

## Expedition Group Morale (Highly Experimental)

### Overview

This system is meant to be used with a group of PCs and followers who are going on an expedition (by ship, boat, or overland) to a distant location. It is meant to simulate the morale effects of the journey. Each follower should preferably have a name, a face, and a special ability that makes them useful mechanically (I used NPC cards but other solutions should work).

### Morale Basics

Morale is rated from -5 to 5.

Starting morale should be above 0 unless the followers have been press ganged or something like that. If the group's morale ever drops below -5 the group disbands.

Morale is effected by events that happen during each day of travel. Some example events are:

Event	Effect
Overland Travel	-1 per 5 days
Isolation	-1 per 5 days
Defeat in Battle	-1
Desertion	-1
Death	-1
Starvation (-1 per day)	-1 per day
Achieve Milestone	+1
Rest in Settlement +1 per day, max +3)	+1 per day, max +3
Long Layover (> 5 days)	-1 per day
Intragroup Event	varies

### Intragroup Events

Intragroup events happen as the party travels. Each day one or more intragroup event occurs, either chosen by the GM as the result of the previous events (preferred) or rolled randomly on the following table AND one or more upcoming intragroup events is foreshadowed.

### Intragroup Random Table

Roll a d20+Morale and consult the table. Note that negative events are more prominent (to produce obstacles for the characters to overcome in their goal of high morale) and may lead to a morale 'death spiral'.

Roll	Event
-4	Murder
-3	Lethal Fight
-2	Fistfight
-1	Theft
0	Blowup
1	Factions Form
2	Annoyance turns to Hate
3	Stewing Anger
4	Favoritism
5	Drunken _____ (Roll again)
6	Slacking/Poor Work Ethic
7	Passive Aggressive
8	Argument
9	Spreading Rumors
10	SLAP!

Roll	Event
11	Someone is Exhausted
12	Money Lending
13	Roll Twice More
14	Gambling Game
15	NPC offers advice
16	NPC asks for advice
17	Training
18	Someone Acquires a Pet
19	Storytelling
20	Singalong
21	Sharing Backstories
22	Religious Experience
23	Gift
24	Love Blossoms
25	Sworn Brothers

## Actions

### GAUGE MORALE

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**EXPLORATION** **SECRET**

The expeditions morale is usually fairly obvious, but if necessary characters may attempt to determine the morale of their expedition. This is usually a Perception check against a normal DC of the expedition's level. On a success the character learns the general moral (excellent, good, okay, bad, horrible, etc.) level of the expedition.

### RAISE MORALE

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**EXPLORATION**

Characters may attempt to improve the morale of their expedition. This is usually the Perform action vs a normal DC of the expedition's level.

**Critical Success** The expedition gains 2 morale.

**Success** The expedition gains 1 morale.

**Failure** The expedition does not gain morale.

**Critical Failure** The expedition loses 1 morale.