

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.

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.

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