

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.

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