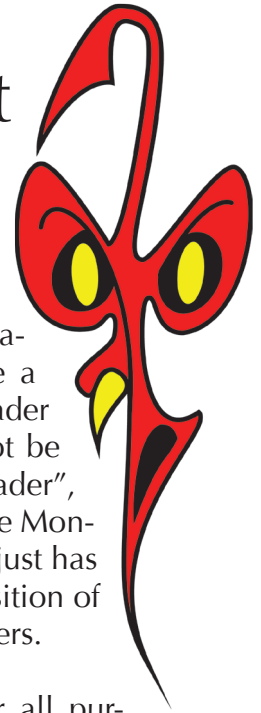


# Custom Morale Rules Summary Sheet

## Dice of Doom



A **Morale Check** is a Saving Throw (**PHB 279**). Anything that modifies a Saving Throw modifies a Morale Check.

If a Morale Check is passed, then there is no effect.

If a Morale Check is failed, then the creature immediately tries to Flee the battlefield by whatever route seems appropriate. This Fleeing provokes Opportunity Attacks. The creature will continue to Flee in all its subsequent turns.

Mindless creatures, such as Undead and Elementals, never take Morale Checks.

The Morale Checks are made at the end of the turn the condition is triggered in. A creature can be forced to take multiple Morale Checks in a single turn, and they can cascade, if the Fleeing of one or more creatures triggers another Morale Check.

The DM can call for Morale checks at any time outside these conditions, if he deems it appropriate.

A group of creatures may have a Leader: this Leader may or may not be an actual "Leader", as defined in the Monster Manual, it just has to be in the position of leading the others.

In addition, for all purposes in the Morale system, a Minion counts as 1/4 of a full creature, and round down: so 3 minions count as 0, and 6 minions count as 1.

A Creature Makes a Morale Check When:

- It is Bloodied for the first time
- 50% of its group are Dead or have Fled
- The Leader of the group Dies or Flees

A creature defending its home is automatically Brave: if the creature is naturally Cowardly, then the bonus and penalty cancel out.

The Leader bonus and penalty only apply if the group has/had a Leader. The Leader doesn't give himself a bonus, although the Leader happens to be an Elite, then he will have a natural bonus.

### Bonuses and Penalties to Morale Checks

Situation	Modifier
Group outnumbered foes 2:1 or better	+2
Group outnumbered by foes 2:1 or worse	-2
Creature is Brave	+2
Creature is Cowardly	-2
For non-Leaders: Leader is Alive	+2
For non-Leaders: Leader is Dead or has Fled	-2
Group is a 50% strength or less	-2