

Morale

Morale is checked in the following circumstances:

- At the beginning of any combat.
- The first time in an adventure that a character takes damage.
- Whenever a character's endurance falls to half its maximum or less.
- Whenever a character's endurance falls to 3 or less.
- Whenever a character suffers 5+ points of damage in a single phase.
- Whenever a character is deserted (half of the party is dead, severely wounded, or fleeing).
- At the GM's discretion.

<u>Base Factors</u>	<u>Conditional Factors</u>
+ Combat Level	<i>Luck (d6)</i>
+ Bravery	-2 1
+2 Character is party leader	-1 2
<i>Selfishness</i>	0 3-4
+1 1-8	+1 5
0 9-13	+2 6
-1 14+	<i>Astrological Influence</i>
<i>Intelligence</i>	+1 Birth Sign
+1 1-8	-1 Opposing Sign
0 9+	<i>Recent Victories</i>
<i>Character level</i>	+1 Each victory today
+1 Per level lower than party leader	-1 Each defeat today
-1 Per level higher than party leader	<i>Injuries/Physical State</i>
	+2 Unharmed
	-1 Wounded, but above half endurance
	-2 Wounded below half endurance
	-2 Endurance below 4
	<i>Actions of Other Party Members</i>
	+2 Least brave member of party passes test
	+2 Party is fully intact
	-1 Any party member is currently fleeing
	-2 Party leader fails test
	-2 Character is deserted (see above)
	<i>Circumstances of Combat</i>
	+2 In a secure position
	-1 In combat without shield
	-1 In combat without armor
	-1 Suffering missile fire
	-2 Unarmed in combat
	-2 Half or more of party is dead
	-2 Non-warrior in physical combat
	-2 Character is isolated
	-4 Fleeing
	<i>Supernatural Factors</i>
	-1 Magic-user opposing superior magic
	-2 Warrior faced with magic or miracle
	<i>Psychological Factors</i>
	+2 Greed 14+, faced with object of greed
	+2 Lust 14+, faced with object of lust
	-2 Character failed last morale test

Add all of the factors above together (minimum 8, maximum 23); this gives the column to roll (d%) on the Morale Table. The higher the total, the better the character's morale.

Control / Berserk

Only the following characters are eligible/required to make this test:

- Any Norse pagan
- Any other character whose bravery is 12 or more, and whose intelligence is 9 or less.

Control is checked in the following circumstances:

- At the beginning of any combat.
- Whenever a character's endurance falls to half its maximum or less during combat.
- At the GM's discretion.

Base Factors

	+1	Character is a Norse pagan
	-2	Character is party leader
<i>Combat Level</i>		
	+	½ combat level for a Norse pagan
	-	½ combat level for anyone else
<i>Bravery</i>		
	0	1-13
	+1	14
	+2	15-16
	+3	17+
<i>Intelligence</i>		
	+3	1-3
	+2	4-5
	+1	6-7
	0	8+

Conditional Factors

<i>Luck (d6)</i>		
	-2	1
	-1	2
	0	3-4
	+1	5
	+2	6
<i>Astrological Influence</i>		
	+1	Birth Sign
	-1	Opposing Sign
<i>Injuries/Physical State</i>		
	-2	Character is exhausted
	-3	Endurance below 4
<i>Actions of Other Party Members</i>		
	-1	Character is alone
	-1	Per party member fleeing, killed or surrendering this phase
<i>Circumstances of Combat</i>		
	+3	Character is cornered
	+1	In combat without shield
	+1	In combat without armor
	-3	Unarmed in combat
<i>Psychological Factors</i>		
	+2	Character has been berserk in last two days
	-2	Character failed last morale test

Add all of the factors above together (minimum 4, maximum 13); this gives the column to roll (d%) on the Control/Berserk table. The higher the total, the more likely the character is to go berserk. The lower the total, the more likely the character is to retain control of himself.

Parry/Shield Parry, Dodge, or Disengage

These defensive actions are carried out in place of an attack by a character in melee. A parry or shield parry, if successful, causes the opponent's attack to strike the character's weapon or shield instead of his person. A dodge is an attempt to avoid the attack entirely. A disengage includes a dodge, but also allows the character to withdraw from melee if the test is successful. These tests use the same factors as a melee attack (though, obviously, factors relating to weapons only apply to parries). In addition, apply the following factors.

Base Factors

± Weapon factor for parry (parry only)

Conditional Factors

Action Previous Phase

- +4 Substantial/Total Success
- +2 Partial Success
- 0 Failure

Room to Maneuver

- +2 50+ square feet
- +1 30-50 square feet
- 0 20-30 square feet (no disengage allowed)
- 1 15-20 square feet (no disengage/dodge allowed)
- 2 < 15 square feet (no disengage/dodge allowed)

Factors are all added together, and the character rolls d% on the appropriate column of the Striking Table, just as with a melee attack. The result is given in terms of degree of success, rather than a hit/miss and hit location.