

Good Alignments

All 'Good' alignments

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Lawful Good

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.

Lawful Good: Honorable and Humane

A lawful good character acts as a good person is expected or required to act. They combine a commitment to oppose evil with the discipline to fight relentlessly. They tell the truth, keep their word, help those in need, and speak out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good believe they are the best alignment you can be because it combines honor and compassion.

Lawful good can be a dangerous alignment when it restricts freedom and criminalizes self-interest.

Ten Lawful Good Commandments

A list of Ten Commandments for a lawful good religion may look like this:

1. You shall not lie.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor legitimate authority that promotes goodness.
6. You shall follow the law.
7. You shall not betray others.
8. You shall bring criminals and evil-doers to justice.
9. You shall not steal.

10. You shall seek unlimited good for others and unlimited order in society.

Ten Lawful Good Sins

Likewise, a lawful good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Failing to show respect to lawful good churches, governments, and/or beings.
2. Failing to speak out against corruption, sin, greed, pride, etc.
3. Being motivated by pride, avarice, gluttony, or some other sinful impulse.
4. Theft, robbery, or willful vandalism.
5. Causing harm to a pious or virtuous being.
6. Failing to assist or aid good beings when in need.
7. Blasphemous or heretical acts.
8. Allowing a crime or major act of evil to go unpunished.
9. The murder of an innocent.
10. Aiding the servants of Chaos and Evil.

Neutral Good

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.

Neutral Good: Practical and Humane

A neutral good character does the best that a good person can do. They are devoted to helping others and will work with kings and magistrates but does not feel beholden to them.

Neutral good believe they are the best alignment you can be because it means doing what is good without bias for or against order.

Neutral good can be a dangerous alignment when it advances mediocrity by limiting the actions of the truly capable.

Ten Neutral Good Commandments

A list of Ten Commandments for a neutral good religion may look like this:

1. You shall lie only to evil-doers.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor those who promote goodness.
6. You shall follow the law unless breaking the law results in more good.
7. You shall not betray others.
8. You shall bring evil-doers to justice.
9. You shall steal only to promote goodness.

10. You shall seek unlimited good for others.

Ten Neutral Good Sins

Likewise, a neutral good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Refusing to defy authority to perform a good act.
2. Failing to speak out against an evil act.
3. Following a law or keeping your word when you feel that breaking the law would result in more good.
4. Theft, robbery, or willful vandalism unless it harms an evil being or cause.
5. Willful causing of harm to a good being.
6. Failing to assist good beings when they are in need.
7. Turning down a chance to destroy or bring to justice an evil being.
8. Allowing major act of evil to go unavenged. Betraying a friend or ally for evil reason.
9. The murder of an innocent.
10. Aiding the servants of Evil. Committing a heinous or demented act.

Chaotic Good

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.

Chaotic Good: Independent and Humane

A chaotic good character acts as their conscience directs them with little regard for what others expect and make their own way, but are kind and benevolent. They believe in goodness and what is considered right but have little use for laws and regulations. Chaotic Good hates it when people try to intimidate others and control people, they follow their own moral compass, which although good, may not agree with that of society.

Chaotic good believes they are the best alignment you can be because it combines a good heart with a free spirit.

Chaotic good can be a dangerous alignment when it disrupts the order of society and punishes those who do well for themselves.

Ten Chaotic Good Commandments

A list of Ten Commandments for a chaotic good religion may look like this:

1. You shall lie in the pursuit of goodness.
2. You shall not harm the innocent.
3. You shall not murder.
4. You shall help the needy.
5. You shall honor those who promote freedom and goodness.
6. You shall break the law in pursuit of goodness.
7. You shall not betray others.
8. You shall avenge the acts of evil-doers and enemies of freedom.

9. You shall not place duty above personal desire to do good.
10. You shall seek unlimited good for others and freedom in society.

Ten Chaotic Good Sins

Likewise, a chaotic good religion may list the following as sins. This list is given in the order of least severe infraction to most severe.

1. Failing to perform a random act of kindness when appropriate.
2. Failing to pursue a new form of pleasure.
3. Placing duty above personal desire.
4. Failing to assist allies or good beings in need.
5. Causing harm to an essentially good being.
6. Following a law when you feel that it unnecessarily restricts your freedom.
7. Turning down a chance to trick, cheat, or harm an evil being for personal gain.
8. Betraying an ally or friend for evil reason.
9. The murder of an innocent.
10. Aiding the servants of Order and Evil.