

OUT OF CHARACTER

ISSUE 1 2019



इससंज्ञा इंटर.

Living Campaign Cover Art by Quentin Bourne

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Contact us

General Enquiries: president@saga.org.nz or secretary@saga.org.nz

Advertising, Game Blurbs, and Submissions for OoC: promotions@saga.org.nz

Borrowing Games or Game Requests: quartermaster@saga.org.nz

Membership/Monetary Questions: treasurer@saga.org.nz

Queries about Conventions: phoenix@saga.org.nz or bucketsofdice@saga.org.nz

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Well, I'm glad you asked.

SAGA inc. is a UC club that provides a safe and friendly environment for people to play games together and meet others with the same interests.

In our constitution it is stated that the aim of SAGA is “to encourage the hobby of gaming, including but not limited to Role-playing Games, Wargames, Board Games, and Card Games, and to aid its members in the pursuit of these hobbies.”.

We meet twice each week to catch up and play games.

The length and scope of the RPG can vary depending on what you're looking for, be it a fun one-off game or a campaign that takes a year or two to complete.

The board games vary from 30 minutes or less to all night games.

We are also hoping to offer moreLARPs this year, both during the normal weekly meetings, and outside the standard meeting times, such as during MiniCons.

In addition to our regular, twice weekly meetings, we have MiniCons and other events throughout the year such as our largest gaming weekend, Buckets of Dice, and our LARP convention Phoenix.

If you require more information about anything stated here, you are more than welcome to email any of the committee members or visit one of our various sites that hold tomes of knowledge. These can all be found on the final page of this OoC under “Handy Links”.



2019 ଚକ୍ରାନ୍ତକାଳ

18 th February	Semester 1 Begins
8 th April	Mid Semester Break
20 th – 21 st April	Minicon I
26 th April	Lectures Resume S1
31 st May	S1 Exam Break
31 st May – 3 rd June	Buckets of Dice
24 th June	Semester 1 Ends
6 th – 7 th July	Minicon II
12 th July	Semester 2 Begins
23 rd August	Mid Semester Break
23 rd – 25 th August	Phoenix LARP Con
6 th September	Lectures Resume S2
18 th October	S2 Exam Break
19 th – 20 th October	Minicon III
9 th November	Semester 2 Ends
7 th – 8 th December	Minicon IV

intro week

This is a week where anyone can come along to SAGA to see what exactly we are all about. This year, intro week will be held on Tuesday the 26th and Thursday the 28th of February, from 6pm-10pm both nights. You can find a map of our location on the final page of this Out of Character, we are in the Jack Erskine Building on the second floor.

There will be a large selection of board games available, and friendly people on hand to teach you how to play them. Also, eager Game Masters will pitch one-off roleplaying games you can try out. You will also be able to find our committee members around each of the rooms to answer any questions you might have.

If you are interested in attending, head over to our Facebook page, www.facebook.com/sagainc, and have a look at our events.

Members and non-members, students, alumni and non-students, all are welcome.



main conventions

Buckets of Dice:

Buckets of Dice is SAGA's annual Roleplaying and Board Gaming convention! We begin with a quiz mixer on the Friday night to get to know your fellow nerds, and then launch into three days of solid gaming. There will be scheduled sessions of LARP/Roleplaying as well as dedicated spaces for Board Games, with a huge array of games available. Our Flagship for this year is a LARP by Keegan Meiklejohn, *HELL is for Children*.

To find out more information, head over to our Facebook page, www.facebook.com/sagainc, look under the events tab, and click on our Buckets of Dice event page. You can also email bucketsofdice@saga.org.nz if you have any questions or queries about the event.

Phoenix:

This is Christchurch's annual LARP convention. To explain a little, LARP stands for Live Action Role Playing. This is where a bunch of people get together, are given a character they are to play, and improvise acting how they think that character would act and react. It is a lot of fun and is highly recommended! This year, the convention will be held at the Waipara Adventure Centre in Amberly. We will have an amazing line up ofLARPs, including our recently announced Flagship; *Welcome to the Neighbourhood*, by Lee Patrick.

To find out more information, head over to our Facebook page, www.facebook.com/sagainc, look under the events tab, and click on our Phoenix event page. You can also email phoenix@saga.org.nz if you have any questions or queries about the event.



meet the committee

President – Alys Ututaonga

Hi, my name is Alys and I am the President of SAGA this year. I am looking forward to meeting new people this year and playing new games with you all. All of us on the committee are usually friendly unless we are hangry or have lost many games in one day so don't be afraid to come have a chat.



Secretary – Sam Boyes

I am most certainly a board gamer, there's something really satisfying about sitting around a table vying for victory with a group of easy-going quirky people – I have enjoyed this immensely during the last few years at Saga - when I can make it! Otherwise, I dabble a little in video games, movies and random nature walks. I'm currently holding down an accounting job while doing a bit of part-time study; but I feel that my life is still a little bit up in the air! I look forward to seeing everyone, old and new around this year!



Promotions – Summer Jolly

Hello! As Promotions Officer, it is my duty to correctly and efficiently inform all of you lovely people of all the events planned for SAGA in 2019. I enjoy spending time with people through the magical worlds of RPG lands and themed Board Games. I am a student here at UC, studying a Bachelor of Music in performance voice. I very much enjoy being on stage, telling a beautiful or tragic story, which is how I came to love RPGs such and D&D or Dungeon World. Currently, I am in the process of rehearsals for the MUSOC musical, Footloose, and I am also co-ordinating the two main events SAGA holds; Buckets of Dice and Phoenix.



Treasurer – Gareth Reynolds

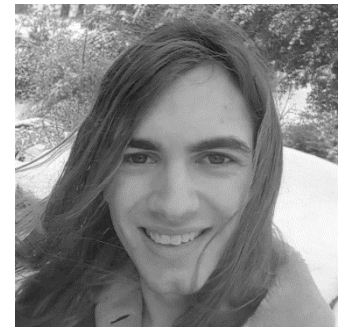
My name is Gareth Owen Reynolds and I will be your Treasurer for 2019. I have been a part of SAGA since early 2010, four years of which I was Quartermaster. I was never a student at UC but finished my time at Polytech in 2001. I am old. When I am at SAGA you can find me



wherever the Board Games are. I should be able to teach you at least half of the Board Games owned by the club, but I won't be able to teach RPGs. I am much more on the mechanism side of gaming than the theme or story side, which means more of my favourites are dry "cube pushers" rather than experience games. However, one exception to this is "Galaxy Truckers" in which you build a spaceship from sewer pipes and watch it get blown to bits by meteors and lasers.

Quartermaster – Jacob Rogers

Hey, I'm Jacob. I'm your quartermaster for the year which means I handle the club's assets and which of Saga's games come to our regular nights. So, if there's any you want to see (or borrow) just let me know! You can also feel free to hit me up if you want to learn a new



game. New to board games? Have absolutely no idea what you're doing, or how to play? Do the many rules you have to remember seem just a tad intimidating? Been there, done that, got the t-shirt. Everyone's friendly here. (Really. We promise.) Questions about anything and everything are welcome, and definitely encouraged. As quartermaster, I am your liaison between the normal world and this fantasyland of strategy, colour, and friendly rivalry. I love Tabletop gaming as it's a great way to meet new people and try new things which is why you'll also find me social dancing, practising circus arts & hanging out at UCGG's events. This year, I hope to maintain and improve upon Saga's already inclusive and welcoming atmosphere. We are a pretty friendly bunch already, but there is always more to be done.

the living campaign

Do You Want to Play Dungeons & Dragons?

SAGA is running a Living D&D Campaign during Semester 1 of 2019. It's a low commitment game where club Game Masters run sessions for members. Players can play when they want without having to commit to an ongoing campaign.

- Living D&D games are on Tuesday nights at SAGA.
- The first Living D&D night is Tuesday the 5th of March. On the first night all you need to do is show up (if you can, bring dice, a pencil, an eraser, and some snacks).
- Games will start at 6.30pm, if you are late you will probably miss out.
- This is only for new SAGA members (sorry returning members).
- Administration will be run through the "SAGA Living Campaign 2019" Facebook page at this address: <https://www.facebook.com/SAGA-Living-Campaign-2019-294054511452182/>
- Games will aim to be 2-3 hours in length.
- We can handle 15-20 players, anymore and we will have to turn people away.
- We will be enforcing rules to make the games as fun and safe as possible, they can basically be summarised as "be a good sport".

What's a Living D&D Campaign?

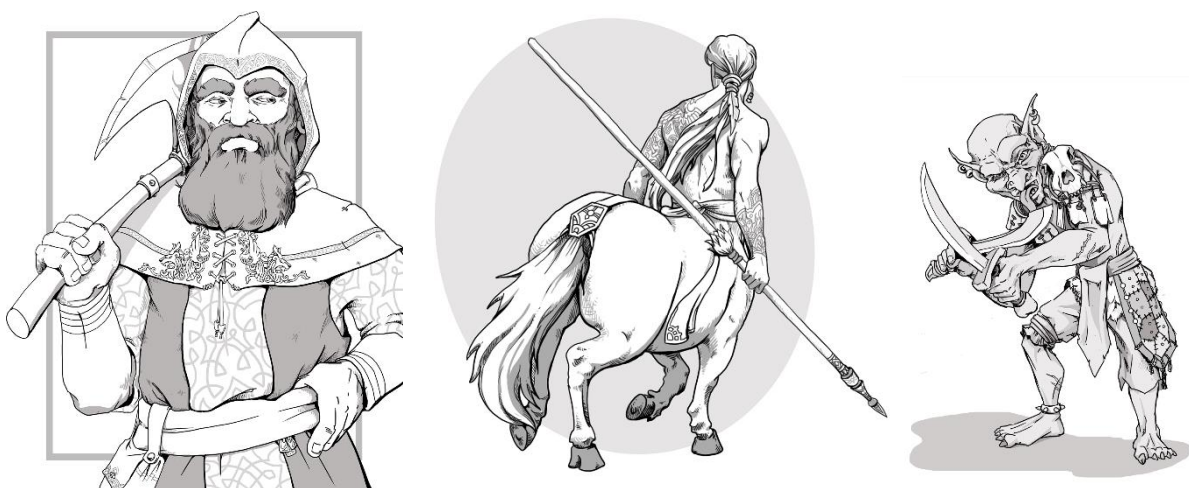
I'm going to assume you know what Dungeons and Dragons is and skip to the Living Campaign part. This is a shared world, 4+ GMs will be running games that happen at the same time. When you're not playing, your character will be hanging out in the home base. When you sign up for a game your characters group up and head out on their adventure. If all goes well they hopefully survive the adventure to return to the home base, ready to head out again next time. This way you don't need to play all the time if you don't want to (your character will likely just stay safe in the home base), and you will get to meet new people as player and GM composition will change week to week.

Once players get more into the flow of things we will start getting people to sign up on the FB page. If it turns out that a large enough portion of you don't use FB then we will work out an additional email sign up method through the promotions officer.

The Story

Your world was destroyed by the Shadow Lords; freezing ethereal titans of entropy bent on restarting the circle of life on your plane of existence. They were unbeatable, but not inescapable. Powerful spell casters from all the races allied together to teleport the surviving populations to a new plane of existence. The ritual went wrong; you've arrived in a new plane but with only a small group of others. The sky is still blue, there's one sun, one moon, and other small groups of the survivors seem to be appearing in other spots above the treeline... Yet so many are unaccounted for and this is an uncharted world, one you'll need to make your home.

This game is an exploration game, there is a map that will become more and more revealed as you stretch out from your home base. You will need to build a new home and protect it from the unknown of this new world. You, and everyone from your world, are now refugees.



Legacy Games

By Summer Jolly

Legacy games are a recent addition to the Board Gaming community, one that I have found to thoroughly enjoy. If you are already a fan of Roleplaying Games like D&D, or if you love Board Games already, then these Legacy Board Games might be a great option for you. My very first Legacy Board Game was Pandemic Legacy (not a sponsor). I very much enjoyed the original game to begin with, so adding in this element of having a campaign story related to the game made me very excited. Every game had a new element added to it to make the game even harder to win. As the world collapsed around us, we scrambled to use every resource we could call on. I found it to be a very enjoyable and emotional journey. I have unfortunately not had the pleasure of playing any other Legacy Games ... yet. This is my overview of Pandemic Legacy Season 1.

What I liked:

- It's a campaign game where you can meet with friends regularly to play and watch the story unfold together.
- The game progresses and changes depending on how well, or badly, you and your team play.
- You really feel like your decisions matter from game to game.
- Character development was simple and felt rewarding. At the end of each game you could upgrade your character to give them abilities that might help in later games.

What I didn't like:

- Not re-playable at all. If you attempt to do it without putting stickers on the board or on your characters, you WILL forget stuff.
- Even if you win Season 1 overall, Season 2 of Pandemic Legacy starts with telling you that the world fell into ruin. It makes your victory of Season 1 feel less recognised and less important to the story, like it didn't matter as much as you thought it might.

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By Summer Jolly

Using only one six-sided die, you help determine your character's skills to meet the dangers you must face. Only your skills – and the luck of the die roll – can see you safely through your quest!

On page 11 of this OoC you can find a Character Stats Card on which you will create your character.

The rules are simple; you have 5 skill points which you can assign to any of the three skills – Fighting, Observation, and Physical Prowess. These are used to determine the outcomes of certain situations in which you attempt to do something. Note that all the attributes must have at least 1 skill point dedicated to each of them.

Your character has a specific amount of hit points. Once hit points are reduced to zero, your character will cease to exist, and you have come to the end of your adventure. You will start out the adventure with 10 hit points as indicated on the character stats card.

Combat is just as simple as everything else; you will roll one six-sided die and add your Fighting skill to the roll. If you reach the goal given in the text, then your character will continue to the next part of the adventure. If you do not reach the goal, then your character will lose an amount of hit points. If you have any remaining hit points, you can decide to try again. You can keep doing this until you either lose all your hit points or you decide to surrender, turning to the number indicated.

Now that you have everything you need to know; your character is ready to begin the adventure. Turn to page 11 – and good luck!

Character Stats Card

Name: _____

Age: _____

Skill Points (5 total)

Fighting: _____

Observation: _____

Physical Prowess: _____

Hit Points: 10

1

Your eyes slowly flutter open as you stir from your rest. Panic begins to rise in you and you are unable to see, maybe you're blindfolded? But you can't feel anything covering your eyes. As you try to move, you realise your hands have been shackled and chained to the wall above you, and your legs chained together at the ankles. Your mouth feels dry, and your lips cracked as you try to find the strength to speak. Suddenly, a door on the opposite side of the room swings open, the bright light blinding you. As you stay your gaze you see the silhouette of a cloaked figure walking towards you, floating almost. They look you over as if sizing you up like cattle for the slaughter, mumbling in a language you can't understand. As they finish, they turn away from you only to return with a small plate of food. You feel a surge of strength at the thought of obtaining any kind of nourishment. But, as you look down at the plate they placed by your feet, all you see is a small piece of stale white loaf and a fermenting apple. Although your face is a far away, it is a recognisable stench as

the smells creep up. You look back towards the door expecting to still see the figure, but they have seemingly vanished along with the light. The horrid smells awaken your mind as all your senses suddenly return to you. This room is hot, a lot hotter than you first thought. You can feel sweat dripping off your entire body. A rush of adrenaline consumes you as you become determined to free yourself from these wretched chains.

If you decide to try and break yourself free of the shackles using strength, turn to **6**. If you decide to use sweat to try and slide your hands out from the shackles, turn to **3**.

2

Grabbing the club that was resting on the side of the desk, you spin around to face the direction of the noise. You squint to try see into the darkness, though this does not help. You are startled by a ragged woman with sopping wet hair running towards you with her arms stretched out in front of her. An unsettling grin spread across her face. You swing the club in front of you as she nears within reach.

Roll one die to hit and add your fighting skill score to the result. If the total is 7 or more, turn to **8**. If the total is less than 7, subtract 2 hit points and turn to **4**.

3

You relax and let the sweat lubricate your wrists enough for you to pull your hands free from the shackles. Remembering your training you make quick work of the shackles around your ankles, freeing yourself completely. Your eyes adjust to the darkness, slowly you begin to make out objects around the room. You can see a desk in the corner of the room near the door. Next to it, a bookshelf that looks to be filled with potions of various kinds.

If you decide to search the desk, turn to **7**. If you decide to look at the potions, turn to **5**.

4

As you try to swing the club towards the woman you realise how weak you have become, likely from malnourishment. The club sinks to the ground, the weight too much for you to bear, pulling you toward the floor with it. The woman shrieks a shrill laugh as she wraps her hands around your neck, digging her long nails into your skin. The last thing you see before the darkness claims you is the face of the woman, her toothless grin as she licks the sweat from your face.

5

Looking over this shelf of potions, squinting in the darkness, you are only able to discern that they are in various sized and shaped bottles. After some time, you decide that it would be best to leave them alone and turn your attention to the desk.

Turn to 7.

6

Gathering what little strength you have left in your body you attempt to break yourself free of the chain with sheer force. You feel immense pain as the flesh around your wrists begin to split against the wrought iron shackles. Suddenly, you hear a shrill laughter fill the room around you. You turn to look in the direction you think it might be coming from but fail to see anything but the darkness that surrounds you. As the laughter becomes louder and higher pitched, you feel a warm sensation as blood begins to drip from your ears. Your body finally gives up, the pain becoming too much for you to bare. You finally slip into nothingness.

7

Searching the desk, you feel parchments scattered over the surface, an ink and quill, a stack of books, and finally your hand lands on a piece of cold metal. As you are feeling around the desk, you begin to realise that a layer of dust covers all the items, suggesting that it has not been disturbed in some time. Fear rushes through you as you hear a faint clanging of chains behind you. Looking around, you see a club resting on the side of the desk.

If you decide to pick up the club and fight, turn to **2**. If you decide to grab what you have found and attempt to leave, turn to **9**.

8

Using the rush of adrenaline that pumps through your body, you focus your strength into this one swing of the club. You hear a loud crack as the club collides with what you can only assume to be the woman's skull. You glance over in the direction of where you expect the body to have landed, but it seems to have disappeared. Taking a deep breath and slowing your pulse, you turn back to the desk behind you. Resting the club back into its original position, you return your attention to the desk. You take the papers and the cold metal object, turn towards the door and attempt to open it. However, the door seems to be locked. Suddenly, you realise that the cold metal object you found must be the key to this door. Finding the hole in the door, you insert the object and as you turn it, you hear the familiar click as the door unlocks. You see before you a well-lit set of stairs leading upwards.

As a reward for your bravery, you may give yourself one extra experience point in the next adventure.

What will happen to your adventurer in the next OoC?

9

Frantically, you fumble through the items you grabbed from the desk. Your hand touches the cold metal object and you realise that it must be for the door in front of you. You hastily put the key into the door, swing it open and run through. Pulling the door closed behind you, making sure to lock it, you hear a thud as you assume the woman ran straight into the door. After a few moments, you do not hear any more noise from the room. Turning around, you see before you a well-lit set of stairs leading upwards.

What will happen to your adventurer in the next OoC?

asset list

For any asset queries, including borrowing items, contact: quartermaster@saga.org.nz

Board Games

- 7 Wonders
- Agricola
- Android: Infiltration
- Apples to Apples
- Arkham Horror
- Atlantis Rising
- Battlestar Galactica
- Betrayal at Baldurs' Gate
- Bingo/Housie
- Brass
- Camel Up
- Carcassonne
- Ca\$h n Gun\$
- Ca\$h n Gun\$ - Yakuza
- Castles of the Mad King Ludwig
- Catan – Cities and Knights
- Chez Cthulu
- Chinatown
- Chrononauts
- City of Horror
- Colosseum
- Colt Express
- Cosmic Encounter
- DC Comics Deck Building Game
- Descent
- Diplomacy
- Dominion
- Dominion – Alchemy
- Dominion – Dark Ages
- Dominion – Prosperity
- Dominion – Seaside
- Doom
- Dungeon of Fortune
- Dungeon Fighter
- Egizia
- Elysium
- Family Business
- Finca
- Fluxx
- Gang of Four
- Ghost Stories
- Ghost Stories – White Moon
- Hanabi
- Incan Gold
- Jamacia
- Junta
- Junta: Viva el Presidente
- Kitten Casualty
- King of Tokyo
- King of Tokyo – Halloween
- King of Tokyo – Power Up
- Kingsburg
- Kingsburg – To Forge a Realm
- Lanterns
- Libertalia
- Lord of the Rings
- Lord of the Rings – Sauron
- Lords of Waterdeep
- Love Letter
- Munchkin
- Munchkin – Cthulu
- Munchkin – Bites
- Munchkin – Booty
- Munchkin – Axe Cop
- Magic Maze
- Middle Kingdom
- Once Upon A Time
- Pandemic
- Power Grid
- Princes of Florence
- Race for the Galaxy
- Race for the Galaxy – The Gathering Storm
- Race for the Galaxy – Rebel vs. Imperium
- Race for the Galaxy – The Brink of War
- Rococo
- Roll for the Galaxy
- Saga
- Scythe
- Sentinels of the Multiverse
- Smash Up
- Splendor
- Star Craft: The Board Game
- Steam
- Suburbia
- Summoner Wars
- Talisman
- The Red Dragon Inn
- The Red Dragon Inn 2
- The Seafarers of Catan
- The Settlers of Catan
- Ticket to Ride
- Tobago
- Trax
- Treehouse
- Tsuru
- Transylvania
- Viceroy

RPGs

- 13th Age
- Battlemats
- D&D DMG 3rd Ed.
- D&D Psionics Handbook
- D&D 4th Ed.
- Dungeon Crawl Classics
- Dungeon Tiles
- Dresden Files
- Edgerunners
- Fiasco
- Fudge Dice
- Gamemastering Secrets
- GURPS Basic Set
- King of Chicago
- Knights Adventurous
- Pacific Rim
- Paranoia
- Pendragon
- Star Wars
- Space 1889
- Spycraft
- The Boy King
- The Floating Vagabond
- Toon

LARP Assets

- LARPs from the Factory
- Laws of Ascension
- Laws of the Hunt
- Nexus
- Passion Play

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Find us online!

Website: <http://saga.org.nz>

Facebook: www.facebook.com/sagainc

Trello: <https://trello.com/b/zs9KCAIE/the-saga-bag>

Slack: <https://sagainc.slack.com>

Looking for Group: If you want to organise a game or see who is going to be at SAGA on a specific evening, search “SAGA Inc. – Looking for Group” on Facebook. It is great for organising both one-off games and long-term campaigns, as well as grabbing people for larger board games that require some organisation.

Rooms: Our regular meetings for games are currently on Tuesdays and Thursdays, 6pm – 10pm at Jack Erskine on the main University of Canterbury Campus. Come along and check us out!

