Alignment Rules

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The first time a character plays, they may not wish to chose an alignment. This will allow them to better decided on one when they determine what type of character they wish to play. Also the alignment rules are optional and can be completely thrown out if the GM decides. Ultimately alignments are to the benefit of the GM, who can better plan adventures knowing what type of character the players wish to be.

Many characters will need to constantly change to continue to survive and thrive over the course of their lives, and may never truly have an alignment. A character can change his or her alignment after any adventure with GM approval.

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

Good - Good characters are idealists of the natural order and are concerned with the fair play, honor, and duty. They seek to perfect society, which they view as flawed but fixable. They are the idealists that forge the way society works. 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.

- Like lawful characters, who support the current society.
- Accept chaotic characters, which are possibly reformers of society.
- Detest neutral characters, since they chose not to be involved either way
- Hate evil characters, which are the bane of everything they stand for.

Lawful - 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. 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.

- Like good characters, which are the founders of society.
- Accept neutral characters, which they see as the common citizen.
- Detest chaotic characters, which challenge the current accepted society.
- Hate evil characters, which they see as the absolute corruption of society.

Neutral - 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. Although not particularly interested in the order, duty, and order of the good and lawful alignments, they nonetheless respect those values. They wary extremes of any kind, and chose to live the path of convenience that life may offer them. They respect authority only when it is in their interest, and oppose it when it does not. 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.

- Neutrals like everyone for a while.
- Excessive commitment to any one alignment tends to bore them.
- Prefer other neutrals that simply don't care unless it affects them directly.

Chaos - 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.

- Like good characters, which they view as the founders of society, and the possible supporters of change.
- Accept neutral characters, which they see as the common citizen.
- Tolerate evil characters, which they see as extremists.
- Detest lawful characters, which are brainless automatons, with no vision.

Evil - 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.

- Dislike everyone including other evil characters.
- Will attempt to lead other evils and chaotic character to serve their own purposes
- Are really only look out for themselves personally.