

# 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.

---

## 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.

---

Revision #2

Created 11 May 2025 20:11:51 by VoidLock

Updated 12 May 2025 02:40:45 by VoidLock