

Morale

Morale is a stat that puts a value on the survivor's general satisfaction of the compound.

Each individual survivor and the compound as a whole has their own morale rating. For both the compound and each survivor, morale is a single value that is the sum total of all positive and negative influences.

Morale is mostly improved by building structures under the comfort menu of the construction menu, but books and boosts can also modify both morale itself, and the effects that it has on the survivors.

Survivor Morale

A survivor's morale rating is essentially a multiplier to their base stats, with highly satisfied survivors receiving bonuses to their stats and therefore perform better. Conversely, dissatisfied survivors receive penalties. Compound conditions such as a high security rating, a high comfort rating, high food and water reserves, and recent mission successes increase survivor morale. Low security and comfort ratings, low food and water reserves, and having active injuries does the opposite.

Compound Morale

The compound as a whole has a morale rating that is the average of each individual survivor's morale. It is one of the requirements to attracting new survivors to the compound.

Revision #1

Created 2025-12-03 20:56:04 UTC by ProTyle

Updated 2025-12-03 21:24:27 UTC by ProTyle