

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.

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.

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