

MORALE

Morale

Most monsters with any sense of self-preservation will not keep on fighting against overwhelming odds. As opposed to hopelessly continuing the fight, monsters may attempt to flee or surrender. The Morale rules help the GM resolve such situation.

The Morale rules apply to thinking creatures who possess an instinct of self-preservation (this excludes constructs and most low-level undead). All creatures which may become demoralized when facing seemingly insurmountable odds possesses a Morale Rating. A creature's Morale Rating (or simply Morale) is equal to 10 + 1 per creature's HD. Thus, a Harpy (3 HD) would have a Morale 13.

The GM decides, based on the situation, when (and if) to call for a Morale roll. No more than 2 Morale rolls may be called for during a combat situation.

When a Morale roll is called for by the GM, a d20 is rolled for the affected creature. If the result of the roll is higher than the target creature's Morale rating, the creature has failed its Morale check (see **Morale Failure**, below). The GM may grant bonuses or penalties to the monster's Morale based on the current situation. For example, an orcish chief who has sworn revenge upon the party might see his Morale increased by +1 or +2. A particularly cowardly monster whose companions have all been slain during the battle might receive a -2 to his Morale rating.

Although player characters are never required to roll for Morale, henchmen, servants, hirelings, and men-at-arms under their command are treated in the same manner as monsters with regards to Morale. In addition to the situational modifiers a GM may impose upon their Morale, henchmen, servants, hirelings, and men-at-arms under the command of a PC also gain a bonus to their Morale rating based on the commanding PC's CHA score (see **CHA Modifier to Morale** table below).

CHA Modifier to Morale

CHA	Modifier to Morale Rating
3-6	-2
7-8	-1
9-12	0
13-15	+1
16-18	+2

Morale Failure

Failing a Morale check by up to 5 points means the creature or NPC will seek to make a fighting retreat. A Morale check failed by 6 to 10 points means the creature or NPC will flee. Failing a Morale check by more than 10 points means the creature or NPC will surrender.

Morale Rating by HD/Level

Hit Dice or Level	Morale Rating
Under 1 HD	10
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20
11+	20 +1 per HD over 10