

# The Final Voyage of the Mary Celeste

Adaptation to live combat rules by Ryan Paddy

## Combat

Each character has a number of hit points. All attacks do 1 point of damage. When a character is reduced to 0 hit points they are incapacitated. An incapacitated character must fall down and can only move with help from another character. They cannot attack or take any other actions. They can speak and see what is happening around them. If an incapacitated character is attacked again once they have fallen down, they are killed. If you are killed, please play your character's corpse until a GM finds something else for you to do. An incapacitated character can be searched, and must give up all items.

Melee weapons are represented by foam weapons. The weapon must strike the opponent to hit. Ranged weapons such as pistols are represented by noise-making gun props, such as cap guns. If the gun is pointed at a target within visible range and fired, the target is hit. The target may need to be informed of the attack, preferably in character, if they do not see it. Ranged weapons have a limited number of uses, that the user should cross off on the card attached to the prop. Any character can use any weapon, unless stated otherwise on their character sheet or if the weapon is unrecognisable to the character.

Unarmed attacks will be play-acted in slightly slow-motion. Only unarmed opponents can be attacked unarmed (unless the attacker is a large creature with a special unarmed attack), and the opponents must be within touching distance. The attacker takes a swing that does 1 point of damage, then should allow the opponent to take a return blow. They can exchange blows back and forth until someone flees, someone is reduced to 0 hit points and therefore incapacitated, or the combat is ended through roleplay.

## Special skills

The name of these skills will be stated when they are used on you.

*Entangle* - you don't take any damage, and are not knocked to the ground, but you can no longer attack others physically because your arms are bound. You may be dragged, in which case you should roleplay it. Imagine being caught in a lasso and then pulled.

*Stun* - you are stunned for thirty seconds. You take 1 point of damage and are knocked to the ground. You can see and hear what is happening around you, but you cannot speak, move, or take any action. Count the thirty seconds in your head.

*Explosion* - some attacks may explode with an area of effect. A GM will inform you of the result.

*First Aid* - if you are incapacitated, you will be returned to 1 hit point.

*Heal* - you are returned to your original hit points.

*Escape* - your target evades you, running off and hiding somewhere you can't find them.

*Command* - some characters may be able to command you. For example, the Captain can sometimes command his crew. You must follow the command.

*Other abilities* - other abilities will be described to you by the person using them.

### **Other rules**

*Invisibility* - a person with their hands crossed across their chest is invisible. They might only have one arm to their chest, if they are using the other one. You can only see or hear them if you have a special ability.

*Absence* - a person with their hands on their head is not actually present and cannot be detected.

*Alcohol* - for each drink you consume, you lose 1 hit point, down to a minimum of 1. It takes 1 minute to consume 1 drink.