

# Moral (during combat)

When a battle takes place each member in the company will decide whether they wish to fight or run. For this will be strictly up to them (the players). The G.M. job is to determine the moral of each and every creature (never a player's character); whether it will stand and fight or try to escape every time one of their own falls in combat. If a creature is badly out numbered it will most likely attempt escape. Remember, a creature's basic instinct is to survive. Some creatures will not flee. Undeads will rarely flee combat, no matter how badly outnumbered (there are exceptions to this rule -- such as the Vampire). Below is a step by step example of how a moral check works with a creature:

## Example

There are 23 Goblins attacking a company. A fight begins and 3 Goblins are cut down. The G.M. will do the following steps on a calculator:

1

Divide 23 into 300 3 Goblins have fallen. The 3 becomes a 300. Always add two zeroes to the number of creatures which have fallen.

2

The result = 13.043 Always round down to the nearest even number 13.043 = 13.

3

13 = 13% There will be a 13% chance that each Goblin will flee in fear (though they may regroup and try different tactics to take down their victims). A % roll-check of 01-13 = escape will be sought by a Goblin. Only check this % chance for each and every Goblin that realizes comrades have fallen. In any case, each must be checked for individually.