

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.

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