# PLUS

## 1889

*Player's
Labor-Saving
Utility System*

*Conversion
of the classic
GDW game
of Ether
Adventures*

*May be used with other
Victorian game backgrounds.*

# PLUS: 1889 for

## GDW's Classic

## role playing game

# SPACE: 1889

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Watch for **P.L.U.S** supplements will be released to the web in .pdf format.

You will need the **SPACE: 1889** rulebook to start a **PLUS: 1889** campaign. We recommend **Tales from the Ether**, **Tales from the Ether**, and **Conklin's Atlas of Worlds** to begin your campaign. Back issues of **CHALLENGE** magazine had regular 1889 adventures – we highly recommend the James Cambias adventures. **GDW SPACE: 1889** is available through most game shops. As for them to order the books for you if they are not in stock.

*This game is a hybrid of the SPACE: 1889 rulebook and P.L.U.S Basic System, modified June, 1996.*

# PLUS: 1889

May also be used with Forgotten Futures, Cthulhu by Gaslight. and other Victorian era resources.

## CHARACTER GENERATION

To play GDW's SPACE:1889 in the PLUS system you will need the GDW rulebook, and the PLUS 4th edition rules, available in the AOL OGF-Game Designer's library, or through anonymous ftp at catalina.opt-sci.arizona.edu/pub/PLUS (you need PLUS4.pdf for basic rules).

Where a rule in PLUS is contradicted with a rule in this conversion, the one in this conversion takes priority. For example, in SPACE: 1889 you have six Attributes, in PLUS 1889 there are six Characteristics. In PLUS you roll 5d3 and deduct the lowest die for your "Luck", while in SPACE: 1889 you roll 3d3 for Luck.

As in PLUS 5th Edtion, Characteristics and Senses have a beginning level of 2d6. Dice can be added from the those starting levels. Some skills are 1 die lower than the Characteristic level, others are 1/2 the Character istic level.allowed on the Game Levels table. Skills not appearing on the character sheet are started with 1d6 from one of the die pools in the Game Level Dice Pools

### GAME LEVEL DICE POOLS

| | Characteristic | Skill* | Personal** |
|---|---|---|---|
| **Green** | 3 | 8 | 4 |
| **Trained** | 6 | 12 | 8 |
| **Experienced** | 8 | 16 | 13 |
| **Veteran** | 10 | 20 | 16 |

\*   Skill dice may be used for listed skills only.
\*\* Personal dice may be used for listed skills. or for player created skills, subject to Gamemaster approval.

Taking an occupation will indicate you have spent time learning your occupational skills and will cost some Skill dice and some Personal dice. Costs for occupations are as follows for 1st/2nd Career:

### CAREER COST (1st Career/2nd Career)

| Level | Skill* Dice | Personal Dice |
|---|---|---|
| **Green** | 2/3 | 0/1 |
| **Trained** | 3/3 | 0/1 |
| **Experienced** | 3/4 | 1/1 |
| **Veteran** | 4/4 | 2/3 |

You deduct the cost of Skill and Personal dice for your Careers, then distribute your Skill dice and Personal Dice *after* applying the occupational benefits for each occupation.

### LUCK

Roll 3d3. This is the number of dice you can use to improve rolls during any week of game time. Roll the Luck dice with your other dice when you roll to succeed in an action or task.

Luck dice are restored one week of game time after the dice were used.

If you need a certain roll to succeed after it has already failed, you have the option to permanently burn a Luck die to roll one extra 1d6 to improve the roll. When a die for an after-roll is used, that die is permanently gone from your Luck characteristic and cannot be restored.

You may not use more than two Luck dice on any one roll, and no more than one half your total available luck in one game session. If you enter a game with only one Luck die, you may use that final die during the game session.

## BODY

Roll 2d6 and add 10. This is the amount of damage your body can take. This number is liable to change at any given moment according to damage and healing. You may not heal beyond your initial Body number. If injured, without First Aid or other medical treatment, you can regain 1d3 Body per week through rest.

## SENSES

The sensitivity of your physical perceptions. You have a base of two dice in perception for a player character. Additional dice may come from your distribution of Attribute choice based on your position of Green or Trained character. If you add dice to Perception, you add them to a specific sense (+1d6 to smell, +2d6 to sight, etc.) and the added dice are only available when using that specific perception.

## CHARACTERISTICS

Characteristics from PLUS are also called Attributes in Space: 1889. In this conversion both names are used.

You will take the number of dice indicated in the Game Level chart and distribute those dice into the six Chracteristics. Each Characteristic begins with the base of 2d6 to represent an average person with an average body and an average education.

## STRENGTH

Your ability to lift weights. An average person will be able to clean and jerk the number of STRENGTH dice X 100 pounds. You will be able to lift an additional 50 pounds for every 1d6 you add to this characteristic.

## INTELLECT

Your basic learning and ability to process information, extrapolate and deduce.

## AGILITY

Your physical ability to react appropriately to a given situation.

## CHARISMA

Your ability to succeed in dealings with other people.

## ENDURANCE

Your ability to focus and the concentrate to perform actions in difficult surroundings or after great exertion.

## SOCIAL

Your position within Victorian society and the benefits or penalties accruing to that position.

## SKILLS AND CAREERS

You have a number of Skill and Personal dice to use in completing your character. You may spend some of these dice to receive one or more careers from the 1889 game book, as modified for PLUS in this booklet, or you may spend your dice to tailor a character with an occupation you have created, subject to Gamemaster approval..

### SKILLS

Skills are listed under each of the six Attributes or Characteristics. One skill under each Attribute defaults at the level the Attribute. Additional skills default to 1/2 the Attribute, rounded down. After occupational skills have been indicated (if an occupation was chosen) the player then distributes remaining skill and personal dice to skills.

### CASCADE SKILLS

Skills marked with an asterisk (*) are "Cascade Skills." This means one of the skills listed below the group name is equal to the Characteristic under which the cascade appears. Other skills in that cascade set are available at -1d6 from the dice assigned to the primary Cascade skill for that group.

**FOR EXAMPLE:** If you choose to make SCIENCE the primary skill under INTELLECT,

and you have a total of 3d6 Dice in INTELLECT, then you choose BIOLOGY as your primary Cascade skill. This means you have 3d6 to throw for Biology, 2d6 to throw for Archeology, Chemistry or Geology. If you chosen a different INTELLECT skill, then you would have Science a -1 (or 2d6 in this example), meaning Biology is at 2d6 and the other cascade skills are 1d6.

Remember, in PLUS a single dice can be rerolled if the result is "6", and a "1" is considered a Trash Dice and discarded.

## CASCADE SKILLS

### TRIMSMAN
- Aerial flyer
- Cloudship

### MARKSMANSHIP
- Bow
- Pistol
- Rifle
- Shotgun

### MECHANICS
- Electricity
- Machinist
- Steam

### WILDERNESS TRAVEL
- Foraging
- Mapping
- Mountaineering

### CLOSE COMBAT
- Bashing Weapon
- Edged Weapons
- Pole Arm

### RIDING
- Horse
- Camel
- Elephant
- Gashant
- Breehr
- Skrill
- Pacyosaurus

### CRIME
- Forger
- Lockpick
- Pickpocket

### ENGINEERING
- Earthworks
- Explosives
- Naval Architecture
- Structural

### SCIENCE
- Archaeology
- Biology
- Chemistry
- Geology

### GUNNERY
- Breech Load Cannon
- Exotic Weapon
- Machine gun/Rotary
- Physics
- Muzzle Load Cannon

### PILOTING
- Aerial Flyer
- Cloudship
- Ether Flyer
- Sailing Vessel
- Steam Vessel
- Submarine
- Zeppelin

### PERSONAL SKILLS

In PLUS 1889, you may create additional narrow areas of personal ability and distribute the indicated Personal dice into those skills. You may choose to distribute your Personal skill dice into existing named skills, but they may not be added to Chracteristics or Perceptions.

These are skills that are of particular interest to your character and need to be specific, narrow and fully defined area of interest that have been a focus of your character's time and study.

### SOCIAL LEVEL AND MONEY

Your social level determine your annual income and the types of occupations open to At this point you need to determine your class and your income in Pounds Serling.

### WEALTH

| Social | Class | Wealth Roll (£) |
|---|---|---|
| 1 | Working Class | 1d6 X 5 |
| 2 | Tradesman | 2d6 X 10 |
| 3 | Middle Class | 2d6 X 50 |
| 4 | Gentry | 1d6 X 50 |
| 5 | Wealthy Gentry | 2d6X 100 |
| 6 | Aristocracy | 3d6X 100 |

### MONEY SYSTEM

| farthing | = | quarter penny |
|---|---|---|
| ha'penny | = | half penny |
| 12 pennies | = | 1 shilling |
| 20 shillings | = | 1 pound (£) |

Pounds (£) after number, shillings = "l" and slash, pennies = 'd' as ld so 10d/8 = 10 shillings and eight pence.

## PLUS: 1889

# CAREERS

## GOVERNMENT
Army
Navy
Foreign Office
Colonial Office
Babbage Clerk *
Intelligence *

## EXOTIC
Big Game Hunter
Explorer
Dilettante
Adventuress
Reporter

## SERVICE
Actor
Servant
Tutor / Governess
Grounds Keeper

## MERCANTILE
Inventor
Merchant
Mechanic
Engineer
Seaman

## PROFESSIONAL
Detective
Doctor
Scientist
Antiquitist *

## CRIMINAL
Master Criminal
Poacher
Smuggler
Thief
Anarchist

*New for PLUS: 1889

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## AVAILABLE FIREARMS

Military, Criminal and Exotic Careers can be assumed to have the training and the access for firearms.

A military person with combat training can be assumed to have skill with a rifle and a pistol. These may be assumed to have a pistol in their possession without the expense of purchasing one.

Not all Foreign Office, Colonial Office, or Babbage Clerks can be asumed to have had combat training. If they carry a pistol, it is as a Personal Skill.

A criminal would possibly have a pistol, depending on the personal development of the charcter.

The Exotics would have firearm abilities and may have a firearm assumed. A Big Game Hunter will have both pistol and an H&H elephant gun (or something comparable). An explorer can be assumed to have a pistol. Dilletantes, an Adventuress or a Reporter would need to choose a firearm as a Personal Skill.

Any person with sufficient funds may purchase a weapon, subject to local laws, or may come into possession of a firearm or other weapon during the progress of the game.

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# CAREER DETAILS

## GOVERNMENT CAREERS

## ARMY - MALE ONLY

### SOCIAL 1
### PRIVATE SOLDIER
Close Combat 1, Wilderness Travel 1 (foraging), Marksmanship 1 (rifle), Bargaining 1

Choose branch:

* **INFANTRY**: Marksmanship 1 (rifle), Fieldcraft 2

* **CAVALRY**: Riding 2 (horse), Observation 1

* **ARTILLERY**: Gunnery 2 (BLC or machinegun), Mechanics 1 (machinist)

* **SAPPER**: Marksmanship 1 (rifle), Engineering 2 (earthworks)

* **MEDICAL ORDERLY**: Medicine 1, Science 1 (biology), Observation 1

Branch same as private soldier

### SOCIAL 2
### NON-COMMISSIONED OFFICER
Close Combat 1, Wilderness Travel 1 (foraging), Marksmanship 1 (rifle), Leadership 1

Branch same as private soldier

### SOCIAL 3
### OFFICER
Native regiment or technical branch; Leadership 2, Marksmanship 1, Close Combat 1

Choose branch:

* **INFANTRY** (Native Regiment): Fieldcraft 1, Linguistics 1 (as troops commanded), Observation 1
* **CAVALRY** (Native Regiment) Riding 1, Linguistics 1 (as troops commanded), Observation 1
* **ARTILLERY**: Gunnery 2 (BLC or machine gun), Mechanics 1 (machinist)
* **ENGINEER**: Engineering 3 (earthworks)
* **SURGEON**: (Medicine 2, Science 1 (biology)

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## SOCIAL 4
### OFFICER
Common regiment or technical branch; Leadership 2, Marksmanship 1, Close Combat 1

**Branches** - same as Social 3, except for Wilderness Travel 1 (mapping) is substituted for Linguistics skill in infantry and cavalry.

## SOCIAL 5, 6
### OFFICER
Fashionable infantry or cavalry regiment (technical services not allowed); Leadership 2, Marksmanship 1, Close Combat 1, Linguistics 1 (any European language), Riding 1, Eloquence 1

# NAVY - MALE ONLY

## SOCIAL 1
### ORDINARY SEAMAN
Swimming 1, Gunner 1 (BLC or machinegun), Mechanics 1 (steam), plus any four of the following:: Linguistics 1, Observation 1, Close Combat 1, Marksmanship 1, Trimsman 1, Piloting 1, Medicine 1.

## SOCIAL 2
### PETTY OFFICER
Swimming 1, Gunnery 1 (BLC or machinegun), Mechanics 1 (steam), Leadership 1, plus any three from the choices for ordinary seaman.

## SOCIAL 3, 4
### ENGINEERING OFFICER
Leadership 1, Mechanics 2 (steam), Science (physics), plus any 3 of ordinary seaman.

## SOCIAL 5, 6
### LINE OFFICER
Leadership 2, Close Combat 1, Piloting 1, Observation 1, plus any one of the following: Linguistics 2, Marksmanship 2, Gunnery 2.

# FOREIGN SERVICE

**AGENT**: INT 4+ required
Linguistics 2, Crime 2, Theatrics 2, Observation 1

**DIPLOMAT**: SOC 3+, INT 4+, Male only
Bargaining 2, Linguistics 3 (French), Eloquence 1, Observation 1

**COLONIAL OFFICE**: SOC 4+, Male only
Bargaining 1, Linguistics 2, Eloquence 1, Observation 1, Theatrics 1, Marksmanship 1

**BABBAGE CLERK\***: SOC 3+
Bargaining 1, Linguistics 3, Science 1, Observation 1, Crime 1, Marksmanship 1

**INTELLIGENCE**: SOC 3
Bargaining 1, Stealth 2, Eloquence 1, Observation 1, Theatrics 1, Marksmanship 1

# SERVICE CAREERS

**ACTOR, SOC 4-, CHR 5+**
Theatrics 3, Eloquence 1, Linguistics 2, Leadership 1

**PERSONAL SERVANT**, SOC 3-, CHR 4+
Close Combat 1, Linguistics 2, Bargaining 1, Medicine 1, Riding 1, Observation 1

**TUTOR/GOVERNESS** SOC 2, 3 or 4, INT 5+ -
Science 2, Linguistics 2, Eloquence 1, Theatrics 1, Leadership 1, Medicine 1

**GROUNDS KEEPER** SOC 3-, END 4+
Marksmanship 1, Wilderness Travel 1, Tracking 2, Fieldcraft 3

# MERCANTILE

**INVENTOR** INT 4+, AGL 3+
Science 2 (physics), Engineering 2 (naval architecture), Mechanics 2 (choice)

**MERCHANT** SOC 4-, CHR 4+
Bargaining 3, Eloquence 1, Linguistics 1, Leadership 2

**MECHANIC** SOC 3-, AGL 4+
Mechanics 3, Engineering 1, Science 1, Observation 1, Bargaining 1

**ENGINEER**, SOC 4-, INT 4+
Engineering 2, Mechanics 2, Science 1 (physics), Observation 1

**SEAMAN**, SOC 3-, STR 3+
Fisticuffs 1, Throwing 1, Swimming 1, Linguistics 2, Piloting 1, Observation 1

**PLUS: 1889**

# PROFESSIONALS

**DETECTIVE**  SOC 3+, INT 5+
> Close Combat 1, Science 2, Crime 2, Theatrics 1, Tracking 2, Medicine 1

**DOCTOR**  SOC 3 or 4, INT 4+
> Science 2 (biology), Medicine 3, Observation 1, Linguistics 1

**SCIENTIST** SOC 4+, INT 5+
> Science 3, Engineering 1, Observation 1, Linguistics 2 (German or French)

**ANTIQUITIST** SOC 3+, INT 4+
> Science 3, Observation 1, Linguistics 2 Mechanics 1, Wilderness Travel 1

# CRIMINALS

**MASTER CRIMINAL** (2nd Career Only) INT 6
> Crime 2, Science 1, Close Combat 1, Marksmanship 1, Theatrics 1, Linguistics 1, Leadership 2, Medicine 1

**POACHER**  SOC 3-, AGL 4+
> Marksmanship 1, Close Combat 1, Fieldcraft 2, Tracking 2, Crime 1

**SMUGGLER**  END 4+, AGL 4+
> Close Combat 1, Piloting 1, Crime 2, Linguistics 1, Bargaining 1, Swimming 1

**THIEF**  SOC 3-, AGL 5+
> Close Combat 1, Stealth 1, Crime 2, Theatrics 2, Eloquence 1

**ANARCHIST**  SOC 3-, AGL 5+
> Crime 2, Close Combat 1, Eloquence 1, Engineering 1 (explosives), Theatrics 1, Linguistics.

# EXOTICS

**BIG GAME HUNTER**; AGL 4+, END 5+
> Wilderness Travel 1, Fieldcraft 1, Tracking 2, Marksmanship 2, Linguistics 1

**EXPLORER**: END 5+, STR 2+
> Wilderness Travel 2, Fieldcraft 1, Marksmanship 1, Linguistics 2, Leadership 1, Swimming 1

**DILETTANTE**, SOC 5+
> Linguistics 3, Pilot 1, Science 1, Wilderness Travel 1, Marksmanship 1, Swimming 1

**ADVENTURESS**, INT 4+, CHR 5+ Female only
> - Close Combat 1, Marksmanship 1, Linguistics 2, Theatrics 2, Eloquence 1, Crime 1, Leadership 1

**REPORTER**, INT 4+, CHR 4+
> Observation 1, Theatrics 2, Eloquence 1, Linguistics 2, Wilderness Travel 1

**EQUIPMENT** - See the main **Space: 1889** rule book, pages 50-75.

# USING "MARKSMANSHIP"

The original skill of "Marksmanship" under AGILITY, does not fit in the structure of P.L.U.S.

For PLUS: 1889, Marksmanship represents the ability to take an unfamiliar ranged weapon (firearm, bow, etc.) and use it effectively. "Marksmanship" cannot exceed 1/2 AGILITY. Under difficult situations, the GM may also require the addition of Penalty dice to the throw.

Familiar weapons are listed separately with skill dice assigned to each weapon, but begins using the "Marksmanship" as a base value.

FOR EXAMPLE: If you had four dice in AGILITY, your Marksman whip would be 2. If you decided your character would use a 45 revolver, that skill would begin with 2d6 and you would need to add additional dice from your Skill or Personal dice pools.

# PLUS: 1889 Character Sheet

**PLAYER** _____  **CHARACTER** _____

**HEIGHT** _____  **WEIGHT** ___  **GENDER** ___  **NATIONALITY** _____

**AGE** _____  **FIRST CAREER** _____  **SECOND CAREER** _____

**INCOME** _____ £ year _____ £ on hand _____  (Fill in space to equal the dice allocated for that item)

**LUCK** ☐ ☐ ☐ ☐ ☐ ☐ ☐

**BODY** ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

**WOUNDS AGAINST BODY** _____ Current  Potential (STR+END) _____  Unconscious (STR+END/2) _____

**SENSES**  Hearing ....................... OOOOOO  Sight ............................... OOOOOO

Smell ........................... OOOOOO  Taste ...........................OOOOOO  Touch ........................... OOOOOO

## Attributes And Skills

**STRENGTH** ☐☐☐☐☐☐  **INTELLECT** ☐☐☐☐☐☐  **AGILITY** ☐☐☐☐☐☐

Fisticuffs ............... ☐☐☐☐☐☐  Observation ..........☐☐☐☐☐☐  Stealth ...................... ☐☐☐☐☐☐

Throwing ............ ☐☐☐☐☐☐  Engineering .......... ☐☐☐☐☐☐  Crime* ...................... ☐☐☐☐☐☐

.................................. ☐☐☐☐☐☐  ................................ ☐☐☐☐☐☐  .................................. ☐☐☐☐☐☐

Close Combat* ..... ☐☐☐☐☐☐  Science* ................ ☐☐☐☐☐☐  Marksmanship $1/2$ AGL ☐☐☐☐☐☐

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Trimsman* ............ ☐☐☐☐☐☐  Gunnery* ...............☐☐☐☐☐☐  Mechanics*.............. ☐☐☐☐☐☐

.................................. ☐☐☐☐☐☐  ................................ ☐☐☐☐☐☐  .................................. ☐☐☐☐☐☐

**CHARISMA** ☐☐☐☐☐☐  **ENDURANCE** ☐☐☐☐☐☐  **SOCIAL** ☐☐☐☐☐☐

Eloquence ............. ☐☐☐☐☐☐  Wilderness Travel ☐☐☐☐☐☐  Riding* .................... ☐☐☐☐☐☐

Theatrics ............... ☐☐☐☐☐☐  ................................ ☐☐☐☐☐☐  Fieldcraft................ ☐☐☐☐☐☐

Bargaining* .......... ☐☐☐☐☐☐  Tracking ............... ☐☐☐☐☐☐  Piloting* .................. ☐☐☐☐☐☐

Linguistics* .......... ☐☐☐☐☐☐  Swimming............. ☐☐☐☐☐☐  .................................. ☐☐☐☐☐☐

**LANGUAGES**  Other Languages ........................  Leadership ............... ☐☐☐☐☐☐

Native (INT) ........ ☐☐☐☐☐☐  ............................. ☐☐☐☐☐☐  Medicine ................. ☐☐☐☐☐☐

Primary ................. ☐☐☐☐☐☐  ............................. ☐☐☐☐☐☐

## Personal Skills

............................... ☐☐☐☐☐☐  ...............................☐☐☐☐☐☐  ............................... ☐☐☐☐☐☐

............................... ☐☐☐☐☐☐  ...............................☐☐☐☐☐☐  ............................... ☐☐☐☐☐☐

## Weapons

| | RNG | DMG | | | RNG | DMG |
|---|---|---|---|---|---|---|
| ............................................ ☐☐☐☐☐ | ___ | ___ | ............................................ ☐☐☐☐☐ | | ___ | ___ |
| ............................................ ☐☐☐☐☐ | ___ | ___ | ............................................ ☐☐☐☐☐ | | ___ | ___ |
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# NOTES AND POSSESSIONS

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# P.L.U.S

## FIFTH EDITION CONVERSION
## FOR PLUS:1889
## MAY 1996

Basic game design:   Joseph Steven Coleman

Key Contributors:    Andrew Leker        Christopher Pound
                     Thomas Biskup       Harold Ogle
                     Lloyd Wiebe         Paul Arden Lidberg
                     Nadine Miller       Richard Lee Eide

Playtesters:         Harold Ogle         Lloyd Wiebe
                     Michael Hole        Michael Kinney
                     Nadine Miller       Richard Lee Eide
                     Shawn Smith

## INTRODUCTION TO FIFTH EDITION

P.L.U.S (PLayer's Labor-Saving Utility System) is an accumulated die pool system where the players roll several six-sided dice to meet or surpass a target number. The game is run, but not controlled by, a Gamemaster or GM. An average chracter, with an average education and an average body can roll 2d6 to reach a target number. A person who has trained himself in a particular field or interest or skill will have more dice to add to the die roll to improve the chances of reaching the target number. If you have specific skills or abilities that will contribute to reaching a target number, you may add those dice to the throw if the Gamemaster approves.

### THE BASICS

To play P.L.U.S Each player and the Gamemaster will need a copy of the character sheet provided with this rule book and scratch paper. The members of the group will also need pencils, paper and a number of six sided dice. These are same dice you might find with a board game or for Vegas-style gaming. Four or five dice for each player are preferred, although players have been known to share the same dice.

### HOW TO USE DICE IN P.L.U.S

In a role-playing game, you, the other players and your Gamemaster will create a moving narrative involving your character's actions in an imaginary world created by the Gamemaster. You decide what your character does – or attempts to do. Your Gamemaster will have you roll dice according to the number of dice you have put into the appropriate characteristic, skill or ability. In P.L.U.S you want to roll a high number, and the more dice you have the easier it is to roll a high number. With Fate Dice and Luck Dice, you may only have 2d6 to roll but can still roll well into the 20s and 30s.

## WORDS AND PHRASES

In role playing games a vocabulary has developed which experienced players use regularly.  A new player may have trouble following the discussion without knowing the basic list of words:

**Attributes** – The SPACE: 1889 for what PLUS: 1889 calls Characteristics.

**Campaign** – A series of game sessions with a storyline with  a repeating setting and large theme.

**Character Sheet** – The piece of paper on which the Player records the  Character's Characteristics, Perceptions, Basic Skills, Careers, Benefits, Money, Weapons, Armor  and Possessions.  Most people use a pencil to fill in the Character Sheet because the information  changes during character creation, during the game, and with Character Improvement.

**Characteristics** – The six basic traits of your chracter for game play; STRENGTH, INTELLECT, AGILITY, CHARISMA, ENDURANCE and SOCIAL.  These are the basic description of your character's physical and mental abilities, and their ability to influence and interact with others.

**Cocked Dice** – Dice that do not come to rest on a flat surface, so the "top" face cannot be determined.  The GM and Player need to determine if a "cocked die roll" means all dice being rolled must be re-rolled, or only the die that landed "cocked"  should be re-rolled.

**d** – The most frequently used abbreviation in gaming is "d".  "d" stands for "dice" or "die" (the singular of dice).  There are many polyhedron figures used in most role playing games.  P.L.U.S makes do with the simple six sided die, the "d6".

**d2** – Sometimes (not often) the game may call for a simple d2.  A "d2" can be created by flipping a coin (1 = heads, 2 = tails).  You can also roll 1d6. using either Odd = 1, Even = 2, or 1,2,3 = 1 and 4, 6, 6 = 2.  Ask the GM which version is used in your game.

**d3** – These may be called upon for special events or as a reward to a character as a result of their actions in the game.  To roll "1d3", roll 1d6.  1 or 2 equals 1 point.  3 or 4 equals 2 points.  5 or 6 equals 3 points.  Ask the GM which version is used in your game.

**PLUS: 1889**

The Gamemaster will decide what other characters – those not played by real people – do or attempt to do. The GM rolls dice for the non-player characters (called ZIPs), animals and the machinations of fate.

You will roll dice to determine the success or failure of your character's actions and tasks. When you throw dice, you will roll the number of dice you have distributed into the characteristic, perception, athletic, career, specialty or weapon that the GM agrees can be used in the situation facing your character. You roll your dice, total the numbers appearing on the top of each die. You will need to meet or exceed a "Target Number" to succeed. You remove the 1s that have been rolled (Trash dice), and may choose to re-roll dice that have come up with two or more of the same number (Fate dice).

The Gamemaster may tell you to roll one or more extra dice and then remove the same number of high or low dice as a Penalty or a Bonus, to make your success more difficult or more assured. For particularly important rolls, you may be able to add Luck dice to improve your roll. You must have your dice in place before the game begins. The process is called Character Generation and consists of distributing available dice into your Characteristics, Perceptions, Athletics, Occupations, Specialties and Weapons.

## DIE POOLS

In P.L.U.S you will want to roll dice to get high numbers to show your degree of success when your character tries to do something. To show the way your Character is built — his or her strengths and weaknesses — you will have several different "Dice Pools" to use.

Think of these Dice Pools as the individual pans in a cupcake baking pan. You begin with a pile of dice, which you distribute into the cupcake pan.

Some of these will already have dice in them when you begin. One little pan labeled "Strength" already has two dice in it. If you never put dice into "Strength" you would still have two dice to roll. Another pan labeled "Will" has two dice in it and another is called "Intuition," with two dice already in it, etc.

Some of the pans do not have any dice, so you will only get what you put into those pools. These would include your Careers and your Specialties - the things you just thought would be good to know. Most of these pans have blank spaces so you can decide what to call each little pan.

You will take dice from the starting pile an put them into the individual pans. On paper, that means you show the number of dice you have decided to put into every space for Characteristics, Basic Skills, Perceptions, Careers, Benefits and Specialties.

## GAME LEVELS

For PLUS: 1889, fromthe Level charts on page 3

### GAME LEVEL DICE POOLS / CAREER COST 1st/2nd

| | Characteristic | Skill* | Personal** | Skill | Personal |
|---|---|---|---|---|---|
| **Green** | 3 | 8 | 4 | 2/3 | 0/1 |
| **Trained** | 6 | 12 | 8 | 3/3 | 0/1 |
| **Experienced** | 8 | 16 | 13 | 3/4 | 1/1 |
| **Veteran** | 10 | 20 | 16 | 4/4 | 2/3 |

\*  Skill dice may be used for listed skills only.

\*\* Personal dice may be used for listed skills. or for player created skills, subject to Gamemaster approval.

**d6** – A six sided die.  Since they are usually used in sets of two or more, we know them as "dice."  These are the dice used in gambling, Monopoly™, Yahtzee™ and hundreds of other family games.  Dice are available eat most hobby and game shops.  1d6 means roll 1 six-sided die.  2d6 means roll 2 six-sided dice.  5d6 means roll five six-sided dice.

**Dice** – For P.L.U.S, the well known six sided polyhedrons, marked from 1 to 6, which are rolled to create totals by adding the top faces after the dice have stopped rolling.

**Die Pools** – Die Pools (also called Dice Pools) are groups of dice used in the process of the game.  For example, every player starts with two dice in "Strength."  That would mean you roll two dice and total the numbers on the top sides of the dice.  If you add one of your Starting Dice to the Strength pool, you have 3d6.  Since the you need high numbers, more dice make it easier to roll high numbers.

**Game** – A session with the Gamemaster and Players.  First, the GM and Players work together to create the Characters for the Players to use in the adventure.  Then GM will present the initial setting, introduce a story narrative, present NPCs/ZIPs, props, clues and other details for the player characters to encounter.  The players will then choose actions according to their character's skills and attempt to move into an narrative with the Gamemaster.  A game may be a single session or may continue for many sessions (a campaign).

**Gamemaster** – The person who has responsibility for creating and running the adventure.  The Gamemaster will set the scene for the players and introduce choices and NPCs.

**GM** – Gamemaster (abbreviation).

**NPC** – Non Player Characters.  Characters in the adventure who are not controlled by individual players, but are controlled by the Gamemaster.  In P.L.U.S they are called ZIPs.

**Player** – A person participating in the game with a character who moves through the game's adventure.  The Player uses the Character as an alter ego to move through the adventure as if it were happening to the Player.

**Resolution** – The result of rolling the dice to determine the success or failure of a task or an action.

**Role Playing Game** – A shared creation of an adventure with players and a Gamemaster using an agreed upon set of rules and guidelines to determine the success or failure of player character actions in the course of the game.  For the purposes of P.L.U.S, Role Playing Games will refer to a system of pencils, paper and dice, where players create characters on their character sheet, using dice to determine the success of failure of the tasks and actions of the characters.  These games are also called "Interactive Story Telling."

**RPG** – Role Playing Game

**ZIPs** – Zeitgeist Instant Personas - NPCs for P.L.U.S.

Additional phrases are used specifically in P.L.U.S:1889  and will be explained as they are introduced.

# 3.0  CHARACTER GENERATION

Everyone has seven characteristics, five Senses and twenty-five Basic Skills. BODY and LUCK are beyond players control, so calculate first. Use a sheet of scratch paper to track your development of careers, benefits and cash. After you have arranged all of your dice to skills, careers, and other areas to your satisfaction, transfer the numbers of dice and other information to your PLUS: 1889 Character Sheet.

The sequence for Character Generation in PLUS: 1889 is:

1. Determine the Power Level of the game (your Gamemaster will tell you).
2. Develop a character concept - what kind of character do you want to play?
3. Calculate LUCK, BODY and AGE
4. Distribute dice into the Characteristics
5. Calculate Advantages from your Character Dice distribution
6. Distribute Career Dice and calculate starting Money.
7. Distribute Personal Skill dice into to narrow skills.
8. Determine Character Improvement method(s), with Gamemaster's approval.

# BEFORE YOU BUILD YOUR CHARACTER

## BODY

As shonw on Page 4.

## LUCK

As shown on Page 3

## AGE

As shown on Page 3

## CHARACTERISTICS

Standard P.L.U.S Characteristics have been replaced with SPACE: 1889 Characteristics, explained on Page 4

## SPECIAL EFFECTS

No special effects have been indicated for PLUS: 1889.

## SPECIALTY DICE

For PLUS: 1889, Specialty dice are called Personal Skills and are explained on Page 5

## CAREERS

Standard P.L.U.S Careers have been replaced with the SPACE: 1889 features, starting on Page 4.

## WEAPONS

A career may offer a weapon as a Benefit of serving in that career. Weapons may also be added as Personal Skills as a personal choice. See the note on Page 6 regarding the availability to firearms to certain Careers.

No weapon can be used at a level higher than the limit indicated for the Dice Limit of the game level in which the character is used.

## MAXIMUM STARTING DICE

As starting characters, there will be a limit on the number of dice you can have in any single dice pool (Attributes, Senses, Skills, Careers, Specialties and each Weapon are all separate dice pools). This keeps the level of play between characters fairly even (depending on their distribution of dice and the task before them). It also gives the player a place to go in character development.

NOTE: The series of possible careers and suggested benefits shown on Pages 6-8 are suggestions, Player's and Gamemasters are encouraged to create new Careers with appropriate benefits. Share your creations with the designers of P.L.U.S by sending e-mail or regular postal mail.

# ADVANTAGES

Your character will have advantages based on the way you distribute dice to your Characteristics. After you have completed balancing your Characteristics the way you like, apply bonuses to your Basic Skills. If the Advantage would put your skill over the games Dice Limit, the additional dice become Bonus Dice to be thrown with the roll, and the lowest die is removed.

STRENGTH 4 - +1d6 Throwing, +1d6 to Close Combat
STRENGTH 5 - Above and +1 Fisticuffs
STRENGTH 6 - Above and +1 to Clubs or Swords(but not thrown weapons)

AGILITY 4 - +1 Mechanics, +1 Stealth
AGILITY 5 - Above and +1 Marksmanship or Crime
AGILITY 6 - Above and Creates Personal Skill "Acrobatics" at 3

INTELLECT 4 - +1 Sense of your choice, +1 Observation
INTELLECT 5 - Above and +1 Science or Gunnery
INTELLECT 6 - Creates Personal Skill "Research" at 3

SOCIAL 4 - +1 Fieldcraft, +1 Medicine
SOCIAL 5 - Above and +1 Riding or Piloting or Leadership
SOCIAL 6 - Creates Personal Skill "Politely Investigate" at 3

CHARISMA 4 - +1 Bargaining, +1 Linguistics
CHARISMA 5 - Above and +1 Theatrics
CHARISMA 6 - Creates Personal Skill "Disuade" at 3

ENDURANCE 4 - Creates Personal Skill "Athlete" at 2
ENDURANCE 5 - Above and +1 Wilderness or Tracking
ENDURANCE 6 - Above and +1d3 to BODY

# PLAYING THE GAME

When you take an action, or attempt a task, you will roll the number of d6 on the Characteristics, Athletic, Perception, Career, Specialty or Weapon that applies to the situation, subject to the approval of your Gamemaster.

You will add the dice, using the number on the top of each die. You will modify the total of those numbers in a variety of modifications given by the Gamemaster: Trash dice, Fate dice, Gamemaster's Dice (Penalties and Bonuses) and Toxic rolls.

## TRASH DICE

When you roll a die and the number comes up as '1' it is disregarded. If two or more 1s are rolled, you may re-roll them as Fate Dice but they do not contribute to a total when calculating the results. If you roll all 1s in a Fate Dice roll, the roll has become Toxic. If a player, ZIP or creature has only 1d6 to roll and the result is a 1, the roll has failed and is treated as a toxic roll.

## FATE DICE

When the same number appears on more than one of your rolled dice, you may choose to re-roll the duplicate dice no matter how many come up as duplicates. If you roll multiples again, you roll again and continue re-rolling multiples until you fail to roll multiples. Fate dice make it possible to perform extraordinary feats with very ordinary numbers of dice.

## MARTIAL ARTS

Martial arts will not apply in PLUS: 1889 campaigns.

# PLUS: 1889

Each set of multiples are re-rolled separately. For example, if you roll on 4d6 resulted in 2-4-4-2, you would re-roll the 4s and the 2s separately.

A roll of all 1s in a Fate Dice re-roll makes the roll Toxic (see 4.3).

A player is not required to re-roll duplicate dice, which may help avoid Toxic rolls.

If a player, ZIP or creature has only 1d6 to roll, fate determines that a 6 may be re-rolled and added to the results.

## TOXIC ROLL

If an additional roll is made under the Fate Dice and results in all 1s, the roll has become "toxic" and there is a negative result to the character's effort. The action fails and an additional negative event enters the round. This could include striking a member of the party, breaking or losing a weapon, revealing a location, taking damage, or whatever negative result the Gamemaster decides is appropriate to the moment.

Ideally, the effect of roll turned toxic should be as extremely bad as the roll would have been good before going toxic. Since re-rolling is the players choice, the possibility of losing big should be taken as part of the risk.

For example, a player who had a total of 17 before re-rolling Fate dice and obtaining a toxic result would have something inconvenient happen (like damaging the weapon). A player who rolled 47 and chose to re-roll Fate dice again, only to have the roll go toxic, would have something far more significant go wrong (like shooting a member of the party, revealing the party's position to the enemy, taking the damage intended for the target, etc.).

If a player, ZIP or creature rolled a 6 on the single die roll, and re-rolls with a result of '1', the roll has become toxic.

# PENALTIES AND BONUSES

From time to time the Gamemaster may designate additional dice to be thrown with the number of dice the player is normally entitled to throw for his or her character. After the dice have been thrown, the Gamemaster will ask you to remove an equal number of high or low dice.

## PENALTY DICE

If you are asked to remove the equal number of high dice (as compared to the number additional dice Gamemaster required you to roll), it was a penalty which makes your success more difficult.

If the penalty dice to be removed would have counted as Fate Dice, it is as if the extra dice were never rolled for consideration as Fate Dice.

## BONUS DICE

If you are asked to remove the equal number of low dice results, it is a bonus, which makes your success easier.

If the penalty dice to be removed would have counted as Fate Dice, the duplicate dice are kept for re-rolling as Fate Dice and the next higher dice are removed from the total.

The Gamemaster may ask to throw extra dice up to a limit of the total number of dice you are throwing. The maximum dice thrown at any one time would be 14 (6 dice in the original pool, 6 bonus or 6 penalty dice, and 2 luck dice).

# MONEY

Use of money for the era is directly related to your SOCIAL level and is explained, starting on Page 5.

## PURCHASES AND SAVINGS FROM A PREVIOUS CAREERS

If your chracter has a second, it is likely you may have things you purchased from the First Career, and you may have saved money.

First roll 2d6 on the table for each career prior to your current career. If you have saved money from the pervious career, go to the next table. Purchases refer to hard goods available to your character (a horse, estate, musical instrument, scientific equipment, etc.)

```
 ROLL    RESULT
 2- 7   No savings from previous careers
 8- 9   10% additional in savings, 50% of that
        amount in purchases
10-11   25% additional in savings, 35% of that
        amount in purchases
 12     50% additional in savings, 25% of that
        amount in purchases
```

The following are suggestion for possible careers. Players are encouraged to develop new careers to suit their desires — the career and cash modifier are subject to the approval of the. RL means roll on the Recent Losses table.

## RECENT LOSSES

Roll 3d6 for recent losses on the total of your money, including the amount for previous career savings or purchases. Losses can be because of theft, legal fees, confiscated goods, withdrawn grant moneys or just plain bad judgment in handling your money.

```
   ROLL      RESULT
   13-18    No losses.
   10-12    25% of money and purchases lost.
   6-9      50% of money and purchases lost.
   3-5      75% of money and purchases lost.
```

## CHARACTER IMPROVEMENT

As your character proceeds to a variety of individual games and campaigns, he or she should improve on specific skills. There are three ways to improve skills in P.L.U.S. Unless otherwise determined by the GM prior to the start of the campaign, all three methods are available for players to use.

## METHOD ONE

This method may be used to improve an existing skill of the player's choice, or to learn a new skill for the character.

Find a teacher, pay for lessons or otherwise take the time and resources to study a skill and make it available to the character. The player will ask the GM for the difficulty of the skill to be learned. Remember, you may not be able to find a proper teach in some of the offworld colonial ports.

The cost of lessons, the reaction of the teacher and your success at learning the improvement or obtaining the first d6 in a new skill, should be role played between the player and GM, with Oracle rolls (Section 12.1) to determine the NPC teachers response to the student, rolls on REASON (for intellectual skills) or COORDINATION (for physical skills) to the students response to the teacher.

# PLUS: 1889

The time required to learn can be taken from the following table.

| | SKILL DIFFICULTY and COST (Die Roll X 10 Pounds) | | |
|---|---|---|---|
| | EASY | MODERATE | HARD |
| TEACHER'S RESPONSE TO THE PUPIL | | | |
| Good | 1 Week/1d6 | 2 Weeks/2d6 | 1 Weeks/3d6 |
| Fair | 2 Weeks/2d6 | 4 Weeks/3d6 | 8 Weeks/4d6 |
| Poor | 4 Weeks/3d6 | 8 Weeks/4d6 | 13 Weeks/5d6 |

If the pupil meets with the teach once a week and studies between meetings (which is role-played during game sessions), the student gets 1 "hash mark" for each meeting with the teacher for an Easy skill, 1 hash mark for every two weeks with a Moderate Skill, and 1 hash mark for every 3 weeks with a Hard skill  All times are as experienced by the character.

Hash marks are accumulated and the student (player) may attempt to roll 2d6 under the number of hash marks accumulated.  If the student rolls under the number of hash marks, 1d6 is gained in the skill being studied.

Once a skill has been learned to the level of 1d6, it may be improved through further study, or may be improved with Method 2 or Method 3.

## METHOD TWO

Decide whether your character learns by Success or Failure. For this game this will mean choosing either Complete Failures or Toxic Rolls to learn on failed actions, or Significant Successes and above for learning on successful actions.

You will record the learning rolls with simple 'hash marks' next to the appropriate skill. You will then be able to roll to improve that skill at a time of your own choosing. For physical skills roll your COORDINATION dice under the number of hash marks you have obtained for the skill which you want to improve. For mental skills roll under REASON to improve on the skill.

## METHOD THREE

Select a specific skill for improvement for one half the number of d6 you have distributed into COORDINATION (physical skills to improve) and one half the number of dice distributed REASON (for mental skills to improve). These are skills which your character has determined are important to learn, for whatever reason.

When you have chosen specific skills to improve, they are where you attention is focused and you will receive a hash mark for both failures (Complete Failure and Toxic Rolls) and successes (Significant successes and above).

## HOW IMPROVEMENT WORKS FOR
## METHODS TWO AND THREE

Once the roll is made, whether the roll succeeds or fails to improve the skill, all hash marks are erased and improvement will begin again.

With a successful roll (a total less than the number of hash marks) the character will improve with 1d3 to be rolled with the regular dice. On the second improvement the character improves a total of 1d6. On a third successful improvement the character gains another 1d3 to the roll for the specific skill.

## THE LIMITS OF IMPROVEMENT

Characters may improve up to the dice limit of the game, but may continue to use the improvement system to add d3 and d6 Bonus dice to the skill to improve future rolls. The number of Bonus dice possible are equal to the maximum number of dice for the game's skill level.

## RESOLUTION

In the game, you need to resolve questions related to tasks and actions.

When the action or task in unopposed (climbing a wall, trying to identify a clue, remembering information from earlier in the game, trying to impress the bouncer at a night club, etc.), the resolution is found by simply rolling the appropriate dice for that effort.

When the action is opposed by another player or a ZIP, you enter Combat with the applicable target numbers, hit locations, quality of success, armor rolls, damage effects and recovery.

## COMBAT ORDER

Each person participating in combat rolls on Reflexes to determine the order of Combat, High number goes first, with determined modifications. The roll for Combat Order is considered Easy. Fate dice do not apply to Combat Order rolls.

High rolls on the Target Number table for Combat Order indicate additional actions may be possible in that round.

## TARGET NUMBERS

When you perform a task without opposition from another player character or ZIP, your will set a target number for the difficulty of a task. When you perform a task in opposition to another player character or an ZIP, you will roll according to the table below. The Gamemaster may not tell you the target number in advance, but will simply tell you whether you failed or succeeded

### DIFFICULTIES

The Gamemaster chooses a target number to represent the difficulty of a particular task. The Gamemaster will assess the situation and assign extra dice, if they are appropriate. You will then roll available dice against the target number. The suggested table for difficulties is:

# TARGET NUMBER CHART

| | TARGET | | RESULTS |
|---|---|---|---|
| EASY | MODERATE | HARD | |
| 2/less | 3/less | 4/less | Complete failure |
| 3-7 | 4-8 | 5-10 | Something minor works, something major doesn't work. |
| 8-11 | 9-13 | 11-17 | Minimal Success |
| 12-14 | 14-19 | 18-24 | A beneficial success - a second action is possible. |
| 15-20 | 20-25 | 25-32 | Significant success - two additional actions are possible. |
| 21/up | 26/up | 33/up | Legendary success - two additional actions are possible, and a bonus die is thrown for your action in the next  action. |

## MELEE COMBAT EXAMPLE

Larry the Groundskeeper has been a favorite target for Lord Slam, the Black Sheep son of a questionalbe noble.  Lord Slam,has starting chasing Larry around the country.  Larry attracted the attention of Bubba, the wholesome farm lad who hats to see a big guy pick on a little guy.  Lord Slam,goes after Larry, and Bubba gets between them.

Bubba has 4d6 in Fist, and so does Lord Slam,. Bubba rolls 4-3-2-2, he re-rolls the 2s for 5-2, and a total of 18.  Lord Slam,rolls 3-3-3-2, he re-rolls the 3s for 5-5-5, and re-rolls the 5s for 2-6-1, giving him a grand total of 26 (4+3+2+2+5+2+2+6).

Lord Slam, wins by 8 points, meaning his Quality of Success gives him a +1 to the damage for a total of 9. Lord Slam, rolls 4d6 for the MELEE hit location and comes up with 2-6-6-3 (remembe, Fate Dice do not apply to hit location rolls).

It is a hit to the left flank, which knocks the wind out of the Wholesome farm lad.  The pain of 9 points of damage takes Bubbo aver his 1/3 mark and he has to roll on his STRENGTH to continue standing.  He has 4d6 in STRENGTH, rolls a 5-5-4-6, for 20, re-rolls the 5s, which go toxic with 1-1 and the sudden pain of trying to stand with three broken ribs (Oh - that's what that 'snap' was) makes the wholesome farm lad swood.  Bubba quickly rolls his 3d6 WILL to remain conscious, gets a 1-2-3 and Bubba promptly taks a brief nap.

Larry runs into the woods with a crossbow.

## HIT LOCATIONS

There is a shift in damage according to the hit location. Range weapons are more likely to his the central trunk than a face-to-face melee fight.

| MELEE WEAPONS BODY PART | 4d6 ROLL | DAMAGE BONUS | RANGE WEAPONS BODY PART | 5d6 ROLL | DAMAGE BONUS |
|---|---|---|---|---|---|
| Rump/Crotch | 4 | +4 | Rump/Crotch | 5 | +4 |
| Weapon Arm | 5-7 | +3 | Weapon Arm | 6-8 | +3 |
| Right Leg | 8-9 | +2 | Right Leg | 9-12 | +2 |
| Right Flank | 10-11 | 0 | Right Flank | 13-14 | +1 |
| Lower Trunk | 12-13 | 0 | Lower Trunk | 15 | 0 |
| Central Trunk | 14 | 0 | Central Trunk | 16-18 | 0 |
| Upper Trunk | 15-16 | 0 | Upper Trunk | 19-20 | +1 |
| Left Flank | 17-18 | 0 | Left Flank | 21-22 | +2 |
| Left Leg | 19-20 | +2 | Left Leg | 23-25 | +3 |
| Other Arm | 21-23 | +2 | Other Arm | 26-29 | +4 |
| Head | 24 | +3 | Head | 30 | +5 |

## QUALITY OF SUCCESS

In combat, your roll is measured against your opponent. If your roll is sufficiently greater than your opponent, your damage will be modified by the degree of your success. With each level of success your damage is increased and becomes more lethal.

| Quality of Success (Difference) | 1-6 | 7-11 | 12-17 | 18-23 | 24-Up |
|---|---|---|---|---|---|
| Damage Bonus | 0 | +1 | +2 | +3 | +4 |

## DAMAGE EFFECTS

Damage is calculated by the difference between a successful attack and the victim's defense. With many range weapons, the only defense is to get behind cover before the weapon is fired, so no defense is possible.

Each weapon is assigned damage in a combination of d6, d3 and/or bonus dice. Modifiers for the quality of success and the character's armor can reduce the damage.

At 1/3 BODY loss, the character is functioning at a 1d6 penalty to actions (roll 1d6 and deduct it from the characters action roll). Each wound taken after 1/3 of BODY is compounded by an additional 1d3 damage. A roll on WILL must be successful for the wounded character to take any action.

At 1/2 BODY loss, the character is functioning at a 1d6 penalty to actions (roll 1d6 and deduct it from the characters action roll). Each wound taken after 1/2 of BODY is compounded by an additional 2d3 damage. A roll on WILL must be successful for the wounded character to take any action.

At 2/3 BODY loss the additional damage is 1d6. The character must succeed at a roll against WILL for any task or action and, if an action is possible, the character is functioning at a 1d6 Penalty. Each wound after 2/3 of BODY is compounded by 1d6+1d3 additional damage. Any action requires a roll against WILL to remain conscious, and the character functions with a 2d6 Penalty to any actions attempted if they succeed at remaining conscious.

At 0 BODY the character is unconscious and will continue losing BODY at 1d6 per hour until treated or dead if the character is untreated. Under professional medical care, the rate will be a loss of 1d6 BODY every six hours if the medical caretakers fail their required rolls to treat the injuries... While being treated, the injured character must reach a minimum BODY of 1. At that point normal recovery can begin.

When a negative BODY number equal to the original positive-number of BODY, the character is dead beyond healing. In most P.L.U.S settings there is no resurrection.

## RANGE COMBAT EXAMPLE

Lord Slam skulks through the woods, and little Larry the Groundskeeper had the good sense to load his crossbow while hiding behind a wall. Lord Slam would not have a defense from a bolt from Larry's crossbow. Larry only has 2d6 in his crossbow skilled (it was a hobby).

Larry rolls 2d6 and gets 3 and 3. He gets to roll them again and gets 1 and 4. Since the 1 is a "Trash Die" - the total is 10 (3+3+4). Larry used a wooden bolt, which does 3d3 extra damage, so he rolls and gets 1, 2 and 3, for 5 extra points of damage for a total of 23.

Lord Slam is hit. Larry rolls 5d6 for the location and gets 2, 3, 3, 4, and 6. Fate Dice do not apply to Hit Location rolls, so the total is 18, or a hit right to the middle of Lord Slam's body.

Lord Slam, who has been shot at more than once (and probably deserved it), has taken to wearing armor beneath his tweed - leather armor with a value of 3d6. Lord Slam rolls his Armor Value and gets 6-4-4, re-rolls the 3's for 2-3, for a total of 21 - the armor has absorbed most of the force of the bolt, causing 3 points of damage to Lord Slam's BODY.

It is not enough to put Lord Slam out of action, or even effect his overall performance (yet). But now Lord Slam has an idea where the arrow came from and charges toward the wall...

**PLUS: 1889**

## RECOVERY

Wounds will normally recover BODY points at a rate of 1d3 for the first day, 1d3 for each week until the original BODY level is reached.

If the wounded person is successfully treated by someone with applicable First Aid skills, 1d3 can be recovered during the first day of the wound. If treated by a character with professional medical skills, the victim will recover an additional 1d3 points to BODY.

For higher skills, such as a Emergency Medical Technician or a medical Doctor, an additional 1d3 recovery beyond First Aid can happen in the first day of treatment. Each week of full immobilization under medical care, in a hospital, with a personal attendant or something similar, an additional 1d3 points of BODY can be recovery in each week of such care.

If the wounds have taken the character's BODY below 0, First Aid and professional medical skills must be successfully applied every six hours to avoid the standard 1d6 additional damage–even with treatment a damaged character may die. The six hour treatment of injuries may continue only until a character crosses the threshold of 0 BODY. At a BODY of 1, these extraordinary measures are no longer required and normal healing can proceed.

It is possible to recover up to 3d3 in the first day of the wound (1d3 normal with 1d3 for first aid, plus 1d3 for professional medical care), and up to another 2d3 during week of recuperation (1d3 normal recovery, plus 1d3 for professional medical care).

## ARMOR

Remember, Armor is frowned upon by the gentry, who feel it is not "sporting" to avoid the proper strike of an opponent. Other people like to stay alive.

Armor purchases provide die rolls for armor protection from damage. If your opponent has succeeded with hitting your character, your damage can be reduced if you wear good armor. Three questions must be answered. 1 - Where were you hit? 2 - Do you have armor there? 3 - Is it the right kind of armor? Armor effectiveness is determined a) if your armor provide resistance to the type of weapon being used against you, and b) you win a roll of your armor dice against the damage to be taken (the numerical success of your opponent's attack) against you by rolling your armor dice. If you succeed in your armor roll, you reduce the damage number by the difference between the success of the attacking roll and your defensive roll. If you roll extremely well with armor you can eliminate all damage, otherwise damage is reduced by shifting the damage to the columns to the left of the attacking damage, reducing your damage and the effect of the wound. Fate dice apply with Armor rolls. The following table provides the number of dice for defensive armor rolls.

## EXAMPLE

If the character started with 18 Body, at 12 BODY the 1/3 BODY effects would kick in; at 9 BODY, the 1/2 BODY effects begin; at 6 BODY, the 2/3 body effects would take effect; at 0 BODY the character falls unconscious and cannot be revived and will begin taking 1d6 of damage per hour (if untreated) or 1d6 damage per six hours (on a failed professional medical care attempt).

At -18 BODY, the character is dead and cannot be revived, healed or resurrected.

## ARMOR VALUES

| ARMOR | VALUE |
|---|---|
| Cotton | No protection |
| Canvas | 1d6-2 |
| Wool | 1d6-1 |
| Denim | 1d6 |
| Leather | 2d6 |
| Ring Mail | 3d6 |
| Plate Armor | 5d6 |

## ARMOR SUCCESS

| Armor Success | 3-6 | 8-11 | 12-16 | 17-22 | 23-Up |
|---|---|---|---|---|---|
| Dmg. Reduction | 0 | 1d3 | 1d6 | 2d6 | 3d6 |

**PLUS: 1889**

## ARMOR TYPES

Code: Bludgeon (B), Puncture (P), Slicing (S), Electrical (E), Missile (M), Fire (F)

| TYPE | COVER** | B | P | S | E | M | F |
|------|---------|---|---|---|---|---|---|
| Leather Workshoe | F | Y | N | Y | Y | N | Y |
| Canvas Shoes | F | Y | N | Y | Y | N | Y |
| Cotton Clothing | n+a | – | – | – | – | – | – |
| Denim Coveralls | TAHL | Y | N | Y | Y | N | N |
| Denim Dungarees | L | Y | N | Y | Y | N | N |
| Denim Jacket | TA | Y | N | Y | Y | N | N |
| Denim Longcoat | TAHL | Y | N | Y | Y | N | N |
| Denim Vest | T | Y | N | Y | Y | N | N |
| Felt Hat | S | Y | N | N | Y | N | Y |
| Heavy Long Coat | LTA | Y | N | Y | Y | Y | Y |
| Heavy Uniform | STAHL | Y | Y | Y | Y | N | N |
| Helmet (Military) | S | Y | Y | Y | N | Y | Y |
| Leather Boots | F | Y | N | Y | Y | N | Y |
| Leather Shoes | F | Y | N | Y | Y | N | Y |
| Leather Chaps | L | Y | N | Y | Y | N | Y |
| Leather Jacket | TA | Y | N | Y | Y | N | Y |
| Leather Pants | HL | Y | N | N | Y | N | Y |
| Leather Vest | T | Y | N | Y | Y | N | Y |
| Leather Helmet | S | Y | N | Y | Y | N | Y |
| Metal Plate | SHTHAL | Y | Y | Y | N | Y | Y |
| Pith Helmet | S | Y | Y | Y | Y | Y | Y |
| Ring Mail | SHT | Y | Y | Y | N | Y | Y |
| Wool Cloak | LHTA | Y | N | Y | Y | Y | N |
| Wool Suit | LHTA | Y | N | Y | Y | Y | N |
| Wool Trousers | L | Y | N | Y | Y | Y | N |

\* Coverage:
A = Arms, F = Feet, H=Hips, L=Legs, S=Skull, T=Trunk

## WEAPONS

Every weapon is assigned a damage factor in d6, d3 and/or Bonus dice. Damage is calculate by applying the difference between a successful attack roll and a failed defensive role. To that number you add the Damage Factor for the weapon, missile or ammunition. That total is deducted from the victim's BODY. (See Damage Effects for effects of loss from BODY.)

When STRENGTH is indicated under RANGE, roll the number of dice you have in STRENGTH. The result is the number of yards are able to throw during this action round.

When STRENGTH is indicated under DAMAGE FACTOR the damage will be the difference between the succeeding Attack roll and the failed Defending roll, plus the total of a throw of the number of dice the character has in STRENGTH, adjusted by the indicated fraction or multiplier.

## FOUND WEAPONS     ** GM DETERMINED

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|---|---|---|---|---|
| Fist (Brawl) | – | Bludgeon | n/a | +1/4 STRENGTH |
| Kick (Brawl) | – | Bludgeon | n/a | +1/4 STRENGTH |
| Stick (small) | – | Bludgeon | STRENGTH | +1/2 STRENGTH |
| Stick (Medium) | – | Bludgeon | STRENGTH | +STRENGTH |
| Baseball Bat | – | Bludgeon | STRENGTH | +STRENGTH |
| Lamp ** | – | Bludgeon | STRENGTH | +1/3 STRENGTH |
| Wooden Chair | – | Bludgeon | STRENGTH | +1/2 STRENGTH |
| Metal Chair | – | Bludgeon | STRENGTH | +STRENGTH |
| Pipe (metal small) | – | Bludgeon | STRENGTH | +1/2 STRENGTH |
| Pipe (metal medium) | – | Bludgeon | 1/2 STRENGTH | +STRENGTH |
| Pipe (metal large) | – | Bludgeon | 1/3 STRENGTH | +STRENGTH+1d6 |
| Pipe (PVC) | – | Bludgeon | STRENGTH | +1/3 STRENGTH |
| Brass Knucks (Brawl) | – | Bludgeon | n/a | +1/2 STRENGTH |
| Boxing Glove (Brawl) | – | Bludgeon | n/a | +1/3 STRENGTH |
| Rock ** | – | Bludgeon | STRENGTH** | 1d3-5d6** |

## BLADED WEAPONS

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|---|---|---|---|---|
| Ax | $200 | Slicing | STRENGTH | +2d6 |
| Dart | $ 8/3 | Puncture | STRENGTH 2X | +1d3 |
| Knife | $ 20 | Slicing | – | +1d6 |
| Knife (throwing) | $ 35 | Puncture | STRENGTH 5X | +2d3 |
| Dagger | $ 50 | Slicing | – | +1d6 |
| Dagger (thrown) | $ 50 | Puncture | STRENGTH 4X | +2d3 |
| Dirk | $ 75 | Puncture | – | +1d6 |
| Short Sword | $150 | Slicing | – | +1/4 STRENGTH |
| | | Puncture | STRENGTH 3X | +2d3 |
| Med. Sword | $250 | Slicing | – | +1/2 STRENGTH |
| | | Puncture | STRENGTH 2X | +3d3 |
| Long Sword | $350 | Slicing | – | +STRENGTH |
| | | Puncture | STRENGTH 1X | +5d3 |

## BOWS

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|---|---|---|---|---|
| Standard | $200 | Bludgeon | – | as small metal pipe |
| Longbow | $250 | Bludgeon | – | as small metal pipe |
| Steel Arrow | $ 12/12 | Puncture | 45 | 2d3 |
| Sheaf Arrow | $ 20/12 | Puncture | 60 | 3d3 |
| Crossbow | $300 | Bludgeon | – | as small metal pipe |
| Wood Bolt | $ 20/15 | Puncture | 75 | 3d3 |
| AP Bolt | $ 45/10 | Puncture | 60 | 4d3 |

# PLUS: 1889

## BLUDGEONS

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|--------|------|------|---------------|---------------|
| Club | $ 65 | Bludgeon | 1/2 STRENGTH | +1/2 STRENGTH |
| Points * | – | Puncture | 1/4 STRENGTH | as small knife |
| War Club | $ 85 | Bludgeon | 1/2 STRENGTH | +STRENGTH |
| Points * | – | Puncture | 1/4 STRENGTH | as small knife |
| Mace | $120 | Bludgeon | 1/4 STRENGTH | |
| Morning Star | $300 | Puncture | 1/4 STRENGTH | Spiked ball, as small knife |

## POLEARM

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|--------|------|------|---------------|---------------|
| Spear * | $ 45 | Slicing | – | as knife + 1/3 STRENGTH |
| | | Puncture | Roll STRENGTHX2** | 2d6 |
| | | Bludgeon | | as medium stick |
| Trident * Held | $ 80 | Slicing | – | as knife + 1/3 STRENGTH |
| Thrown | | Puncture | STRENGTHX2** | 2d6 |
| | | Bludgeon | | as medium stick |

* Staff of weapon can be used as small club.
** Thrown objects are multiplied by Strength, measured in yards.

## FIREARMS

| WEAPON | COST | TYPE | RANGE (YARDS) | DAMAGE FACTOR |
|--------|------|------|---------------|---------------|
| Derringer | $125 | Bludgeon | 10 | 1/2 small metal pipe |
| Revolver | $200 | Bludgeon | 15 | small metal pipe |
| Automatic | $250 | Bludgeon | 20 | small metal pipe |
| Semi-Autofire | $300 | Bludgeon | 15 | small metal pipe |
| Full Autofire | $400 | Bludgeon | 12 | small metal pipe |
| Rifle | $250 | Bludgeon | 10 | medium metal pipe |
| Scattergun | $150 | Bludgeon | 5 | small metal pipe |
| Shotgun | $200 | Bludgeon | 5 | medium metal pipe |

## AMMUNITION (PRIMARY DAMAGE)

| | | | | |
|--------|------|------|----|------|
| buckshot | $5/10 | Bludgeon | 15 | +2d3 |
| .22 short subsonic | $5/30 | Missile | 45 | +1d3 |
| .22 long subsonic | $5/30 | Missile | 45 | +1d3 |
| .22 long rifle | $5/30 | Missile | 45 | +1d3 |
| .25 ACP subsonic | $5/30 | Missile | 45 | +1d3 |
| .32 ACP subsonic | $5/30 | Missile | 45 | +2d3 |
| .32 long | $5/30 | Missile | 45 | +2d3 |
| .38 +P | $5/30 | Missile | 45 | +3d3 |
| .45 longs | $7/20 | Missile | 75 | +4d3 |
| .45 ACP | $7/20 | Missile | 75 | +4d3 |
| .44 long | $8/20 | Missile | 45 | +5d3 |

(Only able to be shot with the Desert Eagle)

Bludgeon means the weapon being used as a club. Bullets cause main damage.

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