

D&D Variant

# Another View of the Nine-Point Alignment Scheme

by Carl Parlagreco

With the expansion of the *D&D* alignment system, there seems to be a bit of confusion as to who can do what, or can't do what, and more than a few expeditions have been bogged down in arguments over whether chaotics should be allowed in parties, or if neutral goods are compelled to kill neutral evils, or if its open season on neutrals by everybody else. Since I'm not too fond of this type of arguing, and am very fond of charts, I made one up which has a brief list of rules and guidelines which should be followed by each alignment. It needn't be followed any more strictly than the DM wishes, but I see it as a great aid to play. Now, a brief explanation on the items.

On the matter of keeping one's word, I would assume that Lawfuls would do this, as if people never did what they said they would do, things wouldn't be very orderly, now would they? Neutral and Chaotic Goods would only feel compelled to keep their words to persons who were basically good. For Neutrals and Chaotic Neutrals, giving one's word would probably be little different from not giving one's word. For Neutral and Chaotic Evils, their word would be next to useless.

The attacking of an unarmed foe seems to me to be a pretty nasty thing to do, and one which Evils would thrive upon. A Good would at least have the decency to allow the poor fellow to draw his sword, even if he weren't allowed to put on his armor. Neutrals, on the other hand; probably wouldn't be fool enough to let an angry 15th level Lord get hold of a sword, and then themselves, especially if they were of fairly low level.

Poison is another no-no for Goods. This restriction, however, is primarily directed towards its use against intelligent creatures. Wyverns and things of that sort I consider to be fair game for anyone with a little belladonna.

Helping those in need is, once again, something a Good would do. Neutrals would do it as the whim struck them, or if they were offered a reward. Evils would probably only do it if offered a sizeable reward, or if they thought they could use the services of the rescuee.

The major precept, at least in my mind, about Law and Chaos is the attitude towards *Organization*. Lawfuls inherently like organization, which means working together with others. Chaotics would shudder at the thought of co-operating with others. Dealing with Higher Authority is the same way. For a Lawful, one must follow the directives of those above, or the order of things would quickly crumble into chaos. This is precisely what Chaotics want, and they would tend to not like following orders in most cases.

Trusting in the inherent worth

Being trustful of organizations is another Lawful characteristic. The main effect of this is to have Lawfuls putting their money into banks or hotel safes, while Chaotics would rather do it themselves, like burying it, or hiding it in a hollow tree, or whatnot.

As I said, these aren't firm restrictions, but open to interpretation by the DM. You have probably also noticed that I didn't say too much about the neutrals in most of the explanations. This is due to the fact that they can usually go either way on a matter. Because of this, they, especially the True Neutrals, will take a lot of watching before you can pin them down.

## LAWFUL GOOD

Will keep their word if they give it  
Would not attack an unarmed foe  
Will not use poison  
Will help those in need  
Prefers to work with others  
Responds well to higher authority  
Trustful of organizations



## LAWFUL NEUTRAL

Will keep their word if they give it  
May attack an unarmed foe  
May use poison  
May help those in need  
Prefers to work with others  
Responds well to higher authority  
Trustful of organizations

## LAWFUL EVIL

Will keep their word if they give it  
Would attack an unarmed foe  
Will use poison  
Will not help those in need  
Prefers to work with others  
Responds well to higher authority  
Trustful of organizations

## NEUTRAL GOOD

Will keep their word to others of good alignment  
Would not attack an unarmed foe  
Will not use poison  
Will help those in need  
May work with others  
Indifferent to higher authority  
Indifferent to organizations

## TRUE NEUTRAL

Will keep their word if in their best interest  
May attack an unarmed foe  
May use poison  
May help those in need  
May work with others  
Indifferent to higher authority  
Indifferent to organizations

## NEUTRAL EVIL

Will not necessarily keep their word  
Would attack an unarmed foe  
Will use poison  
Will not help those in need  
May work with others  
Indifferent to higher authority  
Indifferent to organizations

## CHAOTIC GOOD

Will keep their word to others of good alignment  
Would not attack an unarmed foe  
Will not use poison  
Will help those in need  
Prefers to work alone  
Responds poorly to higher authority  
Distrustful of organizations

## CHAOTIC NEUTRAL

Will keep their word if in their best interest  
May attack an unarmed foe  
May use poison  
May help those in need  
Prefers to work alone  
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## CHAOTIC EVIL

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