Chapter 08: Alignment

Choosing Your Alignment

All alignments are based upon the viewpoint of the Empire. If alignments were to be judged from another perspective they would be radically different. Friendly forces would see alignments similarly; however enemies would the exact opposite viewpoints.

A character does not have to tell any other party members their alignment, but they do have to tell the GM. Alignments are split into five major categories Good, Lawful, Neutral, Chaos, and Evil.

The first time a character plays, they may not wish to choose an alignment. After they have played a couple of games, they may simply see their character in a different light. It may be necessary to change to something more appropriate for the storyline. Accepting that alignments change, the PCs are allowed to do so. They are usually limited to one alignment changes per campaign. Ultimately alignments are to the benefit of the GM, allowing them better plan adventures by knowing what type of character, the players wish to be.

Neutral

Empire: Neutral characters are very comfortable within the Empire. They fill the ranks of the average citizen. They see the Empire as efficient enough to not be concerned with much of its actions. They are not typically involved in either politics or revolution. They are the moral majority of the Empire populace and are generally content with its performance. The Empire considers the common citizen as neutral.

Outlook: Neutral characters live in the gray, choosing the law or chaos, as necessary to fulfill their ambitions. They seek to enjoy society as is, and let others worry about its direction. Their primary concern is their friends, family, and immediate associates. Neutral Characters are for financial and material gain, self-preservation, and freedom. They oppose extreme laws, acts of cruelty, violence, politics, religions, and organized government, taxes, and interference.

Actions: They are a hard working average citizen. They generally are concerned with their own lives, and just getting by. They typically will not betray anyone unless they themselves have been betrayed in someway or take advantage of. They typically will not engage in hostile or criminal actions unless they are pressed against the wall or in self defense.

Authorities: They generally will report acts violence or criminal acts to the authorities, if they feel safe doing so. . They typically prefer not to be intruded upon by the authorities, unless it is for their assistance.

Uprisings: They generally will not join any popular uprisings unless it is just and they have been personally affected. This is especially true with any violent uprisings.

Alignment	Feeling	Opinion
Neutral	Trust	They will typically like other neutrals and befriend or group with them.
Good	Like	They will accept and occasionally befriend good characters. They typically treat them as trustworthy.
Evil	Hate	They openly hate evil characters and view them as dangerous criminals.
Lawful	Like	They will accept and occasionally befriend lawful characters. They typically treat them as either authority figures or heroes.
Chaos	Detest	They generally hate evil characters and view them as dangerous criminals.

Lawful

Empire: Lawful characters see themselves and everything around them as falling under the laws and rules of the society that they live in. They seek to protect society as it is. They typically are not the creators of society, but the maintainers of the current society.

The Empire regards political leaders, police, judges, practitioners of the Empires' philosophy/religion, and any other dedicated observer of the Empires laws, as lawful in nature.

Outlook: Lawful characters live in the white out of black and white. They are generally happy, but occasionally overwhelmed by the need to either enforce law, protect existing laws, or to improve the laws.

Actions: They are resistant to changing what they believe works well now. The laws of civilization were made to promote the values, ideals, and wealth of life. When compared the good characters, they believe in the restrictive protection that laws bring, versus the freedoms. They constantly find themselves

embattled with the forces of chaos, and evil. Lawful characters are willing to hunt down those that oppose these ideals, and bare grudges against those that challenge or destroy society. Lawful characters are for civilization, social hierarchy, structure and permanence. They oppose chaos, disorder, anarchy, lying, cheating, crime, dishonorable actions, and evil.

Authorities: They will always report acts of violence or criminal acts to the authorities, regardless of any associated danger or

risk to themselves. They do not mind being intruded upon by the authorities, and feel more secure when doing so.

Uprisings: They will generally join any popular uprisings or movements as long as it to enforce, protect, or improve existing laws. They will be much less likely to join any violent uprisings unless it truly serves justice.

Alignment	Feeling	Opinion
Lawful	Like	They will typically like other lawful characters, and will band and group with them.
Good	Favor	They will generally favor well any good character.
Neutral	Accept	They accept neutral characters, which they see as the common citizen.
Evil	Detest	They simply detest any evil character, and will attempt to bring them to justice.
Chaos	Hate	They hate any chaotic character, and will attempt to bring them to justice or be otherwise destroyed.

Chaos

Empire: Chaotic characters see themselves as the bringers of change and growth to the Empire and its society. They do not observe the laws or general principles of the Empire, and are a regular disruption of law and order. They are often viewed as the psychotic, anti-social and dangerous.

The Empire regards terrorists, serial killers, serial rapists, and any individual that performs random acts of violence as chaotic.

Outlook: They may either do this for self deluding ideologies of their own devise or simply for the thrill of being disruptive to order.

Actions: Chaotic characters are reformers that believe that change is the force of society that causes growth. They seek to change society to their own vision, by being disruptive to it. They think that strict organization, such as society of any form only hinders evolution. They believe that by causing destruction

and disorganization they are causing society to evolve stronger. Chaotic characters act unpredictably at times, and often appear insane or psychotic to the lawful. Chaotic characters are for anarchy, impulsiveness, change, and destruction or corruption of things appearing permanent. They oppose any type of permanence, tradition, religion, duty, and authoritative organizations.

Authorities: They will always seek to avoid, deceive, or injure lawful characters. They will go to great lengths to keep from being observed or otherwise scrutinized by authorities and are capable of great acts or violence of savage brutality.

Uprisings: Chaotics generally disfavor any type of organization, and popular uprisings are seen as just that. They will join any mob craze, and will often seek to entice riotous behavior. If they join any other uprising, it will most likely be only to destroy that as well or gain personal power.

Alignment	Feeling	Opinion
Chaos	Like	They will often temporarily befriend other chaotic characters for temporary gains, but not form long term partnerships.
Evil	Favor	They will favor evil characters who they will attempt to use as in their own schemes and goals.
Neutral	Accept	They will accept neutral characters who they view as bargaining chips or opportunities for violence.
Good	Detest	They detest good characters that they see as potential threats to their plans. They will generally avoid them unless their goals cross.
Lawful	Hate	They hate lawful characters and see them as the enemy. They will often go out of their way to harm the lawful.

Good

Empire: Good characters view the Empire and life within in it as something that must be protected at all costs. They generally support the Empire, and will fight to protect its values and principles. When the opportunity arises to make the Empire better or its preservation, they will actively pursue these goals.

The Empire regards heroes, upstanding citizens, philosophers, doctors, soldiers, and any other organized or unorganized individual that has a positive influence on the Empire as good in alignment.

Outlook: Good characters generally are rather happy and satisfied with their lives, and their role in it. Good characters are idealists always seeking perfection and improvement.

Actions: They believe in nobility of action, helping others, and peaceful resolutions. They are against destruction, suffering, and cruelty. When compared the lawful characters, they believe in the increased freedoms that society may bring, versus the restrictions. They live in the present, choosing to forgive old grievances. They strive to produce a world without death, disease, poverty or suffering. Good characters are for natural

order, peace, beauty, hard work, duty, and learning. They oppose cruelty, excessive violence, crime and dishonesty.

Authorities: Good characters generally like authority figures and will be drawn to them and their leadership. They will oppose excessive intrusion by them in their lives, but will be generally supportive.

Uprisings: They will not join anything but the best natured political movements and popular uprisings. They will never join any type of mob uprising unless it is seeking to overthrow great oppression.

Alignment	Feeling	Opinion
Good	Like	They like other good characters that they will group and band with.
Lawful	Favor	They like lawful characters that they see as the protectors or society.
Neutral	Accept	They accept neutral characters that they see as the common citizen.
Chaos	Detest	They detest chaotic characters that are view as a cancerous growth of society.
Evil	Hate	They hate evil characters, which are the bane of everything they stand for and their anti-society actions.

Evil

Empire: Evil characters view the Empire as the prey that they dine on. Without the Empire, it would be harder for them to go about keeping their selfish goals on track to their own personal power and wealth.

The Empire regards terrorists, mercenaries, rebels, separatists, ideologs, murderers, thieves, criminals, cultists and any other organized or unorganized anti-Empire individual as evil.

Outlook: They are typically very self focused and ego-centric. They seek to promote only their own wealth and power. Everything is disposable to achieve their own goals, except their own lives.

Actions: Evil characters enjoy domination, destruction and inflicting pain and suffering. They are the destroyers of society, seeking solely to destroy that which they cannot possess or master. They are ruthless serving their own ends, and will kill friends, innocents and unarmed foes if they will benefit. Law and order are meaningless to them, unless it can be used to their

advantage. Evil characters are often jealous, bitter, angry, and violent. They believe a philosophy of 'that which does not destroy us, should be destroyed.' They are for materialism, gloating, crime, immorality, self-glorification, and violence. They are against law, society, social graces, and anything standing in the way of their own self deluded goals.

Authorities: They will always seek to avoid, deceive, or conceal themselves from lawful characters. They will go to great lengths to keep from being observed or otherwise scrutinized by authorities and are capable of great acts or violence of savage brutality. If anyone gets in their way they will have no hesitation to attack or even kill for their own ends. They will not do this senselessly though.

Uprisings: Evil characters will only join popular or mob uprisings if the detect opportunity and gain for themselves by doing so. They will attempt to hide their true nature at all costs, to achieve their goals.

Alignment	Feeling	Opinion
Evil	Like	They will occasionally group and band with other evil characters for their own selfish reasons, breaking such alliances as necessary.
Chaotic	Favor	They will favor chaotic characters as being of more interest to the authorities, and therefore a convenient distraction to their own activities.
Neutral	Accept	They accept neutral characters, which they see as the common citizen.
Lawful	Detest	They detest lawful characters who they view as mindless slaves to society who are too scared to act for themselves.
Good	Hate	They hate good characters since who beyond lawful characters oppose them simply on principle and not fear.