

JUDGES GUILD UNIVERSAL FORMAT

This product is a **Judges Guild Universal Role Playing Adventure** designed for use with all game systems and requires a separate rule system for its use. The categories of statistics listed are selected to be applicable to the majority of the published rule systems but should not be considered the only statistics open for use. Should the particular game mechanics employed require the use of an additional term or statistic not found in this format, the Judge is encouraged to add it. All unused categories may be ignored. The values of the statistics given assume that the natural span of human characteristics ranges between one and twenty with the normal person averaging at ten. Since adventurous characters are above average, their beginning characteristics are generated with 3d6 to give a range of three to eighteen. A comparison chart (Table U-1) is provided to permit the Judge to quickly convert values on the 1d6, 2d6, 3d6, 1d20, and %d ranges from one to the other. Interpolation may be necessary with some figures, but the Judge should keep in mind that these are suggested values only and may be modified to suit the tone of the campaign he or she is moderating.

TREASURE AND REWARDS

During the initial reading of this product, the Judge should note the quantities and distribution of the treasure and artifacts. Each game system and each campaign tends to run at a level of reward unique unto itself. The Judge is reminded to adjust the amount of treasure available by adding or deleting to correspond with the campaign he or she moderates.

MAGIC

The basic assumptions on the rationale for Magic vary so widely from one game system to another that one set of statistics cannot cover the field adequately. Therefore, each spell or magical effect is given a general name such as "Stop Person" or "Invisibility." Unusual effects or articles are described in the text where first encountered or in the **SPC** section of the stat block. The Judge can then assign an equivalent spell or effect from the game system being used.

STATISTICS AND ATTRIBUTES

Game characters are given varying amounts of description depending upon the importance of the character to the adventure. Minor individuals are listed where first encountered in the text and have only the most cursory details given. Major individuals are listed where first encountered and have as much detail given as desirable for their intended role. In addition to the text listing, a statistical block (examples to the right) will be provided listing game statistics and character disposition. The explanations of possible character statistics **STR** through **CHA** or **PSY** (depending on which is used last), the first two numbers indicate the actual ability, and the last number indicates the number of times per day that the ability may be tested without checking for stress damage.

Otto Stonebeard			Cleric	NGL	Helpful
LVL	3.1	STR	16.7	INT	7.1
HTK	21	DEX	10.2	WIS	13.4
SPD	20'	CON	13.8	CHA	9.3
WPN	+1 Morning Star			ATK	1d8+3
ARM	Elven Chain			ACL	15
SPC	Dwarvenkind				

Goblin		NEX		Hostile	
LVL	1.1	STR	10.3	INT	8.2
HTK	7	DEX	13.5	WIS	11.4
SPD	30'	CON	11.5	CHA	9.3
WPN	Shortsword			ATK	1d6
ARM	Leather			ACL	14
SPC	60' Darkvision				

Giant Spider		NEX		Hostile	
LVL	4.1	STR	15.7	AGL	21.7
HTK	24	DEX	18.8	WIS	11.2
SPD	30'	CON	11.4	CHA	3.0
WPN	+2 Bite			ATK	1d8+3
ARM	Natural			ACL	15
SPC	Web, Poison Bite				

indexed as lawful (**L**), neutral (**N**), and chaotic (**C**). The second letter characterizes morality: good (**G**), neutral (**N**), or evil (**E**). The third letter indicates only a suppressed desire which can moral, ethical, or none (**X**).

Disposition – Disposition is an index of the individual or monster's reaction to the players. Dispositions are listed as *Helpful*, *Hostile*, *Impartial*, or *Evasive*. Helpfuls will do what they can to help, guide, or even join players. Hostiles will attack party members physically, socially, psychologically, etc. Impartials ride the fence becoming helpful, hostile, or evasive in light of the interaction with the party; they may also remain impartial. Evasives will avoid the players at all costs, possibly risking life or limb. Dispositions are subject to change through character interaction.

LVL – Class Level is an index of the experience and skill acquired in the character's main occupation or profession. The first number indicates the actual class level, and the last indicates the total number of occupations in which the character has gained skill.

HTK – Hits to Kill is the number of hit points necessary to render a character unconscious when reduced to zero or to slay the character when reduced to a negative amount equal to the character's **CON**.

SPD – Speed is the distance in feet that a character may move in one turn of combat. This can be affected by the character's size, armor, encumbrance, or magically.

ATK – Attack is an indication of the damage the character can deal per turn of combat based upon the size, **STR**, **DEX**, **WPN**, magical affects, and **LVL** of the individual. This is listed as equivalent damage of a common weapon to be referenced by the current game system you choose to use.

WPN – Weapon is an indication of the weapon commonly carried and most likely to be used in combat.

ACL – Armor Class indicates the equivalent amount of protection and difficulty to hit an individual based upon size, **DEX**, **AGL**, **ARM**, magical affects, and **LVL**. This is listed as an index of protection by a common piece of armor to be referenced by the current game system you choose to use (Table U-2).

ARM – Armor is an indication of the armor type worn in combat.

SPC – Special contains special features, abilities, skills, actions or attacks the character possesses.

PSL – Personal Social Level is an index of the character's social standing in the area in which the character resides. The first number indicates the level and the second number indicates the level of notoriety gained within a twenty-mile radius.

Class – Class is an indication of the character's profession or main occupation.

Alignment – Alignment is an index of the character's predisposition toward the moral or ethical choices to be made during the game. Alignment is abbreviated in descending importance from left to right. The first letter indicates the character's ethics; these are

STR – Strength is an index of the character's ability to apply physical force.

INT – Intelligence is an index of the character's reasoning power, learning ability, concentration, and memory.

WIS – Wisdom is an index of the character's intuitive judgement and knowledge gained from experience.

CON – Constitution is an index of a character's ability to withstand pressure and physical hardships without permanent harm as well as the recuperative powers of the character.

DEX – Dexterity is an indication of a character's coordination and manipulative ability.

CHA – Charisma is an index of the character's personal magnetism and persuasiveness.

END – Endurance is a measure of the amount of physical stress to which the character can be subjected.

AGL – Agility is an index of the character's reflexes and ability to maneuver the entire body.

WIL – Willpower is a measure of the amount of mental stress to which the character can be subjected and mental fortitude.

LED – Leadership is an index of the character's ability to command the respect of subordinates, motivate others, and boost morale.

LCK – Luck is an index of the character's relationship with the forces that control that character's fate. The first number is the actual **LCK**, and the second is the number of times this characteristic can be tested without incurring the "wrath of the gods."

PSY – Psionic Ability is an index of the character's ability to channel and use psionic powers.

CRITICAL HITS AND MISSES

Critical hits could happen on any roll of a natural maximum (for example a natural '20' on a d20), when rolling for hit probability. You will have a chance of a critical hit for extra damage, or possible immediate death on your foe. Roll a d20. If it rolls 1-14, the hit should be regarded as a regular hit. If it rolls 15-20, you have scored a critical hit (Table U-3). A critical hit **always** hits the target, regardless of its **ACL**. The **only** exception is if you are striking at a target which requires magic or silver weapons to hit or you are not using a weapon capable of hitting it.

Critical misses could happen on any roll of a natural '1' when rolling for hit probability. Roll a d20. On a 7-20, you have not critically missed; treat as a normal '1'. On a 1-6, you have critically missed (Table U-4). Critical misses **always** miss the intended target.

Die Roll	Results
15	Maximum weapon damage
16	Damage roll x 2
17	Maximum weapon damage x 2
18	Damage roll x LVL
19	Maximum weapon damage x LVL
20	Instant death

Table U-3 – Critical Hit Results

Die Roll	Results
6	Stumble; roll your DEX/AGL or less on a d20 or fall. If you fall, each melee round you may attempt to regain your footing. Roll your ACL * or more on a d20 to rise. If someone attempts to help you up, each one has a chance to roll your ACL * or more to pull you up.
5	Weapon breaks. If it is a magical weapon, roll 2d6 + any weapon modifiers. If the total is 7 or less, your magic weapon is broken**.
4	Hit nearest ally for half damage.
3	Hit yourself for half damage.
2	Possible critical hit on nearest ally†, or normal damage.
1	Possible critical hit on yourself†, or normal damage.

* All Magic Armor is to be treated as **ACL** 17. Do not count cloaks of protection, rings, spells, **DEX**, **AGL**, or other modifiers.

** Broken Magic Weapons can be reforged by elves with proper tools.

† Roll d20. 15-20 is a critical hit (Table U-3), otherwise normal damage.

Table U-4 – Critical Miss Results

d6	1																								2						
2d6	2												3												4						
3d6	3								4								5								6						
d20	1						2						3						4						5						
d100	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25						
d6	2																		3												
2d6	4						5												6						7						
3d6	6				7								8								9						10				
d20	5	6						7						8						9						10					
d100	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50						
d6	3								4																		5				
2d6	7												8												9						
3d6	10				11								12								13						14				
d20	10	11						12						13						14						15					
d100	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75						
d6	5																		6												
2d6	9	10												11												12					
3d6	14				15								16								17						18				
d20	15	16						17						18						19						20					
d100	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100						

Table U-1 – Probability Comparison Chart

Armor	ACL	Armor	ACL	DEX	AGL	ACL
None	10	Breastplate	±5	1	—	±5
Clothes	±0	Banded Mail	±6	2-3	—	±4
Silk Robes	±1	Splint Mail	±6	4-5	1-2	±3
Soft Leather	±1	Half Plate Mail	±7	6-7	3-5	±2
Padded Armor	±1	Full Plate Mail	±8	7-9	6-8	±1
Fur Armor	±2	Buckler	±1	10-11	9-11	±0
Leather Armor	±2	Small Wood Shield	±1	12-13	12-14	±1
Hide Armor	±3	Small Steel Shield	±2	14-15	15-17	±2
Studded Leather	±3	Large Wood Shield	±2	16-17	18-20	±3
Chain Tunic	±4	Large Steel Shield	±3	18-19	21-23	±4
Scale Mail	±4	Kite Shield	±3	20-21	24-26	±5
Chain Mail	±5	Tower Shield	±3	22-23	27-29	±6

Table U-2 – ACL Modifier Chart



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