

A photograph of a mountain goat with curved horns climbing a steep, grey rock face. The goat is in the foreground, facing right. In the background, another goat is visible further up the cliff. The sky is a pale blue. The image is framed by a thin grey border.

Out of Character

#3

**The Salt
Edition**

Index

Room Bookings & Events
New Committee
48 Hour Charity Gaming
A Reflection on LDW
Phoenix Experiences
A Pony
AGM Minutes

An Explanation

Salt brings flavour to our lives. It falls into our scars and spurs us forward. As we become tired, we forget to scrape it off our skin after it secretes its way out of us. The committee is crusted in it now. Our joints turn slowly. We can hear the sea as we sleep. In meetings it whispers in our ears, enraging us. One of us goes to leap out of our seat, but he is stuck, glued tight by the crumbling, sparkling white mass that crept up around him.

We also wish to thank Jan-Yves Ruzicka, Lee Patrick, and Robert Vincent, and the Committee, who wrote contributions relevant to before the AGM (but which were unpublished due to computer explosion). We will be saving them for this time next year.

- The Editor

Room Bookings



NOW - 13 th OCTOBER:	D5, D7, & D8
17 th OCTOBER – 27 OCTOBER:	E4, F7, H6 (102)
31 OCTOBER – 3 NOVEMBER:	E4, F7, H6 (102), & D3
7 th NOVEMBER - 19 th DECEMBER:	E4, F7, & B5

Note that H6(102) means room 102 of the twin rooms that comprise H6. All rooms are in the kirkwood block.

Events

MINICON III:	8 th & 9 th OCTOBER
48 HOUR CHARITY EVENT	11 th - 13 th NOVEMBER
MINICON IV MERRYCON	10 th & 11 th DECEMBER



New Committee Members for 2017

Welcoming **Jaln**, (presidentééé), **Alys** (Secretary), and **Jen** (Promotions)!



Why hello there, you scrumptious devil! I'm Jaln (Pronounced like spinning a yarn but with the 'J' at the start), and it was someone's brilliant idea to put me as your 2017 president! *Applause*. I like to dabble in all things that SAGA has going, whether its board games or tabletops and my favorite the LARPs, where I tend to always find myself with impossible goals and usually miraculously pull them off somehow. (I think it's just luck really). Now along with my amazing committee I hope to be able to say "Hello there" and ideally not end up back stabbing you, but I have come to like to play the villain more.. (They just have better plot lines and backstories over the hero, and are often just misunderstood.) I look forward to be the figurehead of this spectacular club and to make it enjoyed by all. :) - Jaln



Hellow furry human creatures. My name is Alys and I study people and what they do wrong (Social work/counseling). I enjoy gaming, reading and music. I'm new to the secretary role for SAGA and my goal is to make saga the very best like no club ever was. Feel free to approach me with any questions or ideas :)

– Alys



Hi! My name is Jennifer and I like bees. Except I don't like bees. Bees are terrifying and if anyone has a bee problem, please find someone else to deal with it. I will just hide under a pile of blankets. I am your Promotions Officer for 2017. I joined SAGA this year and have really thrown myself in the deep end. After playing in Living Dungeon Word I decided I wanted to give GMing a try and am currently running two games and enjoying every moment. I love RPGs, board gaming and LARPing, most of which I have only been introduced to in the past twelve months. I have an unfortunate habit of going 'ooh shiny' and spending lots of money on RPG books and board games. – Jen

Remaining on the committee are **Mutu** (Treasurer) and **Ciarán** (Quartermaster). **Robert**, **Chloe**, and **Rackle** are retiring at the end of the year.



Pictured in order, 100% accurately: Mutu, Ciarán, Robert, Chloe, & Rackle.

The SAGA 48 Hour Charity Gaming Event

This will be our third 48 hour event – where gamers will search for sponsorship to game for TWO DAYS STRAIGHT! The sweet release of sleep will not come for these brave adventurers as they press forward into the realms of night.

There will be boardgames, roleplaying games, and LARP available to keep you entertained the whole time. You can either show up to play what you want (entrance fee of a minimum 5\$ donation to the charity) or get people to sponsor you per hour you manage to stay up. You can sign up to sponsor people or be sponsored via the SAGA website.

This year's charity: Aviva



www.avivafamilies.org.nz

Aviva provides support to children, women, and men to live free from family violence. They provide advocacy and education programs, security, safe houses, emergency food and clothing, a helpline, stopping violence programs, peer support, sexual assault support, and no interest loans to help people leave violent situations. Aviva also provides a huge amount of information on their website about some of the factors behind and myths about family violence. We recommend that all SAGA members have a read of it.

Tips for how to get sponsors

- Read up on Aviva so that you can explain to people why it's worth sponsoring you to do this.
- Ask family – they're practically obligated to budget in a certain amount of support for your weird hobbies.
- Ask workmates or classmates. You can leave an info sheet / sign up sheet in your lunch room. If there's someone who steals your lunch, make sure to include one in that too.
- Find someone like the editor of this publication who frequently puts their foot in their mouth. Chances are they accidentally insulted you one time, and now feel like they owe you.
- Maybe don't try SAGA people – they'll probably already be sponsoring people or doing their own collecting.

A reflection on living dungeon world

by Robert Vincent

This year I ran my fourth Living campaign for SAGA, my third as President. Just like in the past it was a huge amount of work and stress on the volunteers. I would like to thank and acknowledge those people: Rackle, Phil, Ciaran, Declan, and Chloe. An especially big thank you to Ciaran who (I believe), not only spent the most out of session time on the campaign but also, ran the most sessions. Intense schedules on these volunteers meant that sometimes each of us was unavailable to GM, so I also thank Quentin for stepping up for a time, and John and Mutu who ran spontaneously when regular GMs became suddenly unavailable.

It is unsurprising to me that it is the same people volunteering each time. Admittedly this creates a cycle of needing volunteers. Many of us become overburdened with so many of our own commitments that we often are unavailable for things or crash – and we do need to volunteer because if we do not then no one will. Meanwhile, and this happened this year, the people who are hoping to benefit from the volunteers' work (the players) can be disappointed in what they get. I had the same conversation with different people a few times this year:

Player: "All the games filled up before I got in one, why don't you have more Gms?"

Me: "Do you want to GM?"

Player: "No." Me: "That's why."

Robert talked a lot more about this and some related issues that happened this year, but the editor has removed several paragraphs because they were, while entirely accurate, slightly too salty for publication. - The Editor

Being a GM is a hugely rewarding experience though. One gets to flex their creative and storytelling muscles, and play a role playing game in the most diverse and most engaging way possible. It is a lot of fun to GM, when you are in the thick of things with players that get along you get lost in the game.

Living Campaigns are no different, except that more often you have that new player who you can help cultivate a love for role playing. I learned how to GM with Living Dungeon World 2013, I stepped up a wee way into the campaign.



It taught me a great number of things, and built a set of skills for me – skills that have won me five GMing awards across the North and South Islands in my four years as a GM.

Living campaigns have been great for the club, and for individuals. Next year, I won't be spear heading the charge however. I've done that four times already. The SAGA committee will be hearing submissions for a Living Campaign 2017. That means you get to push your idea, come to us with your team of volunteers and system, and you could be the hero of Role Playing in Christchurch 2017 - hopefully with a big team behind you.

Your submission should be mindful of the following:

- Your game is intended for new players (SAGA veterans can sort themselves out and run their own games).
- The system must be easy and fast to learn.
- The system must use the 'Playbook' approach, so players have everything about their character on their own sheet of paper (no borrowing the PH to level up between weeks).
- The system must be of a professional level, and fit your intended setting.
- First time players (level 1 characters) should be able to game with regular (high level characters) without too much issue.

Write up your submission, pitch your system and campaign, list your committed GMs, and email it to president@saga.org.nz.

I look forward to reading them.

-Robert Vincent



Phoenix Experiences

This publication has reached out to the SAGA committee for comment:

“Chloe slapped me in my fackin face”

– *Robert Vincent, 23, of St Albans, in a bad australian accent.*

“Keegan slapped me in my fucking emotions”

– *Ciaran Searle, 23, of Upper Riccarton.*

Additional sources have been contacted;



“This convention was terrible and security was apalling. I was dog-napped three times over the course of a single afternoon. And someone let the famous dog-kicker who goes by the aposite moniker 'Rotter' in. Frankly this isn't the kind of treatment the winner of the Madison Top Dog prize expects or deserves.”

– *Lulubelle, 4, of Crumplehamshire.*

“I wasn't actually there, but I'm sure it was nice”

– *Ian Raymond, Wizard, Avonhead.*

“Pretending to pretend to be a teaching assistant destroyed my soul”

– *Quentin Bourne, Telecommunications expert, Addington.*

“What the fuck is happening and why is there a bag of potatoes”

– *Lee Patrick, LARP Nerd, Papanui.*

A promise fulfilled. four (?) years in the making

Several years ago at an AGM, someone nominated me for the position of promotions officer. I didn't want it but I ran on the promise that I'd produce an out of character and it'd be a picture of a my little pony.



It's name is Starlight Purplehoof Twinklemane. Now all obligations have been filled and I can finally forget the whole *horrible* mess wrecked on this poor tender world by MLP:FIM and the hordes of self-delusional entitled misogynists it attracted for some reason.



AGM Minutes

Minutes for SAGA AGM held Tuesday 16 August

In Attendance: Quentin Bourne, Declan Lennon, Sally Hayes, Jennifer Hay, Samantha Nicholls, Keegan Meiklejohn, Keith LaRue, Lucy Howe, Joel Cochrane, Chloe Sutherland, Robert Vincent, Sam Stott, John Massie, Mutu Thomson, Jesse Agnell, Ciaran Searle, Lee Patrick, Rackle Hannover-O'Connor, Liam Anderson, Robert Urquhart (Marsden), Craig Beere, Jaln Rodgers, Alys Ututaonga, Sam Bartholemew, Jessica McHale, Gareth Owen Reynolds, Kashif Amanuelah, Matthew Smith, Christopher Relling, Alexander Hilliard

6.00 pm - Robert moved to open meeting. Seconded by Jaln.

Robert did roll call, talked about how AGMs run (move to pass nominations, voting for committee, nominations, no confidence/abstain votes)

6.05 pm - President's Report presented by Robert.

116 SAGA members (down from last year). High attendance in first semester, low attendance in second semester. BoD - record attendance and registration.

Small events have been doing well - turning over a profit suggesting more non-members attending.

Particularly Long Board Games Day did well this year.

Open for questions.

Reason for sharp drop? Typically issues with players - being busy, don't need to meet more friends, less specific buzz about what is on, less to show up for

Are we going to get easier (less changes) rooms next year?

Depends on UCSA. We've had issues this year but not as bad as past years. Typically particularly difficult for smaller clubs.

What about the issues with locked rooms?

Security. They have difficult procedures but are working to sort it out.

Declan move to move on. Seconded by John.

6.14 pm - Treasurer's Report presented by Mutu.

Recent checking identified issues so no report currently - need SGM

\$6,585.98 current amount. \$18.63 interest.

\$595 membership

\$364.70 BoD - still have snacks

48 Hour Charity Event should cost just under \$600

We have bought a lot of assets

Have 2 more minicons to go

Intention to make loss as we're a not for profit organisation. So far, we have made a loss of \$631 - and that has almost been all asset purchases

Open for questions

Jesse asked What our assets are? Primarily board games

6.21 pm - Robert moved to move on. Seconded by Rackle.

6.22 pm - Rackle announced that OOC printing not available tonight as a result of computer issues

6.23 pm - Current committee did a run down of the roles - President, Secretary, Treasurer, Quartermaster

and Promotion Officer - and the requirements for the candidates (student or alumnus)

6.30 pm - Nominations Start

President

Jaln nominated by Robert, Seconded by John, Accepted.

Robert nominated by Joel, Seconded by Lee, Declined.

Secretary

Quentin nominated by Lee, Seconded by Sam, Accepted.

Declan nominated by Quentin, Seconded by Lee, Declined.

Alys nominated by Robert, Seconded by Quentin, Accepted.

Robert nominated by Jaln, Seconded by Ciaran, Declined.

Treasurer

Mutu nominated by Robert, Seconded by Joel, Accepted.

Jen nominated by Jen, Seconded by Declan, Accepted.

Jesse nominated by Joel, Seconded by Ciaran, Declined.

Promotions Officer

Rackle nominated by Ciaran, Seconded by Declan, Declined.

Jen nominated by Mutu, Seconded by Rackle, Accepted.

Jesse nominated Joel, Seconded by Ciaran, Declined.

Jaln nominated by Joel, Declined.

Ciaran nominated by Quentin, Seconded by Declan, Accepted.

Quartermaster

Ciaran nominated by Ciaran, Seconded by Joel, Accepted.

Robert nominated by Jesse, Seconded by Rackle, Declined.

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Elected:

President: Jaln

Secretary: Alys

Treasurer: Mutu

Promotions: Jen

Quartermaster: Ciaran

7.15 pm Robert moved to move on. Seconded by Jesse.

7.16 pm Buckets of Dice next year - need submissions for Grand Strat and Flagship (20 and 40 person)

See information in next OOC

Robert move to move on. Jesse Seconded.

7.17 pm Living Campaign next year

Robert intends to take away some demand with D&D group GM game

Request for submissions to be sent to president@saga.org.nz

Also see in OOC and online

7.20 pm Robert move to move on. Seconded by Alys.

7.20 pm 48 hour Charity Event

Need to pick a charity - St John's Ambulance, City Mission, Aviva, Youthline, SPCA, Ronald McDonald House

Noted that event will be happening around white ribbon day - relevant to Aviva

Proposed to be done as a poll on facebook. Passed.

7.23 pm Robert moved to close meeting. Seconded by Alys.

For Posterity; the cover page proposed for the pre-AGM edition.

OUT OF CHARACTER

The Committee edition

ISSUE 3 2016

MR PRESIDENT

“Just kill someone on the beach, I guess”
HIS **HOT TIPS** FOR
GETTING THAT
BEACH **BOD** YOU
WANT!!!

SPECIAL
Are your dice
unlucky or are
you just **too**
ugly?

5 steps
to a
SEXIER
MEEPLE

17 WINTER LOOKS
FOR THE PALADIN
ON A BUDGET

+

Nine new ways with cursed rings!