

Running Mary Celeste Without RTLB

This version of The Final Voyage of the Mary Celeste was designed to be run using the ***Rules to Live By*** System. If you do not have a copy of the system handy, here is what we suggest you do.

- Use the skills/abilities listed at the end of each character sheet as a guideline.
- Have the GMs run all the combats.

For example, let's say that Uli Morning Song and Bermuda Rangel get in a fistfight.

You might note that Uli has an Unarmed combat of 6 while Bermuda has an unarmed combat of 8. You could rule that Bermuda won the combat, but she did take a fist to the face and has a black eye.

Special abilities makes things weird.

Uli might try to change into a bear or Bermuda might try to shoot Uli. Be prepared and know what the characters can do, but don't force the mechanics on people if you aren't prepared to run them.

If you really want, you can e-mail mike@intink.com and ask for a copy of the RTLB document if you want to use the rules.

Enjoy!