland 1:57 AM 12/09/11  
Hello! :) Happy to drop by. Figure if this is my last swing, I'd best pay as much attention as possible. :)

Jim Groves 1:57 AM 12/09/11  
I can always learn more!

Guest Kate 1:57 AM 12/09/11  
/nick Caias\_Ward

Ben McFarland 1:57 AM 12/09/11  
Hey Caias.

Caias Ward 1:57 AM 12/09/11  
Hello

Sean K Reynolds 1:57 AM 12/09/11  
hey Caias!

Greg Kerner 1:58 AM 12/09/11  
Hi everyone.

Greg Kerner 1:58 AM 12/09/11  
Hi Clint

Greg Kerner 1:58 AM 12/09/11  
Hi Jodi

Greg Kerner 1:58 AM 12/09/11  
Hi Sean

Ben McFarland 1:59 AM 12/09/11  
Hello!

Jim Groves 1:59 AM 12/09/11  
Hi all people!

Jim Groves 1:59 AM 12/09/11  
(and non-people)

Clint Black 1:59 AM 12/09/11  
Hi Caias! Kurt Wiegel is apparently playing in an awesome Strike Force 7 game.

Ben McFarland 1:59 AM 12/09/11  
Hey Brian! How goes?

Clint Black 1:59 AM 12/09/11  
And hi to everyone else who joined in while I looked away only briefly.

Caias Ward 2:00 AM 12/09/11  
Good stuff

Greg Kerner 2:00 AM 12/09/11  
Hi Wiggy!

Guest Jessica 2:00 AM 12/09/11  
hello

Paul Wade-Williams 2:00 AM 12/09/11  
Evening all

Brian Cortijo 2:00 AM 12/09/11  
Going okay, Ben. I could use a nap, but otherwise good. You?

Guest Jamie 2:00 AM 12/09/11  
\*rolls a d20\*

Jodi 2:00 AM 12/09/11

So, let's get this thing started! Welcome to our guests this evening, Neil Spicer, Sean K Reynolds, and who knows who else they get to pop in there. Guys, introduce yourselves. And while they are doing that, everyone, please remember it is against the rules to discuss YOUR potential submission. Any questions that will not point back to your submission specifically are allowed. We're hosting this so folks can ask questions of the judges, hear about some points that made previous RPG Superstar winners really stand out, etc.

Dawson Berry 2:00 AM 12/09/11

Try that again.

Sean K Reynolds 2:01 AM 12/09/11

Go ahead, Neil!

Neil Spicer 2:01 AM 12/09/11

Ha! I was about to say Sean is the senior judge, he can lead off. But I guess I'll take it.

Clint Black 2:02 AM 12/09/11

Reminder, we will give away free shipping from BB about 15-20 minutes before the chat is over to one lucky participant via a card draw. We talk specifics when we get there.

Erica B 2:02 AM 12/09/11

hello!

Greg Kerner 2:02 AM 12/09/11

Hi Erica

Guest Sally 2:02 AM 12/09/11

/nick twombat

Neil Spicer 2:02 AM 12/09/11

I'm Neil Spicer. I won RPG Superstar 2009, the second year of the competition. We're in year 5 now. The contest really opened a lot of doors for me in terms of freelancing professionally. And I'm happy to be able to give back by being a judge these past couple of years.

Jodi 2:02 AM 12/09/11

Ah, also, we hope you'll check out our holidays specials while you're here (after the chat, of course). I'll post a link later.

Neil Spicer 2:02 AM 12/09/11

Take it away, Sean.

Sean K Reynolds 2:03 AM 12/09/11

I'm Sean K Reynolds, designer/developer at Paizo. This is my 3rd year as an RPG Superstar judge. Before Paizo I worked at Upper Deck on various card games, at Interplay on D&D video games, at Wizards of the Coast as a D&D/FR/Greyhawk designer, and at TSR as the online coordinator. Part of my job at Paizo is dealing with freelancers, including the winners of RPG

Superstar--in fact, I developed his Superstar adventure, Realm of the  
Fellnight Queen, which was most excellent. :)

Jack Mann 2:03 AM 12/09/11

Y'know, for a second, I got Sean confused with Seanbaby, and was going to  
ask him if he was ever going to get another chance to beat the crap out  
of Uwe Boll.

Sean K Reynolds 2:03 AM 12/09/11  
his = Neil's :)

Sean K Reynolds 2:03 AM 12/09/11  
yeah I'm not SeanBaby :)

Jack Mann 2:04 AM 12/09/11  
Not that you aren't both awesome.

Neil Spicer 2:04 AM 12/09/11  
Did Ryan make it? Is he hiding under an alias?

Jack Mann 2:04 AM 12/09/11  
Probably torn apart by roving landsquid

Neil Spicer 2:04 AM 12/09/11  
He is, after all, the Most Dangerous Man in Gaming.

Jack Mann 2:04 AM 12/09/11  
They migrate this time of year.

Jodi 2:04 AM 12/09/11  
<http://paizo.com/rpgsuperstar> For anyone who wants a refresher on the  
rules of RPG Superstar.

Sean K Reynolds 2:05 AM 12/09/11  
Ryan's a busy man, hopefully he can make it

Sean K Reynolds 2:05 AM 12/09/11  
Jodi this chat is logged, right?

Neil Spicer 2:05 AM 12/09/11  
Yeah, it's not like he's got a whole new MMORPG to design or anything...

Clint Black 2:05 AM 12/09/11  
Ryan did come in earlier and test out the chat, so if he gets time, he  
should be able to jump in quickly.

Jodi 2:05 AM 12/09/11  
Yes, we will post a transcript of the chat later. When I get around to  
it.

Clint Black 2:05 AM 12/09/11  
Until then, it will be up here for anyone to read.

Neil Spicer 2:06 AM 12/09/11

Cool. We had some people mention they couldn't make the chat on the Paizo messageboards and they asked for a transcript so they could catch up on what they missed.

Dawson Berry 2:06 AM 12/09/11  
Did Christina make it?

Jodi 2:06 AM 12/09/11  
In that case I'll put it a tad higher on the "to do" list.

Clint Black 2:06 AM 12/09/11  
Yep, and \*someone\* answered their question on the Paizo boards.

Jack Mann 2:06 AM 12/09/11  
She's here. Or was

Ben McFarland 2:07 AM 12/09/11  
Stiles? She mailed me about it, so I'd expect her.

IronWolf 2:07 AM 12/09/11  
She facebooked about it as well.

Erica B 2:07 AM 12/09/11  
I see her name on the list of logged in folks.

Clint Black 2:07 AM 12/09/11  
So, Sean did you judge the year Neil won or was that the year prior to your judging?

Jack Mann 2:07 AM 12/09/11  
Stiles, that is. If you meant another Christina, you're probably out of luck

Tommy Brownell 2:07 AM 12/09/11  
She's in the user list at the top of the screen.

Sean K Reynolds 2:07 AM 12/09/11  
That was my first year!

Christina Stiles 2:07 AM 12/09/11  
Looking for me, Dawson?

Sean K Reynolds 2:08 AM 12/09/11  
Quite a crazy challenge, it's a lot of work, but I love the game and love to see the process of people getting better over the course of the competition.

Dawson Berry 2:08 AM 12/09/11  
Hey hey! I sent you an email

Jodi 2:08 AM 12/09/11  
Well, Sean, tell us what made Neil's submission a winner. Neil, what was the hardest part for you?

Christina Stiles 2:08 AM 12/09/11  
Or you talking about Christine?

Ben McFarland 2:08 AM 12/09/11  
/me shhhs. \*listening\*

Ben McFarland 2:08 AM 12/09/11  
:D

Dawson Berry 2:09 AM 12/09/11  
Sean, Neil, are there any items that just make you roll eyes and sigh? If so which, and how do we avoid such a reaction?

Sean K Reynolds 2:09 AM 12/09/11  
Whoa, that's two very diff questions.

Dawson Berry 2:10 AM 12/09/11  
So get typing! ;-p

Sean K Reynolds 2:10 AM 12/09/11  
Neil's item had just the right mix of flava and mechanics that made it stand out for being clever, efficient, and smart.

Neil Spicer 2:10 AM 12/09/11  
The hardest part, honestly, was outlasting my fellow competitors and getting to the end just so I could take my shot. When I made the Top 4, I think I was probably seen as a bit of a dark horse. I was lagging a bit behind some of the other guys in those final couple of rounds. So, I really didn't feel a whole lot of pressure in that last round while pitching my adventure proposal. It all just sort of came together as something inspired by the fairy tales my children enjoyed...only turned up a notch for Pathfinder play, of course.

Sean K Reynolds 2:11 AM 12/09/11  
Neil also likes to make it hard for himself, then rise to the challenge. I think I described his work in the later rounds as "guy running a race with a backpack full of rocks... he's not in the lead, but he's somehow keeping up, and that's really impressive."

Neil Spicer 2:11 AM 12/09/11  
As for my item submission, yeah...that was a bit more of a nailbiter. The hardest part was second-guessing yourself. Does it have enough appeal? Is it mechanically right? Does the descriptive text flow well? Is it priced correctly? Will someone else do something similar or better?

Sean K Reynolds 2:13 AM 12/09/11  
Dawson, last year I wrote 27 "auto-reject" categories for items. About half of those are eye-rollers that make me disappointed in humanity. Like joke items, items with in-character text quotes, items based on toys, items that are just a variant of an existing item (ioun stones and figurines of wondrous power are common in that category), and so on. Things that make me want to throttle people. :)

Sean K Reynolds 2:13 AM 12/09/11

Here's an update of that list, btw:  
<http://paizo.com/forums/dmtz4uu2?Seans-consolidated-advice-thread>

Jodi 2:13 AM 12/09/11  
Good to know, Sean. thanks for the link!

Neil Spicer 2:13 AM 12/09/11  
It's true that I intentionally made things hard on myself. That's because I wanted to take the toughest element of any challenge round and try to impress both the judges and Paizo...as well as the voters, of course. But I wanted to catch Paizo's eye regardless of how the voting shook out. And, that added pressure helped me turn out stuff that just happened to appeal to the voters, too. So it was a win-win.

Dawson Berry 2:13 AM 12/09/11  
Thanks! I was looking for it!

Herremann 2:13 AM 12/09/11  
The whole idea of this competition is to write cool stuff for Paizo. What attributes and attitudes are you looking for from these future writers?

Clint Black 2:14 AM 12/09/11  
I admit Neil, I was impressed that your initial item and your final adventure were kind of thematically linked. Genius or Brilliance? ;)

Sean K Reynolds 2:14 AM 12/09/11  
I want to see creativity, rules knowledge, and a sense of what is fun and cool to add to the game. We can teach grammar, punctuation, and math, but it's really hard to teach someone to recognize an awesome untapped part of the design-space and make something that really pops.

Sean K Reynolds 2:15 AM 12/09/11  
That's why rule 27 is there: a really awesome item will make us overlook other flaws and say, "I MUST see what else this person can do, because I think they GET IT."

Jodi 2:15 AM 12/09/11  
(Editors fix things like that, right Ben?)

Neil Spicer 2:15 AM 12/09/11  
I wanted to bring it full circle. The middle parts of the competition had taken me far enough away from the fey and the nature-themed stuff that I felt comfortable exploring it again. The contest stretches out over several weeks. So, it was time to close the circle and do something awesome that also reminded people of the whole reason I'd made it into the competition...i.e., the strength of that wondrous item.

Ben McFarland 2:16 AM 12/09/11  
(they certainly try.)

Caias Ward 2:16 AM 12/09/11  
For the record, I hate editors with hate in a pit fiend's heart :)

Christina Stiles 2:16 AM 12/09/11

Caias, you might get banned! :) Jodi is an editor

Clint Black 2:16 AM 12/09/11

I married mine.

Sean K Reynolds 2:16 AM 12/09/11

Editors hate you, too. They are hateful creatures, strewn with bad phrasing and extra commas. :)

Brian Cortijo 2:17 AM 12/09/11

And semi-colons, Sean. Don't forget those!

Greg Kerner 2:17 AM 12/09/11

I was thinking the same thing as Christina.

Neil Spicer 2:17 AM 12/09/11

One other attribute that I think is really important to look for (and it's hard to measure in a 300-word item submission) is that someone's in the game to win it for the express purpose of giving a freelance career a go. Nothing disappoints me more to find that people entered on a lark and maybe took a spot from someone else who would have been far more dedicated had they had a chance and won in their place.

Jodi 2:17 AM 12/09/11

Yeah, watch it, buddy! But writers have the hardest job. I can't fix it if they can't write it!

Ben McFarland 2:17 AM 12/09/11

(editors are the evil senseis who make your writing fu strong.)

Tommy Brownell 2:17 AM 12/09/11

Oh...sometimes editors REALLY have it harder.

Christina Stiles 2:17 AM 12/09/11

People do that, Neil? I would have thought only the serious got involved in the contest

Caias Ward 2:18 AM 12/09/11

I've been on both sides. I know this too well.

Sean K Reynolds 2:18 AM 12/09/11

Yep, what Neil said--some people plan for this all year, and some person with a lot of talent but no staying power may take their Top 32 spot. :(

Greg Kerner 2:18 AM 12/09/11

Tommy, don't you do editing? >:)

Guest Luke 2:18 AM 12/09/11

Howdy folks, late owing to dinner with the kids :)

Neil Spicer 2:18 AM 12/09/11

Oh, there've been people who admitted exactly that. Thankfully, I don't believe many of them have made it into the Top 32. But folks have

mentioned after they've been rejected that "oh, well, I didn't really want to win anyway...wouldn't have had the time...whatever..."

Tommy Brownell 2:19 AM 12/09/11

Yes...yes, I do. And I've utterly refused some unintelligible scripts once or twice. (but I'll be quiet now)

Jack Mann 2:19 AM 12/09/11

That's why I'm not entering.

Christina Stiles 2:19 AM 12/09/11

Ugh!

Sean K Reynolds 2:19 AM 12/09/11

It's a bit more of a time investment than buying a lottery ticket. :)

Jodi 2:19 AM 12/09/11

Hi "guest Luke!" Sign in using the right hand tab window there >>>

Russ Taylor 2:19 AM 12/09/11

Jodi - already on it once I noticed I was guestified

Jack Mann 2:19 AM 12/09/11

I know I probably won't have time, so I don't want to steal someone else's spot.

Dawson Berry 2:19 AM 12/09/11

Sean or Neil, Do you think that some people may have missed out because the rounds did not play to their strengths? For example, I entered last year but was honestly dreading if I made the cut because, I had no idea of what to do for an archetype.

Christina Stiles 2:19 AM 12/09/11

How did you deal with the ramping up of the competition for the long run, Neil?

Jack Mann 2:19 AM 12/09/11

That, and it's been about two years since I last played any d20 games.

Jack Mann 2:19 AM 12/09/11

That's the sort of thing that hurts, come crunch time.

Sean K Reynolds 2:20 AM 12/09/11

Dawson: yeah, the competition is a little odd in that it's trying to suss out several aspects of game design, and not everyone is good at all of them. That's partly why we vary the challenges from year to year--if you didn't do well in archetypes last year, you may perform strongly in organizations this year.

Caias Ward 2:21 AM 12/09/11

Sean, Neil: right to assume that the process of the contest is to not only measure writing ability but also workmanship skills (ie able to keep up a certain work pace)? What I like to call The Forbeck Factor :)

Neil Spicer 2:21 AM 12/09/11

Ramping up for the competition is a big element to consider as soon as you find out you made the Top 32. You HAVE to plan for the longhaul. Not so much anticipating what each round will bring...but just being light on your feet and ready to roll with the punches. I took some vacation time from work in some rounds so I'd have all day to work on my next submission. Small things like that help. Really, whatever fits your process.

Jodi 2:21 AM 12/09/11

Glad to hear that, Sean.

Sean K Reynolds 2:21 AM 12/09/11

And we've gotten better about selecting our top finalists for other work. Several of the Top 8 are now frequent freelancers, like Dennis Baker, Ben Bruck, and Jim Groves.

Sean K Reynolds 2:21 AM 12/09/11

Oh to add to what to Neil said...

Russ Taylor 2:22 AM 12/09/11

Dennis Baker was top 16 at that, so the brass ring's within your reach

Sean K Reynolds 2:22 AM 12/09/11

The competition parallels life as a freelancer in a way. As a pro freelancer, you're not just thinking about your current project, or the next project, but also about the NEXT next project. Forward-thinking is a very helpful skill.

Marie Small 2:22 AM 12/09/11

Sean or Neil: I made Top 32 last year, and I find myself second guessing what I've got this year. Any advice on how to quiet the voices in your head and telling the difference between nerves and real flags? Thanks, btw for the experience. :D

Jim Groves 2:23 AM 12/09/11

I don't want to comment to self-promote, but I think you have to prepare yourself emotionally not to make the Top 32, but you also have to prepare for \*IF\* you do make. A lot of pacing the floor. Hard work. And life doesn't stop. One Round I had a dental crisis, but the contest goes on (and I squeaked by). If you make it in, you need to take care of yourself. You need to plan for the possibility of success.

Ben McFarland 2:23 AM 12/09/11

+1 to what Marie said.

Neil Spicer 2:23 AM 12/09/11

I like how James Jacobs (Creative Director for Paizo) described it once. They really sort of internally rate/measure what their freelancers are best at. Some are awesome storytellers. Some have awesome rules-fu. Some have great mapmaking skills or are great world builders. Some are just really good at making monsters. An RPG Superstar is going to be tested on elements of all those things over the course of the competition. Those who excel at most of them, live to compete another round. But you HAVE to

appeal to the voters and know what moves the meter with them. That means, sometimes you can take risks and push the envelope. Just be careful you don't get burned.

Sean K Reynolds 2:24 AM 12/09/11

There's been a lot of talk on the boards about being a new writer, and it comes down to this: all great writers started as crappy writers, writing a lot of junk in their early years. Keep writing, keep practicing, keep working on the parts you know aren't up to par. I've suggested working on several items over the month, polishing them, and selecting your favorite toward the end of the submission period. You don't HAVE to submit right away... something 1 day before the deadline has just as good a chance as something in on day 1.

Neil Spicer 2:25 AM 12/09/11

With regards to testing you for the pacing of freelancing, this competition very much does that. The turnaround times from round to round are very short. That's why I took vacation days from work to make sure I had enough time. My process is a little slower than most. And I'm a perfectionist, so I tend to need more time than some. Real freelancing is a lot like the trauma the contest simulates.

Sean K Reynolds 2:25 AM 12/09/11

In other words, we don't run out of Top 32 slots as time goes by... we make a list of ones we like and sort them down to 32 once the submission period is closed. So... find what you're good at, and take that leap. :)

Christina Stiles 2:25 AM 12/09/11

That sounds like the truth, Sean +1

Dawson Berry 2:25 AM 12/09/11

Last year there were trends of items. One being changing lighting conditions. Any expectations of trends this year based on what Paizo has published so far?

Sean K Reynolds 2:26 AM 12/09/11

So, Marie, just work on what you have. If you're nervous about it, that's okay... I still get nervous about parts of stuff I write, and I've been doing this professionally for 10+ years. :)

Neil Spicer 2:26 AM 12/09/11

@Marie - My advice is to quiet those voices by finding the item you love the most. Not so much that you're blinded by it. But rather, the one that just keeps coming back in your mind. Take that idea that you're passionate about and make it the best that you can according to all the design-fu and creativity you can muster. And be awesome with it. That's what the judges pick up on when we're assessing items in the judging chambers.

Sean K Reynolds 2:26 AM 12/09/11

Dawson, I suspect the ninja, magus, and samurai may influence items this year, as they're the newest classes/alternate classes/big archetypes.

Russ Taylor 2:27 AM 12/09/11

Neil Spicer: no doubt on real freelancer being a pressure cooker.

Marie Small 2:27 AM 12/09/11

That's good to know, Sean. Especially the part about it not going away.  
;)

Jim Groves 2:27 AM 12/09/11

Agreed with Rss and Neil. Real freelancing parallels the contest.

Sean K Reynolds 2:28 AM 12/09/11

Marie, I think when that nervousness goes away, you've turned into an arrogant jerk. Now, while I like to PRETEND to be arrogant now and then, I'm not really. Others' opinions may vary, of course.... :)

Neil Spicer 2:29 AM 12/09/11

@Dawson - The judges have often said that innovation is appealing to them. One of the best ways to be innovative is to look at some of the new classes, rules, magic, etc. that can be drawn upon. It's easier to carve out a new, innovative niche with those things, because very little is out there in the wondrous item category that makes use of those things yet. And, if someone can do something creative in that space, we often recognize that's smart design, because the author recognized an underutilized space and created something especially for it.

Sean K Reynolds 2:29 AM 12/09/11

Dawson, a new rule element tends to draw attention for superstar. For my first year as judge, it was the year of the Beta, and people were crazy about sorcerer bloodline powers, and we saw several items about those. Not that that's a bad thing--recognizing "there is a new space to explore" is a good talent.

Sean K Reynolds 2:29 AM 12/09/11

Neil and I are mindlinked tonight, it seems. :)

Ben McFarland 2:30 AM 12/09/11

Finding underutilized space can be tough.

Neil Spicer 2:30 AM 12/09/11

I've been mindlinked to you far longer than you realize. I studied your freelancing do's and don'ts long before submitting for Paizo's RPG Superstar.

Dawson Berry 2:30 AM 12/09/11

Thanks! You crazy Vulcans

Guest Hugo 2:30 AM 12/09/11

So what is the take on a wonderous item that also has non-magical natural effects?

Sean K Reynolds 2:31 AM 12/09/11

Hmm. Well, not to prod you for examples that would identify and disqualify you...

Neil Spicer 2:31 AM 12/09/11

And I guess that's an important thing to mention, too. I wanted to get into freelancing anyway I could. I did some freelancing prior to competing in RPG Superstar, just nothing "heavy" enough to disqualify me. But by educating myself on a lot of what publishers look for, it prepared me for the gauntlet that is RPG Superstar. I think it made a big difference.

Greg Kerner 2:31 AM 12/09/11

Sean, when I met you Gen Con So Cal, you didn't seem arrogant at all.

Sean K Reynolds 2:31 AM 12/09/11

... R1 is about a wondrous item. If aspects of your item aren't from being a magic item, it's sort of distracting you from the point of making a wondrous item. If there's stuff you can't do with Craft Wondrous Item, I'm not sure it belongs in the competition.

Sean K Reynolds 2:32 AM 12/09/11

thanks, Greg. I may come off as a jerk online, but in person, I really, really, like talking to fellow gamers. :)

Guest Hugo 2:32 AM 12/09/11

For instance..not related to item...oranges are good for getting over a sickness.

Neil Spicer 2:32 AM 12/09/11

I agree with Sean. You may be exploring an idea for a new alchemical item (which isn't a wondrous item) or a new piece of equipment, etc.

Sean K Reynolds 2:32 AM 12/09/11

To riff on the orange idea, "why does this item need to be an orange?"

Russ Taylor 2:33 AM 12/09/11

Has anyone mentioned what a huge, generous word limit you guys get for your magic items? :)

Neil Spicer 2:33 AM 12/09/11

lol

Von Dan 2:33 AM 12/09/11

gorrillas call an orange an orange apple

Neil Spicer 2:33 AM 12/09/11

True, Russ. In my day...we had to walk through snow both ways. And we only got 200 words.

Guest Hugo 2:33 AM 12/09/11

ok was just curious.

Marie Small 2:33 AM 12/09/11

That 300 word limit helps verbose people like me. ;)

Sean K Reynolds 2:34 AM 12/09/11

That's part of the test. If you can create a really cool item in 200, and you resist the temptation to pad it out to 300 words, that's a smart designer.

Sean K Reynolds 2:34 AM 12/09/11  
But if you NEED those 300 words, that's okay, too. :)

Caias Ward 2:34 AM 12/09/11  
Brevity is the soul of wit. Besides, your editors complain if you get paid by the word and try to cheat out a few extra few cents. :)

Clint Black 2:34 AM 12/09/11  
Succinct writing is one of the biggest challenges.

Sean K Reynolds 2:35 AM 12/09/11  
Unfortunately, many of us grew up on Gygax's flowery language and like to make big, convoluted sentences. Write tightly. :)

Von Dan 2:35 AM 12/09/11  
yeah every entray for a one page adventure in the last 10 years turned into another novel outline

Russ Taylor 2:35 AM 12/09/11  
300's a really long item in a book. About half the page if there's art on it. So it even in a book, it'd need to be loaded with the awesome to make the cut

Sean K Reynolds 2:36 AM 12/09/11  
Don't get me wrong, I enjoy his style, but if you're writing a magic item that you'll have to skim in the middle of battle, tighter prose is more helpful to the player and GM.

Neil Spicer 2:36 AM 12/09/11  
No matter what word limit you're given, you'll always use it up. The trick is to define a smaller limit and hold yourself to that to ensure you don't go over. Then, when refining the item, if you feel you need to widen the explanation of something, you've got the extra words to play around with without having to make excruciating cuts first.

Russ Taylor 2:36 AM 12/09/11  
bad typing tonight :( So even if it was in a book, that should have been

Jack Mann 2:36 AM 12/09/11  
I like to write out /everything/ on a concept first, and then figure out what the reader actually needs to know.

Jodi 2:36 AM 12/09/11  
On the other hand, editors like me have trouble reading your mind at times: "What were they trying to say here?" So more description can be better sometimes. Far easier to chop words than read minds. So explain yourself completely.

Christina Stiles 2:37 AM 12/09/11  
Jack, sounds like great for pre-writing...but shouldn't be the final

Marie Small 2:37 AM 12/09/11

I was a late intro to Mr Gygax. I read a bunch of fantasy by Anne McCafferey and Andre Norton. I think in adjectives. ;) I'm trying, and getting better, though.

Jack Mann 2:37 AM 12/09/11

Oh, certainly.

Neil Spicer 2:37 AM 12/09/11

300 words is a useful limit, because that's generally the size of a sidebar in a typical Paizo layout.

Jack Mann 2:37 AM 12/09/11

Like I said, figure out what the reader /needs/.

Sean K Reynolds 2:38 AM 12/09/11

Yes, don't cut just for the sake of cutting. But if an item's power is "Once per day on command you can use it to cast death knell," don't say "As a standard action, once per day, the bearer can speak a command word and have the item create an effect identical to death knell." Same content, tighter writing.

Sean K Reynolds 2:38 AM 12/09/11

Writing the Beginner Box gave me a whole new perspective on writing short, concise sentences.

Ben McFarland 2:39 AM 12/09/11

you don't find clarifying whether the item provokes or not to be useful in the description?

Neil Spicer 2:39 AM 12/09/11

Generally items do. If it doesn't, that's when you need to clarify it.

Sean K Reynolds 2:39 AM 12/09/11

Many times, the rules for that are built into the general magic item rules, so stating them is redundant.

Dawson Berry 2:39 AM 12/09/11

Beginner's Box=Love. Any plan to add more characters? I know the Barbarian is up.

Sean K Reynolds 2:40 AM 12/09/11

BBox = love for me, too. :) We are going to add some supplemental material about using regular PF material, but the other classes are weird enough that we'd really have to gut them to make them work in a BBox format from level 1?5. But I don't want to digress about the BBox in this chat. :)

Jodi 2:40 AM 12/09/11

Sorry to interrupt, guys, but we need to give away Free Shipping on an order from Beautiful Brains. Just so the new folks know, we host this chat every week, bringing in RPG industry professionals and celebrities, and every week we give away Free Shipping! To be in the giveaway drawing,

post a card number and suit name like 4 of Diamonds. If someone posts before you, repost with another. Then Clint draws from a deck of cards. Who wants in?

Neil Spicer 2:41 AM 12/09/11  
I'll sit this one out, Jodi. ;)

Christina Stiles 2:41 AM 12/09/11  
Queen of hearts

Sean K Reynolds 2:41 AM 12/09/11  
ditto :)

Guest Hugo 2:41 AM 12/09/11  
Ace of Spades

Neil Spicer 2:41 AM 12/09/11  
I win these things every time I'm here.

Ben McFarland 2:41 AM 12/09/11  
7 of Diamonds.

Jim Groves 2:41 AM 12/09/11  
Sean, you can't do this (because you wouldn't get enough variety in the entries), but it's a shame you can't have them write magic rods, according to your recent guidelines (i.e. something not easily reproducible with a spell, be creative, be crazy). That would be fun. :)

IronWolf 2:41 AM 12/09/11  
8 of Spades

Jim Groves 2:41 AM 12/09/11  
9 of diamonds

Clint Black 2:41 AM 12/09/11  
Neil and Sean, you are princes! ;)

Dawson Berry 2:41 AM 12/09/11  
9 of Clubs

Paul Klotz 2:41 AM 12/09/11  
King of Spades!

Jack Mann 2:42 AM 12/09/11  
Jack of Spaces.

Greg Kerner 2:42 AM 12/09/11  
I'll sit out. I had to hold off on using the one I have.

jblomstrom 2:42 AM 12/09/11  
2 of hearts

Sophie 2:42 AM 12/09/11  
2 of diamonds

Marie Small 2:42 AM 12/09/11  
Jack of Clubs

Greg Kerner 2:42 AM 12/09/11  
@Sean Will you ever go back and write Fewer Absolultes Part3?

Tommy Brownell 2:42 AM 12/09/11  
Still have shipping to use, so I'll pass.

Brian Cortijo 2:43 AM 12/09/11  
Aww, what the heck: 7 of hearts

Jack Mann 2:43 AM 12/09/11  
Spades, rather.

Von Dan 2:43 AM 12/09/11  
i'll pass i never orderonline

Caias Ward 2:44 AM 12/09/11  
nine of clubs

Sean K Reynolds 2:44 AM 12/09/11  
Jim, I personally think the rod category isn't needed. "We don't have a spell that does this" could be applied to many wondrous items in the Core Rulebook. There's no reason a rod item couldn't be a wondrous item (likewise, rings as a separate category could go away, too).

Jodi 2:44 AM 12/09/11  
Last call... Clint is all shuffled and ready to go.

Caias Ward 2:44 AM 12/09/11  
sorry, duplicate. 8 of clubs

Guest Mel 2:44 AM 12/09/11  
/agree with Sean

Dawson Berry 2:45 AM 12/09/11  
Sean/Neil. Do you see more items come in early, middle, or on the wire of the deadline? Do you think it makes a difference?

Greg Kerner 2:45 AM 12/09/11  
agree with Sean as well.

Guest Hugo 2:45 AM 12/09/11  
I was sad that we couldn't do rings. Had many ideas

Sean K Reynolds 2:45 AM 12/09/11  
@Greg wow, haven't thought about that in a while. Maybe. I think I wrote that after I left WotC, so it was a pie-in-the-sky sort of thing. Nowadays, that sort of rules-tinkering would probably end up in an actual book. :)

Jack Mann 2:45 AM 12/09/11

Agreed. I feel they're a separate category more for tradition's sake than anything else

Jim Groves 2:45 AM 12/09/11

Well, I was rather thinking of the spirit of your instructions

Sean K Reynolds 2:45 AM 12/09/11

Jim, please clarify.

Greg Kerner 2:45 AM 12/09/11

Lol. I still refer people to that, because some of it was things I stated in my pre-3e questionnaire.

Caias Ward 2:45 AM 12/09/11

They are somewhat iconic, yes.

Jodi 2:45 AM 12/09/11

Marie Small wins with the Jack of Clubs! Congrats, Marie! I'll open a private chat to tell you how to get it. :)

Pedro Coelho 2:46 AM 12/09/11

Sean/Neil, I have a question regarding grammatical gender. Some items in the core rulebook use the male person to refer to the wearer/bearer/user, while others use the female person. Is there a rule for this?

Clint Black 2:46 AM 12/09/11

Congratulations, Marie!

Marie Small 2:46 AM 12/09/11

Thank you. :)

Dawson Berry 2:46 AM 12/09/11

Huzah Marie!

Russ Taylor 2:46 AM 12/09/11

Most any ring idea can be turned into jewelry that goes somewhere else

Sean K Reynolds 2:46 AM 12/09/11

Dawson, it's weird because there's a holiday in the middle. I think in general, it starts off a little slow, then becomes steady for most of the time period, a slight gap at Christmas, then steady, with a rush right before the deadline. :)

Greg Kerner 2:46 AM 12/09/11

congratulations Marie!

Neil Spicer 2:46 AM 12/09/11

@Dawson - There's usually a rush in the beginning, steady throughout the middle, and then another rush at the end. It all just depends on who's been working over the entire summer and ready to go right from the start vs. those who either procrastinated or worried over their submission all the way up to the deadline. Either way, it doesn't make a difference to us.

Dawson Berry 2:47 AM 12/09/11  
+1 to Pedro's question.

Sean K Reynolds 2:47 AM 12/09/11  
Pedro, we try to balance use of gender pronouns equally. So pick one that you prefer. However, if referring specifically to a class, it's best to go with the gender of the iconic character shown in the Core Rulebook. So if your item is for rogues, use "she." (Personally, I'd like to see a trend toward using "you," like we do in spells and feats... the current style is a holdover from 3.5.)

Sean K Reynolds 2:47 AM 12/09/11  
Grats, Marie!

Jim Groves 2:47 AM 12/09/11  
@Sean, the spirit of "come up with something that you can't reproduce with a spell very easily." I'm just clarifying that I wouldn't want to judge a thousand rods either. :) But I think striving to avoid something that can be derived from a spell easily is a good idea. And I really enjoyed writing some rods, because of the attitude you encouraged to take in doing it.

Greg Kerner 2:47 AM 12/09/11  
And Fewer Absolutes is still the basis for some of my 3e house rules.

Jim Groves 2:47 AM 12/09/11  
It was a favorite assignment :)

Neil Spicer 2:48 AM 12/09/11  
@Pedro - The genders correspond to the iconic character who might be using a particular item. Say it's an item that's clearly for clerics. It'll say "she" or "her" because Kyra is the iconic cleric for Pathfinder and she's female.

Sean K Reynolds 2:48 AM 12/09/11  
Jim, gotcha. Yeah, that spirit would hopefully result in fewer "spell in a can" items. :)

Sean K Reynolds 2:48 AM 12/09/11  
Greg, good to hear, thanks! :)

Christina Stiles 2:48 AM 12/09/11  
Where do we find this Fewer Absolutes?

Sean K Reynolds 2:49 AM 12/09/11  
Fewer Absolutes is two articles I wrote on my website:  
<http://www.seankreynolds.com/rpgfiles/misc/misc.html>

Greg Kerner 2:49 AM 12/09/11  
<http://www.seankreynolds.com/rpgfiles/misc/variantfewerabsolutes1.html>

Greg Kerner 2:49 AM 12/09/11  
oops. sean beat me to the enter key

Pedro Coelho 2:49 AM 12/09/11  
Thanks for the clarification.

Sean K Reynolds 2:49 AM 12/09/11  
Talks about how absolute values in the game (like "you can't be critted" or "you are immune to fire") are kinda pooppy in game design.

Christina Stiles 2:49 AM 12/09/11  
Ok. Thanks!

Caias Ward 2:50 AM 12/09/11  
Alright, time to go. Off to kill zombies in the wilderness this weekend and I have to pack (boffer zombie apocalypse LARP)

Sean K Reynolds 2:50 AM 12/09/11  
Pedro, I'm part Portuguese, but I don't speak it. Are you in Portugal? Brasil?

Von Dan 2:50 AM 12/09/11  
in my last game I tried adding holy water to the mix for the ink i use in my pc's summoning cards I tried to summon a celestial monkey and got a angel who morphed into a large flying monkey and chaised me around the village benny hill style

Sean K Reynolds 2:50 AM 12/09/11  
GL with that, Caias :)

Wild Gazebo 2:50 AM 12/09/11  
I get stuck sometimes when I'm playing with new ideas for items. I enjoy conflict and tension?and the idea that you trade power with the potential of destruction: but get suckered into the grind of damage/hardness/hp.

Now I enjoy that type of documentation because I think it breeds a type of calculated risk for the players and GM alike; but, from a design standpoint it is clunky. It would be far better to just have percentage failures or destructions to eliminate the tallying and metrics of that type of item.

Is there room for these types of inelegant constructs in a competition such as this?

Tommy Brownell 2:50 AM 12/09/11  
I gotta say, I always preferred items that had "unique effects" and didn't just "cast x spell at x level".

Ryan Dancey 2:50 AM 12/09/11  
Hiya folks!

Sean K Reynolds 2:51 AM 12/09/11  
Hey, Ryan, welcome!

Christina Stiles 2:51 AM 12/09/11

Welcome, Ryan1

Neil Spicer 2:51 AM 12/09/11  
Hey, Ryan. Mr. Goblinworks. ;)

Ryan Dancey 2:52 AM 12/09/11  
Yeah I'm dealing with tech on my end sorry for the late arrival

Sean K Reynolds 2:52 AM 12/09/11  
Wild, if the Core Rules supported a system for that, it would be fine to include in your item, but designing a subsystem just for your item is beyond the scope of the competition. However, something like the old-school, "each time you use this, there's a 1% chance it's destroyed" has a certain appeal... but also may affect your item pricing. :)

Pedro Coelho 2:52 AM 12/09/11  
@Sean I'm in Brazil. Aside from the accent, and one word or another, it is pretty much the same, much like british/australian/american english, I suppose.

Von Dan 2:53 AM 12/09/11  
random angry celestial creatures is unique

Greg Kerner 2:53 AM 12/09/11  
For those two things, it does not bother me so much depending upon the circumstances- the god of fire being immune to fire. However, in general, I agree.

Sean K Reynolds 2:53 AM 12/09/11  
Yes, the god of fire should be immune to fire. But should the fire giant be immune to fire, so the god of fire can't burn him? That's sort of thing. ;)

Greg Kerner 2:54 AM 12/09/11  
exactly.

Neil Spicer 2:54 AM 12/09/11  
There's always a bigger fish.

Sean K Reynolds 2:54 AM 12/09/11  
Oh, I thought it would be funny to characterize all four judges as PF character classes. Lemme paste those in here....

Jodi 2:54 AM 12/09/11  
LOL

Neil Spicer 2:54 AM 12/09/11  
Oh, great. This should be good...

Sean K Reynolds 2:54 AM 12/09/11  
Ryan is the bard of RPG Superstar judges. He wants to see an exciting performance and doesn't want things to be dull. He'd rather see someone swing for the fences and make something epic and exciting than have a solid item that's dull or even average.

Neil Spicer 2:54 AM 12/09/11  
::rolls eyes::

Sean K Reynolds 2:55 AM 12/09/11  
Clark is the paladin. He wants to find the best in everyone's item, he's showing off that shiny aura of courage to get everyone enthusiastic about the competition, but quite ready to smite any item that disregards the holy purpose of the competition--including something submitted only as a joke or to waste the judges' time.

Sean K Reynolds 2:55 AM 12/09/11  
Neil is the wizard. He'll scrutinize every item and write a lengthy scroll about its pros and cons. Given time, he can prepare an appropriate response to any competitor's submission, question, or argument, and back it up with references to one of his many spellbooks.

Sean K Reynolds 2:55 AM 12/09/11  
I'm the inquisitor. It's my job to find and eliminate problems, and by doing so, I protect the nature of the contest. I preach a lot of advice on how not to make mistakes, and get grumpy when people insist on making those mistakes anyway. Like the wizard, I have a lot of knowledge and access to a lot of books... but inquisitors aren't as forgiving as wizards are when it comes to errors.

Sean K Reynolds 2:55 AM 12/09/11  
Yes, I'm a big gamer nerd. :p

Clint Black 2:55 AM 12/09/11  
I love it.

Jodi 2:55 AM 12/09/11  
Wow. You cut and pasted that, didn't you? :)

Sean K Reynolds 2:55 AM 12/09/11  
Yep.

Dawson Berry 2:55 AM 12/09/11  
Fantastic

Sean K Reynolds 2:56 AM 12/09/11  
I can't type QUITE that fast. :p

Brian Cortijo 2:56 AM 12/09/11  
Ooh, I have a question: Has there ever been any thought to having RPG Superstar wondrous item entries include math for the pricing? I know it might cut the cool-factor a bit, but I think it might help voters (and judges, and future participants) to get a peek under the hood...

Clint Black 2:56 AM 12/09/11  
When I see Neil from now on, I will yell, "Wiz-ZARD!"

Neil Spicer 2:56 AM 12/09/11  
Wizard shot the food. :(

Christina Stiles 2:56 AM 12/09/11  
But we never see, Neil, Clint :)

Neil Spicer 2:56 AM 12/09/11  
That's because I cast invisibility, Christina. ;)

Neil Spicer 2:57 AM 12/09/11  
No one can "see" the wizard.

Jodi 2:57 AM 12/09/11  
We see him at GenCon, which is pretty sad considering he's so close to us geographically!

Christina Stiles 2:57 AM 12/09/11  
Got me there

Neil Spicer 2:57 AM 12/09/11  
Unless you follow the yellow brick road (to a gaming convention).

Sean K Reynolds 2:57 AM 12/09/11  
Brian, good question. I like seeing that in actual freelance turnovers. For Superstar, hmm... it may be useful. But it would probably mean we'd have to add word count to the round so people could add that info.

Christina Stiles 2:57 AM 12/09/11  
Yeah, but I never get to go to GenCon

Neil Spicer 2:57 AM 12/09/11  
You should have a wizard teleport you there. ;)

Jodi 2:58 AM 12/09/11  
How much is that, Neil?

Erica B 2:58 AM 12/09/11  
gotta go all.. talk to ya later!

Neil Spicer 2:58 AM 12/09/11  
You can't afford it.

Sean K Reynolds 2:58 AM 12/09/11  
bye, Erica B!

Christina Stiles 2:58 AM 12/09/11  
I'll work on that. If the stars align, I may see you at PaizoCon--lots of stars have to align

Sean K Reynolds 2:58 AM 12/09/11  
And last questions to round out the hour?

Greg Kerner 2:58 AM 12/09/11  
And is it safer than a transporter?

Dawson Berry 2:58 AM 12/09/11

It's a good point Brian. I think that making something as unique as the judges want, often requires thinking outside the pricing scale given in the book.

Herremann 2:58 AM 12/09/11

Organizations seems a really cool idea for round 2; can you say anything further? I think that top 32 win a copy of the Inner Sea World Guide, is that the best early clue we're going to get?

Neil Spicer 2:58 AM 12/09/11

The stars may prevent me from going to PaizoCon this year. My wife will 8-1/2 months pregnant at that time. :)

Christina Stiles 2:59 AM 12/09/11

Oh, yeah. That could prevent the trip.

Jim Groves 2:59 AM 12/09/11

Congrats to the Spicer family!

mattgoodall 2:59 AM 12/09/11

Congratuatiions Neil, that's number 4 isn't it?

Jodi 2:59 AM 12/09/11

BTW, we're not closing the chat, so if you need to go, thanks for joining us. But as long as any one of the RPG Superstar judges will type, you can stay and ask questions!

Sean K Reynolds 2:59 AM 12/09/11

Herremann, we'll reveal more details about the Orgs round when we figure it out OOPS I MEAN when R1 submissions are closed. :)

Greg Kerner 2:59 AM 12/09/11

Congratulations.

Neil Spicer 2:59 AM 12/09/11

Number 4 and counting, yes.

Marie Small 2:59 AM 12/09/11

As a mother of 4, Neil, enjoy the ride. ;)

Sean K Reynolds 2:59 AM 12/09/11

And it's a safe bet that the orgs would be for Golarion. :)

Jodi 3:00 AM 12/09/11

Check out our holiday sales. We're offering a preorder on the Pathfinder Heroes and Monsters minis so you can get the Black Dragon Free!

[http://beautifulbrainsonline.com/products-page/2011-holiday-sales/?items\\_per\\_page=all](http://beautifulbrainsonline.com/products-page/2011-holiday-sales/?items_per_page=all)

Sean K Reynolds 3:01 AM 12/09/11

I'm going to stick around until my carpool says we need to go. :)

Dawson Berry 3:01 AM 12/09/11

Thanks for the words Neil and Sean! Later all!

Sean K Reynolds 3:01 AM 12/09/11  
Neil, 8-1/2 months didn't stop you from attending PaizoCon before. :)

Russ Taylor 3:01 AM 12/09/11  
Had to make peanut brittle with the kids instead of chat :)

Von Dan 3:01 AM 12/09/11  
I got another 40 min untill I have to go wath big bang theory

Jim Groves 3:01 AM 12/09/11  
It was in a good cause then Russ!

Neil Spicer 3:01 AM 12/09/11  
We're going to hang out a bit longer and see what else folks might want to ask about the competition. Should give Ryan a chance to offer his insights a bit, too.

Sean K Reynolds 3:02 AM 12/09/11  
... and my carpool just stopped by to say it is CARPOOL TIME!

Ryan Dancey 3:02 AM 12/09/11  
I agree with Neil

Von Dan 3:02 AM 12/09/11  
ware is the web page with said copetition rules

jblomstrom 3:02 AM 12/09/11  
Thanks, Sean!

Russ Taylor 3:02 AM 12/09/11  
Sean K Reynolds: rationalizing pricing is SUCH A PAIN in a turnover

jblomstrom 3:02 AM 12/09/11  
and Neil, too!

Neil Spicer 3:02 AM 12/09/11  
@Sean - Yeah, I can only cash that kind of favor once, I think.

Sean K Reynolds 3:02 AM 12/09/11  
Jodi, thanks for the invite, and Neil, thanks for suggesting we fill this slot with Superstar talk. :)

Herremann 3:02 AM 12/09/11  
thanks Sean for taking the time

Clint Black 3:02 AM 12/09/11  
Bye, Sean and thanks for joining us!

Sean K Reynolds 3:02 AM 12/09/11  
@Russ DO YOUR JOB :)

IronWolf 3:02 AM 12/09/11  
thanks Sean!

Greg Kerner 3:02 AM 12/09/11  
bye Sean

Sean K Reynolds 3:02 AM 12/09/11  
gnight, have fun, and be safe! and listen to what Ryan says... we may not  
always agree, but he is a very smart man. :)

Brian Cortijo 3:03 AM 12/09/11  
@Russ: It can be a pain, but I think it's also an important step for non-  
standard items.

Sean K Reynolds 3:03 AM 12/09/11  
Ask him to tell you the diff between Coke marketing and Pepsi marketing,  
BTW.

Jodi 3:03 AM 12/09/11  
Thank you so very very much, Sean!

Greg Kerner 3:03 AM 12/09/11  
Night everyone!

Sean K Reynolds 3:03 AM 12/09/11  
Bye!

Neil Spicer 3:03 AM 12/09/11  
@Ryan - You've got to start establishing your own opinions. ;)

Clint Black 3:03 AM 12/09/11  
Bur Neil, aren't your right?

Herremann 3:03 AM 12/09/11  
Ryan agrees

Marie Small 3:04 AM 12/09/11  
I need to go, folks. Thank you for the opportunity to ask more questions.  
Night.

Jodi 3:04 AM 12/09/11  
[http://beautifulbrainsonline.com/products-  
page/Publishing%20Company/Paizo/pathfinder-beginner-box-set/](http://beautifulbrainsonline.com/products-page/Publishing%20Company/Paizo/pathfinder-beginner-box-set/) I also carry  
the Pathfinder Beginner Box set

Russ Taylor 3:04 AM 12/09/11  
I miss Ryan's old blog. And even his newer poker one :) which might still  
be going

Jodi 3:04 AM 12/09/11  
<http://paizo.com/rpgsuperstar> RPG Superstar rules, FYI

Russ Taylor 3:04 AM 12/09/11  
Enter the contest! YOU TOO could be ruining your health staying up late  
writing for Paizo!

Neil Spicer 3:04 AM 12/09/11

So, what other questions might folks have for Ryan (or me speaking vicariously for him)?

Paul Klotz 3:05 AM 12/09/11

Neil, how did you research what area was under explored and/or how did you arrive at your round one submission?

Brian Cortijo 3:05 AM 12/09/11

Russ, you stay up late doing your freelance writing for Paizo? No!!

Clint Black 3:05 AM 12/09/11

I've got a meta-question. How many entries do you expect?

Russ Taylor 3:06 AM 12/09/11

Brian Cortijo: I do my best writing late PLUS the newly acquired kiddos

Brian Cortijo 3:06 AM 12/09/11

Heh. Believe me, I get it.

Jim White 3:07 AM 12/09/11

@Clint - You and me both. Any numbers on previous years would be good to know.

Von Dan 3:07 AM 12/09/11

I have to sleep ever 6 hours so it's like having twice as many days in the week and in the night days I write or research

Neil Spicer 3:08 AM 12/09/11

@Paul - My round one submission was just something that came to me while watching a variety of films. The Chronicles of Narnia with Prince Caspian had this scene with a swirling bunch of flower petals that formed a humanoid figure that spoke with some of the characters. That got me to imagining a bunch of leaves doing something similar in a Pathfinder game. I'd also been watching a variety of Disney movies with my kids and ideas kept coming together for it. I've also been a fan of dryads for a long time and thought it might be cool to weave it into that. And basically, I just kept adding elements for explaining why a dryad druid/sorcerer might have created these magic leaves...i.e., for what purpose. And it grew from there.

Paul Klotz 3:08 AM 12/09/11

Russ Taylor: I have to agree with the late night bit, much like an anime character I draw forth my very best when I am on the verge of collapse :)

Russ Taylor 3:08 AM 12/09/11

My year (the first year) was somewhere around 900 entries, but we never really got the number

Christina Stiles 3:08 AM 12/09/11

Gotta run. Have to get up and work on freelance writing in the morning. Yah for Fridays off.

Neil Spicer 3:08 AM 12/09/11

@Clint - Paizo doesn't choose to release those numbers. I can tell you it's always in the hundreds, though.

Clint Black 3:09 AM 12/09/11

That's good enough for me.

Russ Taylor 3:09 AM 12/09/11

You will be in at least the top 5% if you make the cut :)

Jim Groves 3:09 AM 12/09/11

Brian, Russ, Neil, do you guys still game and/or GM during assignments?

Jodi 3:09 AM 12/09/11

Oh, before every jets off, next week we have the legendary Wiggy, aka Paul Wade-Williams, who has been lurking tonight :), to talk about Leagues of Adventure for the Ubiquity rules system!

Russ Taylor 3:10 AM 12/09/11

Yes, I game when I'm writing, but as deadlines near close I often skip a session or two

Paul Klotz 3:10 AM 12/09/11

Neil, that is a relief to see, as I draw a great deal of inspiration from film and art, often without even realizing it. Thanks for the lengthy response :)

mattgoodall 3:10 AM 12/09/11

I'd assume 1000 (this is a guess, I have no super secret info) but it doesn't really matter you just want to do the best work you can.

Clint Black 3:10 AM 12/09/11

Oh, not for me, I've been ineligible since year one.

Russ Taylor 3:10 AM 12/09/11

Lately I'm only GMing again after a really unsatisfying run of Kingmaker as a player :/

Ryan Dancey 3:10 AM 12/09/11

I'm running a lightweight Pathfinder variant every Tuesday

Neil Spicer 3:10 AM 12/09/11

@Jim - My gaming has been trimmed back to convention games and Play-by-Post games. I don't currently have an active tabletop group at the moment.

Paul Wade-Williams 3:10 AM 12/09/11

And one lucky participant will be able to claim a free PDF of the LOA game.

Aaron Webber 3:10 AM 12/09/11

I have a question. Sorry I'm coming in late, funny enough I was just watching Chronicles of Narnia ... but what other ways would you suggest

for someone to get into RPG design either as a freelancer or working in a company? Other than things like Superstar.

Russ Taylor 3:11 AM 12/09/11

I'm about to start playing in a Champions campaign, and I'm running Legacy of Fire (in the early portions of the End of Eternity)

Jodi 3:11 AM 12/09/11

Except your kids' games, Neil! So cool that you are raising a new generation of gamers. :)

Pedro Coelho 3:11 AM 12/09/11

@Sean RPG Superstar attracts contestants from all over the world. Aside from the language barrier, what are the main difficulties of working with freelancers outside USA, if any?

Jim Groves 3:11 AM 12/09/11

(I GM weekly too, on Maptools and Ventrilo, but I skip sessions close to deadlines as Russ mentioned. I never play it seems. :( )

mattgoodall 3:11 AM 12/09/11

PFS society open submission is another way.

Russ Taylor 3:11 AM 12/09/11

Aaron Webber: Participate in an Open Design project. Submit pitches to Kobold Quarterly. Inquire with Supergenius or Rite Publishing if they're looking for writers.

Russ Taylor 3:11 AM 12/09/11

mattgoodall: open submission's on hiatus right now, I believe :/

Aaron Webber 3:12 AM 12/09/11

\*jots those down\* Thank you Russ :)

Ryan Dancey 3:12 AM 12/09/11

@Aaron - id do a lot of web writing to build a resume & portolio

Russ Taylor 3:12 AM 12/09/11

Oh, and write for Wayfinder! :)

Russ Taylor 3:12 AM 12/09/11

Write a character class or archetype guide on the Paizo boards

Jim White 3:12 AM 12/09/11

@Neil Thanks for your time! Getting a glimpse of the judges' thought process helps us plebes who haven't broken into the market yet.

Pedro Coelho 3:12 AM 12/09/11

oops, Sean has already left.

Jodi 3:13 AM 12/09/11

@Pedro - I work with international folks a lot, and I recommend you get a gamer person in the US if at all possible to read your submission before you post it.

Neil Spicer 3:13 AM 12/09/11

@Aaron - The approach I took was to research all the game companies I wanted to write for...visit their websites...learn their submission guidelines...hang out on their messageboards...pitch in where you can with wise, intelligent input...submit for any open calls...and so on. Paizo has open calls running for Pathfinder Society still. So RPG Superstar isn't even the only way to write for them. And there are other 3rd party publishers out there open to freelancers as well.

Jim Groves 3:13 AM 12/09/11

Someone mentioned KQ, don't forget the KQ website... That can be a stepping stone up to the magazine as well

Aaron Webber 3:13 AM 12/09/11

Thank you Neil :)

Neil Spicer 3:14 AM 12/09/11

@Jodi - That's true. I've run three sessions of Beginner Box for my girls now.

Russ Taylor 3:14 AM 12/09/11

If you have an online presence, consider using your real name instead of a nickname. It helps when the people you're submitting to recognize your name from the community, assuming you're a positive influence there.

Aaron Webber 3:14 AM 12/09/11

Yeah I need to figure out how to set it on the Paizo forums so that my real name shows instead of my avatar name.

Russ Taylor 3:15 AM 12/09/11

Write in-depth reviews of products and post them to company websites and amazon. Be sure to not just nitpick if you go that route :)

Pedro Coelho 3:15 AM 12/09/11

@Jodi For proofreading and spotting odd sentences, is that right?

Clint Black 3:15 AM 12/09/11

To reiterate what Neil said, finding a company and more importantly, a \*system\* you really want to write for is key. Then participation leads to finding openings.

Russ Taylor 3:15 AM 12/09/11

Your goal as far as your online persona is to be seen as a person as insightful and polite as Neil Spicer :P

Jim Groves 3:15 AM 12/09/11

AND! If you're going to enter RPG Superstar, it's never too late to stop posting like a jerk, if you're doing that now.

Jodi 3:16 AM 12/09/11

Yep. Plus you won't believe some of the edits I've had to make that are intent and meaning wise not correct while the grammar and spelling are.

For us English users, would you put Crack Cream on your face? LOL, it was a wrinkle cream, not for the buttocks! :)

Neil Spicer 3:16 AM 12/09/11

@Russ - LOL. Don't follow my lead. Just be yourself. And, if you're a nice, supportive person, it'll show.

Aaron Webber 3:16 AM 12/09/11

Oh no ... six months living in a Benectine abbey rid me of my jerkiness :) Although I did call some people ninnies today on the forums. Oops :)

Russ Taylor 3:16 AM 12/09/11

@Jim: Ogre and I are about as abrasive as you can be and still write for a publisher :)

Jim Groves 3:17 AM 12/09/11

@Russ, I don't let myself very much any more.

Clint Black 3:17 AM 12/09/11

I believe the Paizo messageboard rules are "don't be a jerk," so that shouldn't be a problem for anyone... right?

Jim Groves 3:17 AM 12/09/11

post I mean

Neil Spicer 3:17 AM 12/09/11

Do unto others and...yada, yada, yada...you know the rest.

Clint Black 3:17 AM 12/09/11

...before they do unto you?

Neil Spicer 3:18 AM 12/09/11

@Clint - You're doing it wrong again!

Neil Spicer 3:18 AM 12/09/11

Where's that Reject button?

Clint Black 3:18 AM 12/09/11

You're dead to me, Spicer!

Neil Spicer 3:18 AM 12/09/11

Reject, reject, reject! :D

Russ Taylor 3:18 AM 12/09/11

@Neil: I look forward to each new year further diluting the uniqueness of the #1 mark vs. my own staggeringly unique Top 6 :)

Clint Black 3:19 AM 12/09/11

I can never stay mad at you.

Jim Groves 3:19 AM 12/09/11

@Clint.. those are the rules. :) But if you're easily baited, just abstain

Neil Spicer 3:19 AM 12/09/11

@Jim - Clint has his name on plenty of hardcover books. So, he's not eligible. We're just ripping each other...because that's what friends do. :)

Clint Black 3:19 AM 12/09/11

I remember when that rules was added. I think I wrote a poem about it on the boards. :)

Jodi 3:19 AM 12/09/11

@Jim, that's true of ANY forum!

Aaron Webber 3:20 AM 12/09/11

Hmm... no place in settings on Paizo forums to show real name that I can see :( Oh well.

Russ Taylor 3:20 AM 12/09/11

Aaron Webber: create an alias that's your own name.

Jim Groves 3:20 AM 12/09/11

@Neil, oh yes.. But I was referring to the Golden Rule of Paizo Forums

Clint Black 3:20 AM 12/09/11

You could create a new Alias of your real name, Aaron.

Neil Spicer 3:20 AM 12/09/11

@Aaron - Just create an alias and use your real name on it.

Aaron Webber 3:20 AM 12/09/11

Ah found it ... changed and thanx :)

Clint Black 3:20 AM 12/09/11

Great, now Neil is mindmelded to me instead of Sean.

Neil Spicer 3:21 AM 12/09/11

@Clint - Get. Out. Of. My. Head!

Jodi 3:21 AM 12/09/11

Or, if you were a jerk in your former posts, create a new account with your real name as the username and forget that old life. :)

Clint Black 3:21 AM 12/09/11

But it's comfy in here.

Pedro Coelho 3:21 AM 12/09/11

@Jodi It seems that working with non-native english speakers usually demands a higher workload for the editor. So, with that in mind, is it still worth it for the publisher?

Clint Black 3:21 AM 12/09/11

I love what you did with the curtains.

Jodi 3:21 AM 12/09/11

Oh yes, Pedor!

Jodi 3:21 AM 12/09/11  
\*Pedro!

Neil Spicer 3:21 AM 12/09/11  
What curtains? Oh no, my wife's been at it again...

Paul Wade-Williams 3:22 AM 12/09/11  
@Pedro. If the ideas are good, it's always worth the effort.

Jodi 3:22 AM 12/09/11  
It's the ideas that count.

Jodi 3:22 AM 12/09/11  
Now Wiggy and I are mindmelded. :)

Clint Black 3:22 AM 12/09/11  
Pedro, our newest license is Polish with an Italian writer. It can work.

Jodi 3:22 AM 12/09/11  
Boy is it windy outside your head, Wig!

mattgoodall 3:22 AM 12/09/11  
Language: the trick is to make it no more work for them, which does mean more work for you... but that's what you have to do.

Paul Wade-Williams 3:23 AM 12/09/11  
About 90 mph again. :)Hit 163 mph down south today.

mattgoodall 3:23 AM 12/09/11  
I've learnt a lot things about US English as opposed to Australian English

Jodi 3:24 AM 12/09/11  
Yes, we have different curse words. :)

Clint Black 3:24 AM 12/09/11  
US English is much less concerned with being surrounded by things that can kill you all day long.

Pedro Coelho 3:25 AM 12/09/11  
@Matt I see what you mean. Writing in english takes me so much longer because of that, but I try to polish my writing as much as I can. Let's say the WordReference forums are a great help.

Jodi 3:25 AM 12/09/11  
Well, I know Neil has to work tomorrow. Any last questions for him and the other judges?

Russ Taylor 3:26 AM 12/09/11  
Neil: when do I get to play in one of your games? :)

Neil Spicer 3:26 AM 12/09/11  
@Russ - Never!

Neil Spicer 3:26 AM 12/09/11  
Um...no, that's not right.

Neil Spicer 3:26 AM 12/09/11  
I don't know?

Neil Spicer 3:26 AM 12/09/11  
I only ever see you at conventions.

Neil Spicer 3:26 AM 12/09/11  
I'll have to run something off-lottery, invitation-only.

Aaron Webber 3:26 AM 12/09/11  
Thanx Neil and other for answering questions.

Clint Black 3:26 AM 12/09/11  
Neil, any chance you will make it up for MACE-West in March?

Russ Taylor 3:26 AM 12/09/11  
Exactly! :) Maybe I'll win a lottery slot some day

Clint Black 3:27 AM 12/09/11  
Your wife will be less pregnant then.

Clint Black 3:27 AM 12/09/11  
Than at PaizoCon of course.

Jodi 3:28 AM 12/09/11  
sigh. He means she'll be less fragile. Bless him, he tries. :)

Neil Spicer 3:28 AM 12/09/11  
@Clint - My wife has little patience for my involvement in gaming conventions. If I can make it to GenCon and PaizoCon, I'm lucky. ConCarolinas is acceptable only because of the extreme proximity. She \*might\* be open to MACE-West. But it depends on what all we have happening in March. RPG Superstar will still be underway at that time. So, maybe?

Neil Spicer 3:28 AM 12/09/11  
We talked about it last year. But things fell through...

Jodi 3:29 AM 12/09/11  
You heard it folks, Neil \*might\* be at MACE West convention in Hickory, NC Mar 30-Apr 1! So come if you want to game with him. :)

Clint Black 3:29 AM 12/09/11  
If we can help, let us know. Anytime.

Neil Spicer 3:29 AM 12/09/11  
You mean "come if you \*might\* want to game with him..."

Neil Spicer 3:29 AM 12/09/11  
As in, "he \*might\* be there"...

Clint Black 3:30 AM 12/09/11  
Two different things really. ;)

Russ Taylor 3:30 AM 12/09/11  
Good night folks

Aaron Webber 3:30 AM 12/09/11  
Good night!

Jodi 3:30 AM 12/09/11  
Seeing as how it's not likely for you to have free time to game at GenCon... maybe a smaller con like M:W might be better for that. Or this is just another shameless plug for our con. :)

Neil Spicer 3:30 AM 12/09/11  
Seeya, Russ.

Pedro Coelho 3:30 AM 12/09/11  
good night

Jim Groves 3:30 AM 12/09/11  
Night Russ!

Paul Klotz 3:30 AM 12/09/11  
Need to jet, but thanks much to all the Judges and other contributors. Brings me great pleasure to see this event every year, and I'm still blown away by how connected Paizo stays with the community through ideas like this. Stay safe friends, and good gaming!

IronWolf 3:31 AM 12/09/11  
Good night everyone! Thanks for the chat.

Jodi 3:31 AM 12/09/11  
Yeah, I think that seems to be about it, and we're all out of wine and cheesy poofs here. So good night until next week!

Herremann 3:31 AM 12/09/11  
Thanks for taking the time Neil and everyone else

Neil Spicer 3:31 AM 12/09/11  
Thanks, Paul.

Jodi 3:31 AM 12/09/11  
<http://beautifulbrainsonline.com/products-page/Publishing%20Company/Paizo/pathfinder-beginner-box-set/> Beginner Box

Jim Groves 3:31 AM 12/09/11  
Thanks for the evening Neil and Ryan!

Clint Black 3:31 AM 12/09/11  
Thanks to everyone who joined us tonight, but especially to our RPG Superstar guest hosts, Neil Spicer, Sean K. Reynolds, and tech-warrior Ryan Dancey!

Pedro Coelho 3:31 AM 12/09/11

Bye all, thanks for the input! Really late in my time zone, too. Good night!

Jodi 3:31 AM 12/09/11

<http://beautifulbrainsonline.com/2011/12/holiday-sales/> Holiday sales!

Neil Spicer 3:32 AM 12/09/11

Best of luck to anyone submitting for RPG Superstar. I'll see you on the messageboards at Paizo.

mattgoodall 3:32 AM 12/09/11

Good luck in the competition everyone!

Neil Spicer 3:32 AM 12/09/11

G'night all.

Jim Groves 3:33 AM 12/09/11

::wave g'night::

Jodi 3:33 AM 12/09/11

Thanks again, Neil, and have a Merry Christmas!

Von Dan 3:33 AM 12/09/11

i'ff must get soda and then go hang out with amy farah fowler

Neil Spicer 3:33 AM 12/09/11

Same to you guys, Jodi.

Clint Black 3:33 AM 12/09/11

Goodnight all!

Jack Mann 3:34 AM 12/09/11

'Night.