Morale and Chaos

Posted by Turtle - 15 Apr 2011 18:03

The .pdf game manual: The morale skill is completely missing from the "Warlords Skills" section. There's a section called "Morale Table", but it has no table.

The in-game help system (1.05b): The "Morale" entry under "Warlords Skills" only has some vague words about the affect of the morale bonus and nothing about the morale skill.

What is the mapping from the morale skill to the provided morale bonus?

For chaos it is defined (in both the manual and the in-game help) as: enemy morale is reduced by ceil(chaos skill / 2)

Is the same formula used for translating the morale skill into a morale bonus? If not, what is the correct function?

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Re: Morale and Chaos

Posted by KGB - 16 Apr 2011 05:56

Turtle,

The Morale skill to Morale bonus is a 1-1 relationship. Add 1 to your Morale skill and you add 1 to your Morale total (capped at +15 as per the Morale table).

I believe it's missing from the Warlords Skill section because it would not be easy to quantify there in a table. That's because your Morale value is based on more than just your Morale skill so you can't just say a Morale skill of 5 on your Warlord = Morale 5 because it can be lowered by Chaos, items and improved by sites, spells, items etc.

The Morale Table section should just have been called Morale to make it less confusing. The range (-5 to 15) and the effect (+3% chance of an extra swing per difference in Morale) is correct.

KGB

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