

# Alignments

A list of the various alignments

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# Good Alignments

All 'Good' alignments

# 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.

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## 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.

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## 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.

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## 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.

# Neutral Alignments

All 'Neutral' alignments

# 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.

# Evil Alignments

All 'Evil' alignments

# 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.