

# Evil Alignments

All 'Evil' alignments

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# Lawful Evil

One of the many Alignments players may choose for their characters Backstory. There is a more in-depth system that includes half steps, if players wish to further personalize their character.

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## Lawful Evil: Honorable and Determined

A lawful evil villain methodically takes what they want within the limits of their code of conduct without regard for whom it hurts. They care about tradition, loyalty, and order but not about freedom, dignity, or life. They play by the rules but without mercy or compassion and they are comfortable in a hierarchy and would like to rule, but are willing to serve. They condemn others not according to their actions but according to race, religion, homeland, or social rank and are loath to break laws or promises.

This reluctance comes partly from their nature and partly because they depend on order to protect themselves from those who oppose them on moral grounds. Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called "diabolical," because devils are often considered the epitome of lawful evil.

Lawful evil creatures consider their alignment to be the best because it combines honor with a dedicated self-interest.

Lawful evil can be the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

## Lawful Evil Code

A code of conduct for a lawful evil organization may look like this:

1. You shall not lie.
2. You shall harm the innocent to advance yourself or promote order.
3. You shall kill to advance yourself or promote order.
4. You shall not aid the weak.
5. You shall honor legitimate authority that promotes you and your comrades.
6. You shall follow the law.
7. You shall not betray others.
8. You shall not aid criminals or those who protect the weak.
9. You shall use the law to advance yourself and your comrades.
10. You shall seek unlimited power over others and unlimited order in society.

## **Lawful Evil Signs of Weakness**

Likewise, a lawful evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the lawful evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to use the law to harm others, even when there is no chance for personal gain.
2. Failing to assist or avenge a peer.
3. Failing to dominate those not worthy of respect.
4. Breaking your word to your peer or ally.
5. Refusing to punish the disobedient. Not pursuing vengeance when appropriate.
6. Failing to commit cruel acts that are in your best interest.
7. Failing to further your cause when opportunity presents.
8. Turning down a chance to gain power or wealth. Failing to corrupt an institution or being for material gain.

9. Betraying your superior without cause. Breaking your word to your superior.

10. Aiding the forces of Freedom and Goodness. Breaking a sacred oath.

# Neutral Evil

One of the many Alignments players may choose for their characters Backstory. There is a more in-depth system that includes half steps, if players wish to further personalize their character.

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## Neutral Evil: Practical and Determined

A neutral evil villain does whatever they can get away with. They are out for themselves, pure and simple. They shed no tears for those they kill, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following laws, traditions, or codes would make them any better or more noble. On the other hand, they don't have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil beings consider their alignment to be the best because they can advance themselves without regard for others.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

## Neutral Evil Code

The personal code of a neutral evil character may look like this:

1. You shall lie to advance yourself.
2. You shall harm the innocent to advance yourself.
3. You shall kill to advance yourself.
4. You shall not aid the weak.
5. You shall honor those who are stronger.
6. You shall follow the law only to advance yourself.

7. You shall betray friends, family, community, and nation to advance yourself.
8. You shall not aid those who protect the weak.
9. You shall not show mercy to enemies.
10. You shall seek unlimited power over others.

## **Neutral Evil Signs of Weakness**

Likewise, a neutral evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the neutral evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to show malice or inflict pain upon an innocent when it would be pleasurable to do so.
2. Not challenging a clearly weak leader for leadership.
3. Keeping your word when doing so would interfere with personal gain.
4. Refusing to commit cruel act that would harm your enemy or rival when appropriate.
5. Making a sacrifice to help another when not important to your survival.
6. Failing to commit cruel acts that are in your best interest.
7. Refusing to kill for personal gain or wealth.
8. Turning down a chance to gain power or wealth.
9. Showing mercy to one who is opposed to you or your cause.
10. Aiding the servants of Goodness.

# Chaotic Evil

One of the many Alignments players may choose for their characters Backstory. There is a more in-depth system that includes half steps, if players wish to further personalize their character.

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## Chaotic Evil: Independent and Determined

A chaotic evil character does whatever their greed, hatred, and lust for destruction drive them to do. They can be hot-tempered, vicious, arbitrarily violent, and unpredictable. If they are simply out for whatever they can get, they are ruthless and brutal. If they're committed to the spread of evil and chaos, it's even worse. Thankfully, their plans are haphazard, and any groups they join or form are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as they thwart attempts to topple or assassinate themselves.

Chaotic evil could be thought of as "demonic" because demons are sometimes considered the epitome of chaotic evil.

Chaotic evil beings believe their alignment is the best because it combines self-interest and pure freedom.

## Chaotic Evil Code

The personal code of a chaotic evil character may look like this:

1. You shall lie whenever convenient.
2. You shall harm the innocent whenever convenient.
3. You shall kill for pleasure.
4. You shall not aid the weak.
5. You shall not honor any other before yourself.
6. You shall break the law whenever convenient.
7. You shall betray friends, family, community, and nation whenever convenient.

8. You shall harm those who protect the weak or honor laws.
9. You shall pursue all forms of pleasure.
10. You shall seek unlimited power over others and unlimited freedom for yourself.

## **Chaotic Evil Signs of Weakness**

Likewise, a chaotic evil character may consider the following as signs of weakness. A sign of weakness indicates that the character is straying from the cruel tenets of the chaotic evil philosophy. This list is given in the order of least severe infraction to most severe.

1. Failing to show contempt and disrespect for the virtuous and noble.
2. Failing to pursue a new form of pleasure.
3. Failing to give in to a sinful or chaotic impulse.
4. Avoiding injury to others at the cost of your own pleasure.
5. Refusing to display power over underling when appropriate.
6. Refusing to commit cruel acts that are in your best interest.
7. Refusing to kill when in your best interest.
8. Turning down a chance to gain power or wealth.
9. Acting altruistically.
10. Aiding the forces of Law and Goodness.