

## Limit Break Radio Guest Application V3 (05.26.09)

**Name: Maiev (Pronounced as Mai-eve)**

**Server: Fenrir**

**Notable Jobs: 75RDM BLU SAM**

### **Subject of Discussion:**

Many of the items on the recommended list of topics interests me. I will however, focus on the two I am most interested in discussing as a guest on Limit Break Radio.

1. Red Mage (leveling, solo, and hnm)
2. The realities of leadership and the rise and fall of linkshells –Leading a LS through both good and bad times? (Combined with managing my time)



I'd also would love to be considered for the below topics as well:

3. Crafting (Goldsmithing 1-100 leveled, access to Cloth 99, Smith 100, Alchemy 100, Leather 100)
4. FFXI Community Site: My Own Blog (the StarOnion) or FFXIAH (beta testing features), and some FFXIV Projects.

I'm very flexible in terms of topic choices, I'd like to talk about them all but don't think it's possible. Anyway, below is the rest of my application as a guest.

### **What makes you(well me) a good guest:**

As an active player who started 2003 Oct (geeky enough, I still have the receipt of game purchase lol), I have gathered a lifetime of experiences that I would like to share. Being a competitive player, I strive to stay ahead of the game by spending the effort and walking the extra mile. This has brought me tremendous knowledge in terms of understanding how the game works, as well as taking the challenge to the next level.

Being a very competitive player, I've try to have mastery in just about everything I do, hell even doing the impossible. Rather than wait for guides or studies, I conducted my own experiments. I'd love to bring the game to its limits, hence willing to take the extra step in researching and bringing that experience to other adventurers.



I have gained a lot of experience with explaining FFXI topics in entertaining yet useful ways through writing my FFXI blog, the StarOnion. My love for sharing and discussing experiences with everyone is what motivated me to write this blog. As a result, I have built a solid readership.

Experience in the Topics Mentioned Above (top 3 choice):

1. Red Mage (Combined with Solo Players)

Red Mage was my first and only job for the first 3 years of my FFXI career. I was accepted into my first HNMLS not through an application, but because I had a reputation on the server for being a very skilled Red Mage. I stood out of the crowd thanks to my well-developed skills in handling buffs (refresh/haste) while also handling/supporting the WHM in removing debuffs (at Labyrinth of Onzozo



leveling Torama). Due to my well developed soloing skills (more on this later), I beat RDM Maat first try (2004 June) and was the core RDM for one of Fenrir's earliest HNMLS. RDM and I are made for each other =)

I've done almost all old events (Pre WotG) with Red Mage, and have acquired battle experience as a Party RDM in all of those events. Chainspell Raising a whole alliance while keeping Nidhogg under Sleep II; first on Fenrir to have completed RDM/DRK and CS Stun Dynamis Lord for a memorable win (Recorded); Old School leveling such as KRT and Ullikummi Camp; tanking HNM as RDM and hell even did it for JoL; Pulling 300 Chains on Mamool Camp (when ToAU first came out); made a LOT of cash through the mastery of exping (solo healing) my party while people dump their hard-earn gil in the 5% Turban (lol). Lets just say I made 30m during that time (inflated period). That was how I got 25% of my Kraken Club fund :D Paid to Exp, can't beat that ☺ (and yea, I manage to cap a lot of merits through this).

On my off-time, I use my RDM to make Gil to fund my never-ending Goldsmithing craft. I've went to solo in Davoi as RDM/THF to steal coins, crossing my fingers hoping that a Gold Orc Mask drops for another chance at a Gold Ingot (which developed my RDM defensive/melee skills). As I acquire my mage set I went to solo Aquarius (maybe 100+ times), might have gotten four Damascene Cloth. Inspired by Avesta, I've taken my RDM to the next level like him and

have soloed numerous other NM's, including 3 Sky Pop NM's, Old School NM like Bune, Holy Cow (ENM), The Brothers (ENM, recorded), ZM18 (with 2 Detector), Fenrir Prime (recorded), Ix'Aern (MNK, recorded).

All my RDM solo recordings can be found under this link:

[http://www.staronion.com/maiev/nfblog/?page\\_id=44](http://www.staronion.com/maiev/nfblog/?page_id=44)

I believe I am a strong guest in this department and I believe I would be able to bring a great number of experiences and energy into the conversation for LBR listeners.

2. The realities of leadership – What is it like running a LS or being a leader? (Combined with managing my time)

Having been through numerous HNMLS (TLW → Omen → Unbreakables (SlowMotion) → Omen, Throughout these top Fenrir HNMLS, I managed to capture both the good and bad qualities from each leadership. Combined with a little academic knowledge, I've built one of the most successful LS now on Fenrir.



DuckHUNT continuously attract numerous adventurers around different servers on its 7<sup>th</sup> year anniversary. It's also one of the top 10 ranked LS on FFXIAH.

URL: <http://www.ffxiah.com/linkshell.php?id=2>

DuckHUNT was formed out of two relatively unknown social linkshells on Fenrir. Today, the linkshell runs itself with little to no guidance from me. This linkshell has one of the cleanest and healthiest reputations on Fenrir. LS Website (developed by myself) <http://www.duckhuntls.ca>



Bringing all this to fruition not only requires effort and time, but requires sacrifice. I've made numerous sacrifices in real-life to achieve this, spending countless hours organizing events, typing up strategies, developing a fair loot distribution system, writing up standard procedures and rules as well as dealing with conflicts between players. With experiences as a linkshell member, sack holder, and shell holder, I've witnessed firsthand what makes and breaks a good linkshell. I'd like to share my experiences and advice for everyone's benefit and feedback.

The success of DuckHUNT wasn't the result of my efforts alone (Istari helped a lot, so did Bubian, on the side :D), but I did learn a lot from running this linkshell. I've even found some of the skills I developed as a leader apply to real-life. Because of this, I believe that I will be a very good guest to discuss linkshell leadership with LBR.

3. Crafting (Goldsmithing 1-100 leveled, access to Cloth 99, Smith 100, Alchemy 100, Leather 100)

I've got quite a lot to share in this area too. In the voicemail, I will discuss briefly about my views of crafting, HQ's and even crafter'

I am also able to talk about the mathematics behind crafting, break even calculations and using FFXIAH to your advantage to determine if something's worthwhile to craft or not.

I've also been very lucky due to me storing the previously useless Death and Angelstones which turned into massive gil in one patch HA! <http://www.staronion.com/maiev/nfblog/?p=360>

4. FFXI Community Websites

As some people might notice, my FFXIAH page is often used for testing new features. I don't code for FFXIAH, but simply am an appointed beta tester. I used to be in the same linkshell with the guys that run FFXIAH. That's being said, we work together to create a usable FFXIAH, providing more ideas and feedback, and they do the coding and evaluation of the idea.

I would be willing to answer questions about FFXIAH, but prefer having the questions beforehand so I can get input from the coders.

As mentioned earlier, I also writes the StarOnion (<http://www.staronion.com/maiev>), a tiny little adventuring blog where I'd share my experiences. I'm also working on numerous XIV projects. I'll go a bit more into the detail in the voicemail.





## Off-time Interest

On my off-time, I like browsing FFXI Fan Art, creating DATS, making pretty Transworld Project (wannabe), making FFXI videos, and collecting/making FFXI-related arts and crafts. I have a variety of interest and I try to relate them to FFXI. My blog is where these varied interests are most evident, as doing modeling, creating pretty poster with 3ds, arts and crafts, collecting FFXI antiques etc.



## Misc

I'm also a WoW player, and can relate a lot of my experience in WoW to FFXI. This should bring a very good insight to a lot of the players who never played that game. I've played Quest, Solo Lv80 Instance, PvP, Arena as well as end-game Ulduar 25 hard mode. I do know this is a FFXI podcasts, but I am more than happy to discuss WoW comparisons if you feel your listeners would be interested.

## Conclusion

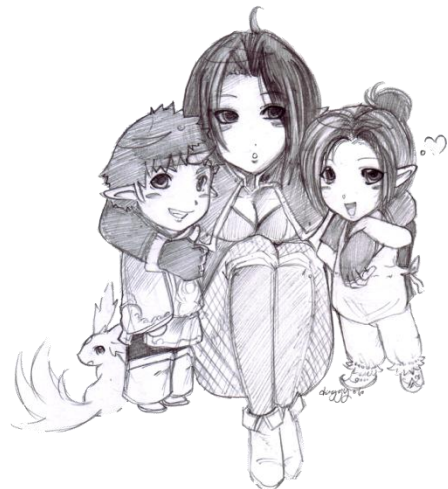
Thank you for reading my long application and hope I will be a good guest selection for the famous LBR – FFXI Podcasts!

Warm Regards,

Maiev of Fenrir

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PS: Thanks to Xariana and Traci for the countless revisions and editing!