

Fudge Morale

By Jonathan Snyder



Introduction

In sessions revolving around war and combat it maybe hard for a GM to devise the morale of a unit of PCs while under fire from the enemy. To simplify matters the GM may use the following morale rules to gauge the whole mentality of the troops are.

Procedure

The first thing the GM should do is take each level of the PC's (and NPC if the GM so chooses) Charisma and assign the numerical value of the level.

Legendary	4
Superb	3
Great	2
Good	1
Fair	0
Mediocre	-1
Poor	-2
terrible	-3
Abysmal	-4

Table1.0 – Numerical Level Values

The Math

The math for this is simple and you probably already know it. To find the average of something you add together all the numbers and then divide it by the amount of numbers you have. This will give you the unit's morale. All decimals should be round up to the nearest whole number.

Example

George has a Charisma of Fair(0)
Hannah has a Charisma of Great(2)
April has a Charisma of Fair(0)
Templeton has a Charisma of Good(1)
Vivian has a Charisma of Mediocre (-1)

$$0+2+0+1+-1 / 5 = 1 \text{ (rounded up)}$$

Uses

This rule set can be used by anyone who is looking for a way of tracking a unit's cohesion and bravery as they take fire. There are three possible ways the GM may use the morale results.

Combat Rounds

Combat rounds is a good way of using the morale rules by modifying the results of PC actions and/or group actions by the morale level.

(example: The unit is attacking an enemy position and rolled a fair, but they have a +2 morale which gives them a great attack)

Player Character Stress

Another way of to use the morale points is using it for PC actions with certain traits. A high morale would improve a character's leadership skill or ability to defend better then a low morale.

(example: George is trying to hold off the enemy and and his rifle skill is good, but his morale is a -1. He only does fair at stopping the enemy.)

Cumulative Points

One thing the GM can do is while the unit is under fire, track the morale by slowly penalizing it to represent when PCs are getting war weary from all the shelling and bullets. This rule would be used more for realistic war situations.

(Example: The A-Team is has fought their way through the enemy lines, but has a -3 morale penalty. Even with the skills the team has, it maybe unwise to try to breach the door at the moment till the men can get some rest.)



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