

player-heroes in mass battles



This system is not a set of “war game rules” for gaming out a long battle in full detail. Instead, it gives a somewhat quick answer to the most important question for a role-playing campaign: *What happened to the player-heroes?*

Mass Battle Consequences to Player-heroes

The more daring and brave a warrior is, the more likely he is to get hurt! Each player-hero in a battle rolls against their **Battle** skill for both their Survival test and Glory test.



Risk

A player-hero can choose to take more or less Risk in a battle, announcing the choice before the Survival test. They may choose any Risk Level from Timid to Wrathful. The Risk Level sets the target number for both the Survival test and the Glory test...no guts, no glory! Those player-heroes in units held in reserve or who otherwise were not exposed to the full impact of the battle, should not pick a Risk Level above Cautious.

Risk Level	Survival Test TN	Glory Test TN
Timid	10	20
Cautious	12	18
Daring	14	16
Bold	16	14
Reckless	18	12
Wrathful	20	10



Survival Test

If the Survival test results in damage, lose the indicated number of Endurance points. If the Survival test results in a Protection test, the Protection value of the player-heroes' suit of armor is used.

Battle Skill Test Degree of Success	Results
Extraordinary Success	Unhurt.
Great Success	Lose 3 Endurance points.
Success	Lose 5 Endurance points.
Success with 	Lose 12 Endurance points & make 1 Protection test [Injury TN 12].
Failed	Lose 18 Endurance points & make 1 Protection test [Injury TN 14].
Failed with 	Lose 27 Endurance points & make 2 Protection tests [Injury TN 16].

Glory Test

A warrior who gains glory will have improved Standing rating for the specified period. Roll for Glory even if the player-hero dies – a glorious death can make an end as to be worthy of remembrance.

Battle Skill Test Degree of Success	Results
Extraordinary Success	Gain 2 to Standing rating for 4 months, and +1 permanently.
Great Success	Gain 1 to Standing rating for 2 months.
Success	Gain 1 success die to Personality skills for 1 month.
Success with 	Gain 1 success die to Personality skills for 1 week.
Failed	Lose 1 from Standing rating for 2 months.
Failed with 	Lose 2 from Standing rating for 4 months.

Battles & Shadow

Battles may have a long-lasting, profound effect upon those who experience them. If the player-hero's side won the battle, they must make a corruption test for every six hours that the battle lasted. If the player-hero's side lost the battle, they must make a corruption test for every three hours that the battle lasted.

