

# Good and Evil

The simple way to deal with the issue is to have every character declare they are good or evil and get on with having fun. Alternatively, you can use our Personality Profile. You can download this from our website [www.Genisysgames.com](http://www.Genisysgames.com).

## What is good?

We all do bad things, and we rationalize them, either for survival, saving reputation, or various other reasons. These choices have consequences.

As a good person, you do not kill unarmed or helpless opponents. Also, rape; torture; participating in slavery; cannibalism, and genocide are heinous in the eyes of the gods. Attacking the clergy or desecrate a temple of the "God's of Light," kill a member of your family except in self-defense; use magic to harm the spirit, soul or life force; consort with demons, devils, daemons or their allies. You never destroy a soul, trap a soul or prevent a soul from going to judgment.

Doing any of these things can and will corrupt your soul. These are the vilest of acts. See the table on page 10 for more detail.

Next, let us talk about dungeoneering: Dungeoneering is a home invasion 'robbery.' Unless the dungeon is empty or has no society, you will have to justify your actions. Of course, a GM can designate a race as irredeemable (making killing them and taking their stuff okay). Which races are irreparable is a decision for the GM. A race or nation may decide this is ok also, but the divine laws trump these in the afterlife.

**Grave robbing** is wrong. But, sometimes when the need is great, and the item therein is unique to the demand, Andor may overlook it, but many times the item must be returned.

## *Karma*

Everyone born starts with Karma that needs to be paid off. We call this negative Karma. If you reach zero Karma or a positive Karma, you have made it.

When you have zero or positive Karma, you can start on the road to becoming a Saint or similar path.

If you die before paying off your negative Karma, Ahk puts your soul back on the Great Wheel to be born again. If you die at a Karma of zero or higher, you are admitted into the Palace of Light to live in eternal bliss. If your Karma is below -200 when you die, the gods give your soul to the underworld.

The character or player does not initially know what their karma is. There are ways to find out, see the Witch Path and a few others. The player or GM can roll, but the player should not know the number.

## Why is everyone here?

Well, they have a negative Karma and have to pay off that debt to advance to the next level. As you do good deeds, you gain purity; you can spend purity to change your morality numbers or improve your Karma. Further, you will need to meet purity requirements to attain a status in very elite groups. As you become less pure, you can reduce a morality number.

What can you do with purity?

Apply Purity	
Apply your Purity to	Purity Cost
Improve a Morality 1 point	5 Purity
Improve Karma 1 point	10 Purity
Reduce a Morality 1 point	-4 Points
Reduce your Karma 1 point	-9 Points

## *Purity*

Your Purity changes as you go through your life. Whether willingly or by circumstance, it can change. Your purity changes based on your actions or in action.

<b>Bad Deeds</b>	<b>Purity Points</b>
Murder or child ( <i>Each victim</i> )	-10
Murder a friend or family member ( <i>Each victim</i> )	-9
Murder ( <i>Each victim</i> )	-7
Kill an unarmed or helpless opponent ( <i>Each victim</i> )	-8
Rape ( <i>Each victim</i> )	-6
Torture ( <i>Each victim</i> )	-7
Slavery, buy, sell or transport	-5
Cannibalism ( <i>Each victim</i> )	-5
Participate in Genocide	-30
Attack a Member of the clergy of any god from The Church of Light	-25
Desecrating a temple of one of the gods of The Church of Light	-20
Consorting with demons, devils, daemons <i>or their allies</i>	-5
Serial killing, sadist murder ( <i>Each victim</i> )	-20
Allow a suicide	-1
<b>Good Deeds</b>	
Save a family member or child from death ( <i>Each Person</i> )	1
Save a friend from death ( <i>Each Person</i> )	2
Save a stranger from death ( <i>10 people</i> )	3
Show mercy to an unarmed or helpless opponent ( <i>Each</i> )	1
Stop someone from being raped ( <i>Each victim</i> )	3
Stop someone from being tortured ( <i>Each victim</i> )	4
Save a person from slavery; buy a slave to release them	5
Feed the hungry and/or clothe the naked ( <i>10 people</i> )	1
Shelter the homeless ( <i>10 people</i> )	1
Save a member of the clergy of The God's of Light	5
Restore a temple of one of The God's of Light	20
Vanquish demons, devils, daemons or their allies	5
Other random good deeds	1
Stop a serial killer or sadist murder	10
Meditate for 1 year without stopping	10

During your adventures, you will acquire some corruption. It comes with the job. You may decide to retire because it is too much; seek help; keep going hoping that you can make it out before it is too late; just rationalize that it is for the greater good and hope your soul will somehow get a free pass.

**Effects:** When any of your Personality Profile (**Morality**) numbers are below zero, your soul is grey and is becoming darker... As your numbers in morality are -3 and below you are becoming evil, your numbers can go much lower. A truly evil character has an average of all 5 morality numbers below zero. Those from the underworld have numbers in the -50s, in some or all the moral values. While their masters and leaders are in the -100s.

### **Passive Loss or Purity**

Some locations, magic items or creatures can affect your purity. You use your Divinity/Faith to fight off (Resist) the effects, good or evil. When you are exposed to great good or evil, it affects you. If it is unwanted, you can make a Divinity/Faith check against the power. If you fail, you take the stated effect. You may need to make these checks daily. This is up to the GM and the strength of the item/location or being.