

# Aligns, Explanations of:

The disposition of a character or creature. It defines who they are and what they are like. The following are the listed aligns, and their definitions:

# Apathetic:

Apathetic means not interested, not to care as to anyone's side, conflict, outcome, opinion, etc.  
A creature can be any align, and yet may also be APATHETIC (it adds definite personality).

# Basic instinct creature:

Serving no align. These are creatures which are free to act for themselves. They have no conscience, knowing not good from evil. Some will serve and portray the good or evil aspects of their master (such as a dog does), but are neither good nor evil. They merely follow what they are taught.

# Chaotic:

Wisdom is 20 points, or more, below Intelligence. At this point a creature is known as chaotic.

This does not necessarily mean dangerous. Persons of good align may be comical and very funny to be around, while evil characters may be dangerous. A basic instinct creature could be dangerous, amusing, or neither. The way a creature acts is up to the G.M.

## Examples:

1

A creature has a 23 Int. & 3 Wis.. It is a basic instinct creature. It decides to attack the company and grabs something in its treasure stash to hurt the company with. It grabs a scroll and throws it at the company. Then it snatches up a handful of yellow-gold and showers the company with money. Soon all its treasure has been cast at the happy company. Seeing that it then has no treasure it commences a physical attack.

2

A creature has a 28 Int. & 7 Wis. It is a creature of good align. It could be easily manipulated and/or befriended. It could agree to be an ally. These types of creatures are most always foolish and extraordinarily bizarre.

3

A creature has a 30 Int. & 9 Wis. It is an evil creature. These are probably the most dangerous of encounters. These creatures will go to any extreme to destroy another creature. Even its own kind. They are manipulating, traitorous, and deceitful, claiming to be an ally one moment, backstabbing the next. They can be humorous in a cynically-morbid way. These creatures are preferably to be dealt with quickly, or left alone.

# Evil:

Morally wicked and corrupt. On the side of corruption and oppressive works. A worker of evil, opposing good in all that it stands for.

# Good:

Spirit of virtue and honesty. A doer of good deeds, opposing evil in all it stands for.

# Holy:

Gifted by the hand of virtue. A holy person or creature will have at least one holy gift, whether it be a magical, enchanted, or natural ability.

# UnHoly:

Gifted by the hand of dark-fate. An Unholy person or creature will have at least one unholy gift, whether it be a magical, enchanted, or natural ability.