

Jeffrey Quinn

Objective	I am looking to secure a freelance writing project in the role playing game industry.		
Experience	2001	Thunderhead Games, Inc	PDF and Print
	<i>Interludes: Brief Expeditions to Bluffside</i>		
	<ul style="list-style-type: none">▪ “Interludes” is a 64-page fantasy d20 adventure/sourcebook.▪ This module spent over eight months on ENWorld’s “Top 20 d20 Products list”.▪ Recently nominated for the 2002 Ennie for “Best Adventure”.		
	2002	Thunderhead Games, Inc	Print
	<i>Bluffside: City on the Edge</i>		
	<ul style="list-style-type: none">▪ “Bluffside” is a 144-page fantasy d20 city supplement.▪ I wrote the Sordadon section, numerous monsters, feats, and magic items.▪ Recently nominated for the 2002 Ennie for “Best Setting Supplement”.		
	2002	Mystic Eye Games	Print
	<i>Of Places Most Foul</i>		
	<ul style="list-style-type: none">▪ This product is a 96-page fantasy/gothic horror d20 adventure anthology.▪ I wrote the “<i>Terror of Taverns</i>” and “<i>Mansion of Blood</i>” vignettes.		
	2002	Mystic Eye Games	Print
	<i>Nightmares & Dreams II</i>		
	<ul style="list-style-type: none">▪ This product is a 72-page fantasy/gothic horror d20 monster sourcebook.▪ I created the breas entry, including the armor and the “nightmare” color story.		
	2002	Gaming Frontiers	Print
	<i>Treasure Chest – “Incoming!”</i>		
	<ul style="list-style-type: none">▪ The article for the magazine was co-written by Hal Greenberg of Thunderhead Games.▪ I created numerous missile weapons for this article, proofread and voiced the article, as well as doing most of the statistic checking.		
	2002	Gaming Frontiers	Print
	<i>Treasure Chest – “One Man’s Trash is Another Monster’s Treasure”</i>		

- Along with Hal Greenberg, Andrew Troman also joined us on this article.
- As with the previous article, I created numerous monster-only magic items, proofread and voiced the article.

Awards

June 2001 CyberCon Online Game Convention I Online

- I received the highly acclaimed “Best Game Master of the Convention”.

October 2001 CyberCon Online Game Convention II Online

- I received the highly acclaimed “Best Game Master of the Convention”.

RPG Systems Known

Amber, Autoduel/Car Wars, Battletech, Big Eyes Small Mouth, Boot Hill, Call of Cthulu, Cyberpunk, Deadlands, Dungeons & Dragons (from Basic to Third Edition), Earthdawn, Eternal Heroes, Gamma World, GURPS, Heroes System, Kobolds Ate My Baby, Legend of the Five Rings, Marvel Super Heroes, Middle Earth Roleplaying System (MERPS), Oriental Champions, Palladium Megaverse, Paranoia, Pokéthulhu, Providence, Rolemaster, Shadowrun, Star Wars d6 (West End Games), Top Secret SI, Traveler, various d20 game types (Spycraft, Broncosaurus Rex), Warhammer Fantasy Roleplay, and the World of Darkness series (White Wolf).