

# Neutral Alignments

All 'Neutral' alignments

- [Lawful Neutral](#)
- [True Neutral](#)
- [Chaotic Neutral](#)

# Lawful Neutral

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 Neutral: Honorable and Realistic

A lawful neutral character acts as law, tradition, or a personal code directs them. Order and organization are paramount to their beliefs and they live by personal order and a code or standard, or they may believe in order for all and favor a strong, organized government.

Lawful neutral believe they are the best alignment you can be because it means you are reliable and honorable without being a zealot.

Lawful neutral can be a dangerous alignment when it seeks to eliminate all freedom, choice, and diversity in society.

## Ten Lawful Neutral Commandments

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

1. You shall not lie.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action advances law and order.
5. You shall honor legitimate authority.
6. You shall follow the law.
7. You shall not betray others.
8. You shall not aid criminals.
9. You shall honor all oaths.

10. You shall promote unlimited order in society.

## **Ten Lawful Neutral Sins**

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

1. Failing to alert the authorities of a crime.
2. Treating a peer with disrespect.
3. Placing personal desire above adherence to the law.
4. Breaking your word to your peer or ally.
5. Failing to assist allies in need.
6. Breaking a major law.
7. Failing to assist your superior when in need.
8. Treating a superior with disrespect.
9. Breaking your word to your superior.
10. Breaking a sacred oath or written contract. Aiding the forces of Chaos and Disorder.

# True Neutral

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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## True Neutral: Practical and Realistic

A neutral character does what seems to be a good idea. They don't feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil-after all, they would rather have good neighbors and rulers than evil ones. Still, they're not personally committed to upholding good in any abstract or universal way.

Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

True Neutral believe they are the best alignment you can be because it means you act naturally, without prejudice or compulsion.

Neutral can be a dangerous alignment when it represents apathy, indifference, and a lack of conviction.

## Ten True Neutral Commandments

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

1. You shall avoid lies.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action aids yourself.
5. You shall honor those who honor you.
6. You shall follow the law unless breaking the law can advance you without harming others.

7. You shall not betray others unless your life is in jeopardy.
8. You shall aid those who aid you and harm those who harm you.
9. You shall not promote an extreme viewpoint.
10. You shall advance yourself without harming others.

## **Ten True Neutral Sins**

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

1. Trying to persuade others to take a stance on a moral or ethical issue.
2. Failing to assist a friend or ally.
3. Killing for any reason other than survival.
4. Breaking your word to a friend or ally, unless life is threatened.
5. Needless torture.
6. Making a sacrifice for someone unrelated to you.
7. Refusing to kill when important to your survival.
8. Betraying an ally or friend, unless life is in danger.
9. Showing mercy to a dire enemy.
10. Taking sides in a conflict that doesn't affect your survival.

# Chaotic Neutral

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 Neutral: Independent and Realistic

A chaotic neutral character follows their whims. They are an individualist first and last and value their own liberty but don't strive to protect others' freedom. They avoid authority, resent restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy, to do so, they would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from themselves suffer). A chaotic neutral character may be unpredictable, but their behavior is not totally random. They are not as likely to jump off a bridge as to cross it.

Chaotic neutral believes they are the best alignment you can be if you crave true freedom from both society's restrictions and a do-gooder's zeal.

Chaotic neutral can be a dangerous alignment when it seeks to eliminate all authority, harmony, and order in society.

## Ten Chaotic Neutral Commandments

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

1. You shall lie to promote your freedom.
2. You shall not kill the innocent.
3. You shall not murder.
4. You shall help the needy if such action promotes your freedom.
5. You shall honor no authority above yourself.
6. You shall break the law whenever convenient.
7. You shall not betray others unless your life is in jeopardy.

8. You shall not aid enemies of freedom or those who promote law.
9. You shall pursue pleasure.
10. You shall promote unlimited freedom for yourself.

## **Ten Chaotic Neutral Sins**

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

1. Showing respect for self-discipline, authority, or institutions unless trickery is involved.
2. Failing to pursue pleasure.
3. Placing fear of the law or duty above personal desire.
4. Keeping your word to a peer when breaking your word would keep you out of danger or provide amusement.
5. Refusing to exert power over others or actively sow dissension when appropriate.
6. Following a law when opportunity for mischief, personal gain, or excitement presents itself.
7. Turning down a chance to trick, cheat, or lie to a being for personal gain or amusement.
8. Actively joining or maintaining an existing government, power structure, or other institution for reasons other than trickery, destruction, or mayhem.
9. Actively hindering change.
10. Actively inducing boredom. Aiding the forces of Law and Order.