

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.

What is good?

We all do bad things, and we rationalize them, either for survival, saving reputation, or for 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 those in the afterlife.

Grave robbing is wrong. But sometimes when the need is dire, 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 one of your morality numbers.

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 inaction.

Bad Deeds	Purity Points
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
Good Deeds	
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.

Nature of Good & Evil

In the GenSys Tome, it speaks about what is good and what is evil. First, a note about why you may want to be good: You are judged by your actions, not what you think, hope or intend.

Those that are judged evil go to the underworld, willingly or not. These people are bad, even if they had no real desire to do great evil. They may have served those that are evil or wished to do evil themselves. The evilness of your soul when you arrive sets the rank you start at when you join the ranks of the underworld.

Now you are in the underworld. What is next? It is paradise all the sinful delights that your evil patron offers. They are given to you to enjoy over and over. The only variety comes when you outshine or oppress those around you, and then you move up. This struggle is something those in power above encourage until you start to go against them.

Those Judged Good When you finally make it to the Palace of Light, then what? Well, it is a nice place, and people/creatures are lovely, but so what. Well, your location to live is just that. It is yours; it is what you want when you want it, and you can change it at any time, e.g., infinite diversity in infinite combinations.

Souls

Four things make a soul and a 5th that makes you immortal.

Mortality

- **A Mortal Body:** You need a body to experience life and eventually move on. A mortal body must eat, sleep, and breathe.
- **A Soul** is the measure of the goodness of your life. The soul is that little voice inside you telling you right from wrong. All Mortals are born with pure white souls. All wisdom comes from the soul and its experiences. The soul knows right from wrong and good from evil. The Super-Ego rises from here. **The Soul seeks life and procreation.**
- **A Spirit** leads your soul and Life Force home again. This is your intelligence and charisma; it is the heart. It looks for the best in itself and others. You can affect the Spirit with charms, compulsions, emotional and mental influences. Your Id rises from here. **The Spirit seeks the divine and asks, “Who Am I.”**
- **A Life Force** guides you to live your life to its fullest; it is your love of life; it is the fire in you to command, strive, overcome, or be brave. Your Life Force is what feels all the physical pains and agonies of life. Your ego rises from here. **The Life Force seeks growth.**

Immortality

The first races born of the lower branches of the Tree of Life received this, the Gift of Fire. This Divine Host had this gift, but they became corrupt, and they did not value life. So, it was decided to withhold this gift from the rest of the worlds on the tree of life, and each world would be closed off to the others except for those enlightened enough to travel the worlds. When the races understand the value of life, their immortality will be return.

Blood

Why is blood so important? Blood has energy from the divine source, and if it is pure (Virgin), many creatures can sense this. Demons love to corrupt it, and the Gods grant you power for keeping your blood pure. In sacrifices, the blood of a living virgin (animal/person Male or Female) has small traces of the Gift of Fire. This purity opens small cracks into the underworld. The purer the blood, the bigger the cracks. Scions, Immortals, and others with special blood have much more value and using their blood in these sacrifices, and this is highly coveted.

Tears

Why are tears significant? Eyes are the windows to the soul, and through them flows all truth. A tear carries the truth of things that the creature represents, is, and experiences. In the case of divine entities, tears can be very powerful. e.g., *an entity with healing powers would have in its tears a “true healing” power.* Tears of people who emulate certain beliefs or strengths also have some power in their tears. Tears can be used in alchemy to increase the

potency of particular mixtures. *The tears of an assassin could be used to help someone become a better assassin or to see the truth of the harm they do.*

Divine Gifts

The Gods give Divine gifts for leading the exemplary life and following their God's precepts.

Favor

You have become the favored of a God.

Requirement: You gain this when Karma reaches 5+, -205 if you are the follower of an evil god.

Benefits: You gain a +1 luck bonus on every 2d10 check you make. This bonus is Sacred. It is considered a natural bonus. You further gain Fast Healing 3. You gain a +10 bonus to avoid corruption/purification influences. Finally, any spells you cast that use a Resist check, those making such checks gain bonuses from only luck and natural bonuses.

Fast Healing: *You heal the number specified of vitality each round until you reach your full vitality.*

Sainthood

Becoming a Saint carries with it a great responsibility. If you are a member of the Clergy, this calling is even more severe as you then embody the pure soul of a Cleric or Holy Warrior for your faith.

Requirement: Same as above, and you gain this when your Karma reaches 10+. (-210 if you are evil). You must be a divine agent of the God that grants the sainthood.

Benefits: Same as above and you gain several things when you become a saint:

- You pick an aspect of your God if you have not already, and you gain one primary ability along those lines. It should come with some restrictions. Ask your GM. It should genuinely emulate the aspect of your God. This benefit is going to create some work for your GM, and he may ask you for some input, so be prepared with ideas. *A saint of Dara might pick travel as the aspect they want to emulate. The GM gives you movement while on the road of 10 miles per hour, and you can make a standard move in combat as a free action. These abilities would be for life. However, the downside maybe they cannot stay in a place once their mission is complete.*
- You gain an aura (See Aura under Rites), and it must relate to your God, your sainthood, and or the God's moral beliefs. It lasts as long as you are still a saint.
- You gain a physical characteristic that is evident when just wearing pants and a shirt.
- You gain a Holy Symbol Talisman better than the one they have. This Talisman should be a relic of some type.
- Your vision is one-step better. If you have normal vision, you get low-light vision if you have low-light you get Dark Vision. If you have dark vision, your range doubles.

Grace

When you have reached the pinnacle of living your life as dictated by a God, you find yourself in the grace of your god.

Requirement: Same as above and you gain this when Karma reaches 15+, (-215 if you are evil)

Benefits: Same as above, and you can now act with virtual impunity and with your God's blessing. *If you abuse this power, your God punishes you; this is a fall from grace.* You further gain an added 2 to your Fast Healing, and you gain *Regeneration 3*, you heal the number specified of wounds each round until you reach your full wounds.

When you die

- Your (Soul, Spirit, Life Force) leaves your body, and your Spirit guides you home, where Ahk judges your soul. His decision determines if you go back to the mortal world again or that you take the next step in the divine plan.
- Sometimes your soul, Spirit and Life Force separate, either by some force or by a very rare accident.
 - When a **Life Force** separates from the Spirit and soul, the Life Force can become the fiercest of the undead. Usually, there was tremendous anger or fear during the person's death. The most common undead in this scenario is a Revenant; (A Lich does this voluntarily). Your soul and Spirit find their way home and become a Spirit or Muse serving in the afterlife unable to be born again. Until the Life Force finds a way to leave the mortal world.
 - A **Spirit** that separates due to some event left undone in their life. Your spirit seeks to complete some task necessary for your spirit. The Spirit is forever trying to complete its undone tasks. Often the Life Force and soul wander without any Spirit to guide them home. If the Spirit is somehow satisfied, it can seek out the soul and Life Force and guide them to the afterlife. Occasionally your soul and Life Force, if strong enough, can inhabit magical items or persons and attempt to control them, but this is rare and very draining on the person/creature possessed. The soul and Life Force do this to find their Spirit.
 - A **lost soul** is the worst possible outcome. A lost soul is the currency of the underworld. If an unfriendly entity finds your soul, it is a valuable asset to whoever has it. Creatures of and serving the underworld captures these lost souls. They sell these souls to the underworld. Your Spirit takes your Life Force to Ahk, but without your soul, Ahk cannot judge your soul, and Andor is unable to put you back on the great wheel of life. The Gods can put your Spirit and Life Force in an artifact or a legacy item until you can rejoin your soul. There are a few postings that the Gods use Spirits without the soul (IE the Good/Evil meter). They are usually tasks that might blacken the soul. If the Gods place your Spirit and Life Force in a magic item, it tries to find its way to a location where the fates feel you have the best chance to start your journey to reunite you with your soul. If you can find your soul again, then you can leave the item and find your way home. The item loses all but its most basic magical powers. The type of item chosen usually has to do with the event that caused the separation.
 - In all cases of separation, you become vulnerable to evil and the foul practices they use to power their evil deeds. This is why tampering with the soul, Life Force, or Spirit, is only done under the gravest of circumstances. It is also why the Righteous want all mortals laid to rest properly, so they can be judged and go forth.

Samples

- **Undead** do not have life, but they have Life Force. When killed by an undead, that can cause an Undead Curse and spawn more of its kind. This curse traps part of your soul/Life Force/Spirit inside the body while the other parts take over. The body becomes a victim of its passions, pains, and hunger, and seeks to satisfy them, forever. Some have bodies; some do not. Ghosts have their soul tied to an event or object and the Spirit and Life Force seek to finish some task to release the Life Force and let all three find their way home.
- **Angels:** They have a Spirit, Soul, Life Force, and the Gift of Fire.
- **Fey:** The Fey were part of the celestial host during the Second Great War. They did not take part in the fight. Therefore, the Gods offered them a choice; give up your free will and always be just what they were born to be and nothing more, becoming the Fey. Alternatively, they could give up eternal life and have their Spirits placed on The Great Wheel to be born as a new race called the Elves. Those that chose Fey were then hidden away on Twilight Realm, now called the Twilight World.
- **Aberrations and some goblinoids:** They were born of Lilith's Womb. She mated with an Orc and created the Black Orcs. She created many spawns, from her matings with giants, trolls, Ettins, and such.
 - They rarely receive a soul, as Lilith desires them not to have one. They are soulless and unredeemable. If they find any among their race to have a soul, they have put them to death. Therefore, they often leave and hide from the world, hunted by both sides.

- **Dragons:** During the Second Great War, when the Realm of Twilight met its destruction, the tears of the Goddess Mysteria fell on the world-sundering it, and she fell into oblivion. From her tears falling on both sides of your sundered world, the dragons are born as the world rips apart.
- **Treants, Unicorns, Naga, and other Mystical Beasts;** because they were born of Celestial blood spilled on the open tree of life; they do have souls and some free will. However, because of their dual nature, there are some evil elements among them.
- **Titans** are a creation of Sivan. Sivan created them with only the gift of fire. Since Titans do not have souls, they do not know of good or evil, they don't seek to procreate and don't have any desire except for their purpose. They were created to stand watch at the edges of the world and warn sailors of the danger. They also help sailors navigate the waters of Aviron where you cannot see land to navigate. Titans are very dangerous if someone interferes with that purpose, though.
- **Demons/Devils/Daemons:** Were born when Lilith mated with the Gods. Having divine blood, they have the gift of fire. So, they never truly die. However, their souls are so black that they cannot tell the difference between Good from Evil. They were not born of the tree of life, but of a mother of the underworld, that is where their Spirit guides them when they die. Many put their souls somewhere specific, so their Spirit guides the Life Force back to that location, and they can reunite, thereby eliminate a wait time to reform. They only need a body, or if they have the power to dominate one, they can take one.