

Out of Character Issue 2 2019



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Cover Art by Jessie Admiraal

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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

ਘਰਿਨੈਂ ਿਸ਼ ਿਸ਼ਠਠਠ?

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 more LARPs 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

community spirits

A report on adventures in a new world.

By Zebulon Delpha, last remaining scion of the Delphane estate.

It has only been several weeks since we arrived on this new world, but already our community is beginning to flourish. It is clear that this world is already populated, and we have thankfully made friends with some of the nearby inhabitants (or so I hear - I haven't had the honour of meeting them yet!). With the destruction of our old world still fresh in our minds, I know that many are still haunted by the loss of their loved ones. I also know that many more are dismayed by the discovery that our new home is plagued by the undead, acting with some sinister unknown purpose. However, several among our community have already stood up in our time of need.

One standout individual among our camp is the elf Xranis, a cunning entrepreneur who has stumbled upon a small trove of peaches and has begun turning them into a delicious new liqueur. Some may decry this as a waste of valuable foodstuffs, but a community's morale is just as important as its nutrition, and we will not last if we only do our barest to scrape by. Indeed, we should take the opportunity to celebrate our survival! I encourage everyone to purchase a sample of this wonderful beverage as soon as it becomes available. I would also be remiss if I did not mention Grandmother Gizelle, a kind old soul who has taken it upon herself to begin building important infrastructure for our community, such as a tavern and trading post. Soon we will finally have a flourishing trade system and can begin making proper use of our new discoveries, as well as whatever relics we brought with us. I know many of you have been itching to get a fair deal for those trinkets weighing you down!

With progress booming under the guide of such fine community leaders, it is only a matter of time before we will have to confront the question of who our official leaders will be, and by which process we will determine them. Once that time comes, I hope we can resolve it without bloodshed, and I hope that we will remember those that stood up to help us in the early days. For hope is what they have given us.

By Stuart Stoddart

first impressions

By Jamie Admiraal

SAGA is a wonderful community of a variety of people that just want to have fun and play games. There is an assortment of different games; D&D, card games, board games, role play, the list is long. I was introduced to many games that were fun, not just because of the people involved, but because they were interesting and made even more so by the wonderful game wizzes. During my first two weeks I played three games that stood out for me: Jamaica, Colt Express and Coup.

Jamaica is a game where the players are pirates and they go around the board looking for treasure, possibly attacking the other players. I played this with five other people that made the experience worthwhile. The art in this game was really good, and my gratitude goes out to the artist to get such nice images.

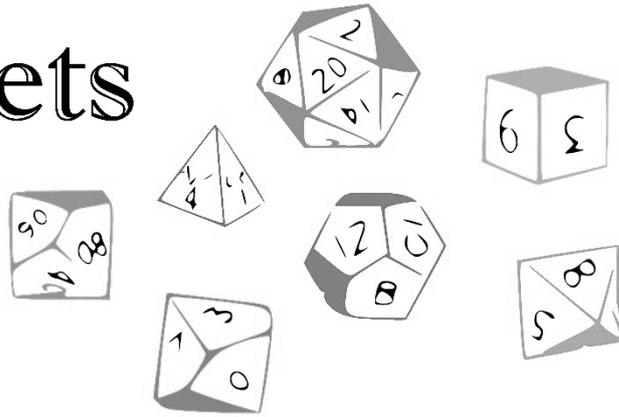
Colt Express is a western robbery game where one must collect as much money or jewels as possible without being caught by the sheriff or getting shot by the other players. This game plays out in the order the players put down their action cards which determines the outcome of the game. This can be annoying when you have planned your move out and another player shoots you, ruining your entire move to get a whole bunch of diamonds and cash, AHHHHH. But in the end, the game was just as good as the first if not better.

Coup is a card game totally based on bluffing to bet money or kill the other players. The fun thing about this game is the different cards and their abilities, you don't even need to have the card. But if someone calls 'bullshit', and you don't have the card, you lose one of the two lives you have. The artwork on the cards was beautiful and I again send my gratitude to the artists responsible, they are gifted.

All in all, being a part of SAGA has given my chaotic UC life a nice break and a chance to meet fabulous people I never thought I could get on with. So, thank you to the lovely leaders of SAGA for the accepting and fun filled ways. If you are not a part of SAGA and like games, board or not, I suggest you sign up!

Loyal Member (Unless I have a paper due) and board game fan.

Buckets of Dice



SAGA's Main Board Gaming and Role-Playing Convention!

We begin with a quiz mixer on 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. There will be many opportunities to win prizes, bid on our silent auction, and have lots of fun with fellow nerds! Keep an eye out on our Facebook page and Website for updates about the event!

The Flagship for this year is **Hell is for Children** a LARP by *Keegan Meiklejohn*.

HELL

is for Children

BoD 2019

SAGA INC.



PHOENIX

SAGA's Annual LARP Convention!

LARP - Live Action Role Play

This is an event where many people from the LARPing community around New Zealand get together and act out stories based on what they have read about their character. We are very lucky to have some of our very own LARP writers in NZ who come along to this event! Keep an eye out on our Facebook page and Website for updates about the event!

The Flagship for this year is **Welcome to the Neighbourhood** by *Lee Patrick*.



pick – a – path 2

By Summer Jolly

This is a continuation of the previous pick – a – path in the first Out of Character. There are different options depending on whether you are new to this game or if you have played in the previous pick – a – path.

New Characters:

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. All attributes must have at least 1 skill point dedicated to each of them. Your character also has an amount of hit points. Once reduced to zero, your character will cease to exist. The final rule you will need to know is how combat works. You will roll a six-sided die and add your Fighting skill. 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.

Please fill out your Character Stats Card and start at paragraph number 4

Returning Characters:

In the previous pick – a – path you managed to get yourself out of the horrible dungeon you were in and are now standing at the bottom of some dimly lit stairs. If you need a quick refresher on how this all works, read the New Characters section above. Hopefully you still have your Character Stats Card from last game! If you do, you can now add an experience point to any stat if you gained any last time, then continue on and start from paragraph number 1. If you don't, then you can make a new character with the Character Stats Card provided and start your new adventure from paragraph number 4.

Now that you have everything you need to know; your character is ready to begin the adventure. Turn to page 10 – and good luck!

Character Stats Card						
Name: _____						
Age: _____						
Skill Points (5 total)						
Fighting: _____						
Observation: _____						
Physical Prowess: _____						
Hit Points: 10						
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

1

You look at the stairs ahead of you, thankful to be out of that horrid room. Sconces light the stairs with a warm yellow hue and all is quiet for a moment. With each step you take up the stairs you can feel the air becoming warmer around you, but the stone floor is icy cold on your bare feet. Once you reach the top of the stairs you can see that you have a decision to make; Left, or Right? How could you know which is correct? The lighting stops at the top of the stairs, making both options equally difficult to see down. You listen for a moment down each corridor. To the left you can hear the constant rushing of water. To the right you can hear nothing.

If you decide to go Left, turn to **8**. If you decide to go Right, turn to **3**.

You begin to scan over their camp and notice that there is something in the trees ... or someone? As you look closer, you can see that there are others like them high up in the trees and it seems that they are getting ready to begin an attack on this camp. It looks like they have already spotted you as well which makes everything so much more complicated, you can't just leave now. You hear a strange bird call which you can only assume to be the signal to attack. The camp doesn't notice because of all the noise they are making and are showered with darts. You feel a presence begin to close in around you. Acting as quickly as you can you turn to fight whoever is there.

A battle has begun! Roll one six-sided die and add your Fighting skill to the result. If the total is 7 or higher, turn to **7**. If the total is less than 7, subtract 2 hit points and turn to **9**.

The quieter corridor seems like it might be safer. You begin to go down the corridor, keeping one hand on the wall as it gets darker and darker ahead of you. It has been about 20 minutes and you feel like you have been going around in circles. At this thought you stop for a moment and try to work through what might be happening. Suddenly, you can hear the sound of stone scraping on stone coming from behind you, and runes on the walls begin to glow a bright, hot, orange. Now that the room is somewhat illuminated you can see that there is a wall behind you that has started to move towards you. With your quick thinking you look at the runes on the walls and find a pattern on one of them. You begin to push on each of the runes on the opposite wall in the same pattern. As you push the final one, the stone floor beneath you gives way and you find yourself falling into a cavern entrance.

Subtract 1 hit point from the fall. But also, YAY! You make it through, turn to **10**.

You wake to find yourself in some sort of bird cage. You have no memory of how you got here or why ... in fact, you don't even remember who you are exactly. You know a name which you assume to be your own because it is the only thing that has seemed to stick in your memory. Finally, breaking from your confusion, you look around you to find that you are in some sort of stone building, likely underground because you don't see any windows. There are tables full of papers and books, and strange glass containers scattered everywhere. As you are looking around the room for something that might be helpful, you get a whiff of yourself. Oh god! It smells like you have been in here for months! Breaking from this thought you spot a key still sitting on the table, but you can't quite reach it at this length. You look around and realise that your cage is suspended by a single chain. You run from each side of the cage to the other to get it swinging enough to reach the key. After only a few moments the key is in your hand! Using the key, you unlock your cage, go out the only visible door in the room and make your way up the dimly lit stairs. Once you reach the top of the stairs you can see that you have a decision to make; Left, or Right? How could you know which is correct? The lighting stops at the top of the stairs, making both options equally difficult to see down. You listen for a moment down each corridor. To the left you can hear the constant rushing of some water. To the right you can hear nothing?

If you decide to go Left, turn to **8**. If you decide to go Right, turn to **3**.



5

The cold begins to bite at every inch of your body as you continue through the cavern. You can see that your hands are starting to turn icy blue as your chin quivers. Beginning to slow down, you feel a rumble in the water beneath you as bubbles begin to rise. Out from the water in front of you erupts a large shark-like creature. Your eyes grow wide as you see the creature begin to open its mouth, baring rows of sharp teeth. You know this is the end. You exhale one final breath, and everything goes dark.

6

As you are looking around the camp in front of you, you suddenly feel a hand on your shoulder. Turning to look at what it is, you see a tall hooded figure. Lifting its head to face you, all you can see is a wide grin on dark purple skin. Then, you feel a whack on your head as everything goes dark. After some time, you wake to find yourself once again in chains. It's now nightfall so you are unable to see much, but whoever you are with is still on the move. They have put you into a cage and are carrying you along on horse cart. Rather than fighting this while still moving, you decide to wait till morning and see what the whole situation is then. For now, you go back to sleep.

What will happen to your adventurer in the next OoC?

7

Turning just in time, you see someone lining up a dart to shoot at you. Bounding out of the way, you dodge the attack and leap into another robed attacker who looked like they planned to come up from behind you. You knock them to the ground and begin to punch them as hard as you can with what strength you have left. With one down and many to go you launch into action, continuing to take out these cloaked figures. The fighting finally comes to a halt as you face the camp you had been spying on. They seem to disregard you as a threat when they see you do not look like their enemies. An elven looking man walks up to you and tries to talk to you but neither of you seem to understand the other. You are both able to convey a truce and he gestures for you to join them. You

help pull all of the dead bodies into a pile, noticing that their skin is a very dark purple and seem to bare similar features to the elves. Once they have all been rounded up you see one of the female leaders, who had been arguing earlier, begin some kind of incantation. With a flash of bright light, the pile is set on fire through some magical means. You watch with the rest of your new companions as the flames engulf the bodies.

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?

8

You decide to go with certainty, hearing what you believe to be the sound of rushing water. Keeping one hand on the wall, you continue forward into the darkness. The sounds get louder and louder as you approach an opening to a cavern. The cavern is dimly lit by blue light, originating from the strange caterpillar-like bugs moving around the walls. You can see, just a few feet ahead of you, a waterfall cascading from a hole in the cavern wall. This place is so beautiful and captivating, it almost seems a little out of place here. Suddenly, you get the feeling that you are being watched. You're not entirely sure by who, or what, at this point but you feel an urge to keep moving forward. Stepping down into the water, your body jolts at the coldness as it touches your skin. The water is deeper than you first expected, you can't even touch the ground with your toes. You begin to swim on.

You are now going to test your Physical Prowess to see how well you do in getting through the water. Roll one six-sided die and add your Physical Prowess skill to the result. If the total is 10 or more, turn to **10**. If the total is less than 10, subtract 1 hit point and turn to **5**.

Unfortunately, you were not able to act fast enough and you feel a dart stick into your arm. You can immediately feel some kind of poison course through your veins, making its way through your body. As you writhe on the ground, trying your hardest to continue breathing, you see a figure move to stand above you. They are wearing dark green hooded robes and you can't quite make out any of their facial features. As they speak some kind of incantation, they draw a blackened dagger above their head. Finally bringing it down upon you, you see a flash of their wicked, crooked smile before everything does dark.



You come out to find yourself in a lush, green, forest. The trees reach high and block out most of the sunlight. In the distance you can hear some voices talking, it seems they are having an argument as they raise their voices at one another each time they speak. You quietly edge closer and peer through some bushes to find out what all the commotion is about. They are speaking in a language that isn't familiar to you, although you do feel like you have heard it before. You can see that there is a group of humanoid creatures all standing around a table. Some have pointy ears, or darker skin, others seem to be shorter than the rest but just as loud. It looks like there are two people in particular who are arguing for each of their sides. There are two females who seem to be speaking for either side, one looking as though they are actually enjoying this. It doesn't look like they have noticed you yet, but it seems you don't really know anything about where you are or who these people are.

It is now time to make an Observation test. Roll one six-sided die and add your Observation skill to the result. If the total is 8 or more, turn to **2**. If the total is less than 8, turn to **6**.

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 on Level 2 of Jack Erskine on the main University of Canterbury Campus. Come along and check us out!

