
MODULE: ALIGNMENT

Sometimes, the very essence of a character's values and moral compass will affect how the world reacts to her. In these cases, it can be helpful to have a system that categorizes or quantifies those characteristics.

This Module adds alignment to the features of a character in the world.

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Alignment

Each character is encouraged to have an alignment, that is, a codified description of the way they view the world and act towards other people. An alignment is an indicator of how the player feels about the general moral and social beliefs of her character. There are five different alignments: Good, Evil, Selfish, Lawful, and Chaotic. Good, Evil, and Selfish are called the moral alignments, Lawful and Chaotic are the social alignments.

- **Good:** Generally, those of good alignment prioritize helping others over helping themselves. They tend to have strong feelings of obligation towards others, especially those who are less fortunate, and often show generosity of a material or spiritual nature.
- **Evil:** Those who wear the mantle of Evil tend towards actions that actively harm others, even occasionally at the detriment to themselves. They have a need to cause harm, whether that is to revenge old hurts, take retribution on a world that has hurt them, or out of some other hatred of others. Evil characters often feel little guilt or remorse when it comes to acts of cruelty, murder, or other such harmful actions.
- **Selfish:** Selfish characters are strongly self-benefit motivated. They prioritize plans and goals that will benefit them, even when those goals will harm others. They are not evil, as they may try not to harm others at all, but their well-being is the first priority.
- **Lawful:** Characters with this alignment generally have a respect for authority and law and prioritize goals that will benefit their society, hierarchy, or codified laws of conduct over other things. They may be loyal to their monarch or to the laws of the land, or they may be fiercely loyal about the codes of their religious order. Often, they link process and proper procedure with the best outcomes.
- **Chaotic:** Chaotic characters often have a limited trust for organizations, governments, or societies to produce the optimum results. They believe that individuals are more valuable and merit-worthy than organized groups, and tend to believe in things like “gut instinct” and “natural consequences” over rules and laws.

Primary and Secondary Alignment

There are two parts to a character's alignment. Each character has a primary and a secondary alignment. The primary alignment is what the character strives for and most of a character's goals are based around. The secondary alignment is what makes up the smaller part of the character's personality and goals. Characters do not have to take a primary or secondary alignment, but often will lose benefits given to those alignments in-game (items that give power to Evil character, or wells that heal the Lawful, for example). The primary and secondary choices must come from the two different spectra of alignments. If the primary alignment is an moral alignment, the secondary must be a social one and vice versa. For example, a Lawful Evil character would be one whose primary goals were societal or hierarchical in nature, but who was also motivated by a desire to cause pain to others. Such a person might be a fanatically loyal servant of a cruel tyrant-monarch. The person has a respect for his master and generally believes that laws and rules are a beneficial thing. She also loves to do the tyrant's bidding, as this often allows him to hurt others, a need based on his own pain-riddled backstory. A character who was Evil Lawful, however, might belong to the same kingdom, and might follow the laws out of fear of punishment. Her primary goals might be to kill the monarch and rule the kingdom himself (this would entail breaking some laws) so that he could enact cruel dictates and crushing taxes to prove his power and might...using the shackles of law and order as his weapons. A character who was Selfish Chaotic might be someone who is totally amoral, with no concept of right and wrong, perhaps a character who has grown up alone in the wilderness, without other characters to interact with.

Changing Alignments

Although characters may change their alignment between games, or even at critical junctions in games (after life-changing events, for example), changes should be logged with Staff as soon as possible. Staff who are aware of a character's alignment and who see that character acting regularly in a way which would seem inconsistent should mention it to the player when possible. The point of this is to discourage abuse of the alignment system, not as a way to require characters to play in a particular way.

Alignment Awareness

A character is not aware of having an alignment and Powers that affect or detect alignment are felt as affecting the character's moral standing (one might say the character's *character*). So the character might feel "I am unconcerned about that Effect because my conscience is clear" or "I will be hurt by that because of the stains on my soul".

Alignment as Qualifier

A character's alignment may be used as a Qualifier. For example, a spell might do "Wounding 4 to Good". In this case, if the character has that Alignment at all, primary or secondary, it would affect her. "Drain to Selfish" would affect a character who is Selfish, Selfish Lawful, or Chaotic Selfish (as well as any other alignment with Selfish in it).