

# Alignment Tracking

In the AD&D system, much attention is given to the effects of changing alignments. The penalties and affects are discussed in detail. However, little attention is given to how one changes alignment. What constitutes an alignment change, and what doesn't? At what point does a character go "over the line", as it were?

To help the DM keep track of this thorny issue, I have developed a system that can be adapted to keep track of a character's current alignment status. Any event could conceivably affect the character's alignment, shifting it towards another end of the spectrum. Note, however, that good actions do not affect a character if his alignment is currently Good 0. The same holds true for all other alignments.

A character's alignment is broken down into two sub-categories: Law/Chaos and Good/Evil. It is possible to change alignment in one or both categories. The following is the Alignment Tracking Chart. Note that there is one for each sub-category.

**Chart 1. Lawful/Neutral/Chaotic**

1	2	3	4	5	6	7	8	9	10
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**Chart 2. Good/Neutral/Evil**

1	2	3	4	5	6	7	8	9	10
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The character starts out with a score of zero on each chart, regardless of his alignment. Each time that character commits an act inconsistent with his alignment, the marker is shifted a number of boxes to the right. When the marker reaches 10, the character's alignment shifts one category.

For instance, Belie is a LG fighter. She has a distressing habit of slitting throats and torturing prisoners, all in a good cause, of course. In one adventure, she steals a purse from a drunken

merchant (because she was broke). This is a chaotic act, worth two points. Belie now has a score of 2 on Table 1. If this score reaches 10, then Belie will change alignment to Chaotic Good.

In one adventure, Belie tortures and kills an orc prisoner. For this, the DM assigns 10 points on Table 2 and Table 1. This moves Belie from Chaotic Good to Neutral Evil. Had the murders been committed in a land where torture was legal, she may have ended up as Lawful Evil.

Note that certain spells, most of them necromantic in nature, are also evil acts. In my world, it is virtually impossible for a Necromancer to be anything other than evil. This may seem unfair, but consider this: a Necromancer is a mage who specializes in the creation and control of undead forces. Hardly something one would describe as "good".

In any case, it is possible to "erase" points gained on these tables through contrary actions. A Good character who slit a throat (gaining 6 points towards evil) may eventually work off those six points through good deeds.

Check the following table to determine suggested penalties for certain acts.

Action	Suggested Penalty
Cold blooded murder	8
Knowingly causing grievous bodily harm to an innocent	4
Slitting the throat of a helpless person	8
Slitting the throat of a potential enemy	6
Theft under 100 gp	2
Theft between 101 and 1,000 gp	3
Theft over 1,001 gp	4 Chaotic
Torturing an innocent	8
<b><u>Spells:</u></b>	
<i>Abi-Dalzim's Horrid Wilting (TOM*)</i>	2
<i>Animate Dead</i>	1
<i>Bloodstone's Frightful Joining (TOM)</i>	2

<i>Choke (WHB**)</i>	1
<i>Contagion</i>	2
<i>Control Undead</i>	2
<i>Corpse Visage (WHB)</i>	1
<i>Death Spell</i>	2
<i>Destruction</i>	3
<i>Energy Drain</i>	3
<i>Enervation</i>	2
<i>Finger of Death</i>	1 or 3
<i>Ghoul Touch (WHB)</i>	1
<i>Magic Jar</i>	3
<i>Mask of Death (TOM)</i>	1
<i>Mummy Rot</i>	1
<i>Pain Touch (WHB)</i>	1
<i>Power Word, Kill</i>	1
<i>Suffocate (TOM)</i>	2
<i>Vampiric Touch</i>	1
<i>Wail of the Banshee</i> Wail of the Banshee (TOM)	2

\* **TOM:** Tome of Magic

\*\* **WHB:** Wizard's Hand Book

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