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Originating with the Dungeons and Dragons role-playing game, the 9 moral alignments which describe a person’s moral and ethical outlook have gained a cult following on the internet.What is your moral alignment? For each of the following questions, indicate how well it applies to you below. The IDRlabs Moral Alignment Test was developed by IDRlabs. Though the moral alignments used in this test (Lawful Good, Neutral Good, Chaotic Good, Lawful Neutral, True Neutral, Chaotic Neutral, Lawful Evil, Neutral Evil, and Chaotic Evil) originated with the Dungeons and Dragons Roleplaying Game, this test is not affiliated with D&D or any of its copyright or trademark holders. No infringement is intended by the present test. The test provides feedback such as the following: Neutral Good—Individuals who are Neutral Good are directed by their still, small voice and commonly act unselfishly, with just auxiliary respect for whether their activities are lawful or in accordance with social assumptions or customs. Neutral Good people generally approve of what is legal in that capacity and are not naturally rebels, yet they have faith in assisting with thoughtfulness and great deeds through whatever means appear to be important to them. Encouraging great deeds by supporting coordinated society, if that is what the situation prescribes, but jumping on the off chance to go against the grain when this is what is needed, Neutral Good individuals strike a balance between rebellion and order, with emphasis on one or the other viewed as an impairment to the more prominent objective of advancing genuine humanitarian aims across the planet. Or: Chaotic Good—Individuals who are Chaotic Good are solid individualists set apart by a dash of kindheartedness. They seek to look out for everyone's benefit and enjoy being benevolent to other people. However, they have little need for laws and guidelines. Their activities are directed by their own ethical compass which, albeit kindhearted, may not generally line up with the remainder of society. They place a high value on opportunity—for themselves, but also for others. Chaotic Good people are intent on making the right decision; however, their strategies are, for the most part, scattered and may prompt struggle when they come into contact with individuals who lean toward broad organization and arrangements. Or: Lawful Neutral—Lawful Neutral individuals commonly accept moral ideas like honor, request, rules, and custom, and will, in general, hold fast unequivocally to the individual code that they follow. Lawful Neutral people would rather that laws are firmly authorized and that the social request of their gathering is kept up with. Consequently, they will in general credit a high worth to customs and authentic points of reference. The trooper who follows orders since he puts stock in the mechanics of leadership, or the adjudicator who dispenses equity exactingly as per the expression of the law, may be instances of the Lawful Neutral arrangement at work. This doesn’t mean, however, that Lawful Neutral people are unethical; it is just that – to them – moral contemplations come in second when contrasted with what their code, custom, or law directs. DUNGEONS & DRAGONS is a trademark of WIZARDS OF THE COAST LLC. in Renton, WA, 98057. On Thursday, December 22, 2005, a U.S. federal trademark registration was filed for DUNGEONS & DRAGONS. The USPTO has given the DUNGEONS & DRAGONS trademark the serial number 76652346. The current federal status of this trademark filing is REGISTERED AND RENEWED. The correspondent listed for DUNGEONS & DRAGONS is Chad M. Smith of Wizards Of The Coast LLC, 1600 Lind Avenue South West, Suite 100, Renton WA 98057. The DUNGEONS & DRAGONS trademark is filed in the category of Paper Goods and Printed Material. The description provided to the USPTO for DUNGEONS & DRAGONS is fantasy adventure novels. The authors of this free online Moral Alignment quiz are certified in the use of various personality tests and have worked professionally with psychology and personality typology. Before using our online test, please remember that the results are provided “as-is” and should not be understood as the equivalent of professional assessment or recommendations of any kind. For more on our free online Moral Alignment Test, please refer to our Terms of Service. Steven Brown January 31, 2024 Quizzes What’s your DnD alignment? Whether you’re Lawful Good, Chaotic Evil, or anything in between, find out now with our free online DnD alignment test.Unveil your unique Dungeons & Dragons alignment type with our personalized alignment chart results. This tool will provide keen insights into your moral and ethical compass. Just answer a few questions (as yourself or as your character) and get your results immediately.An alignment test is a kind of personality assessment that helps determine an individual’s moral and ethical orientations. Originally used in the role-playing game Dungeons & Dragons, alignment tests are now also used in psychology and personal development contexts. These tests can provide valuable insights about one’s ethical principles and character traits.This moral alignment test is an interesting tool designed to assess your ethical and moral compass. It categorizes your personality based on your actions and choices, shining a light on your outlook toward the world and people around you. The results can serve as a useful self-reflection tool, offering profound insights into your inherent morals and principles — or it might just reflect your mood right now. Take it more than once to see how it changes!Yes, you can definitely take the test without any prior knowledge of DnD (Dungeons & Dragons) games. Use the chart below to interpret your results if you don’t know how D&D alignments work.D&D alignments come in several “flavors.” Here’s a quick rundown of the 9 types.Lawful good (LG) — You can count on lawful good individuals and creatures to be generous and benevolent in all situations, doing the right thing no matter the cost to themselves.Neutral good (NG) — Those who are neutral good help when they can, where they can, according to the needs they encounter.Chaotic good (CG) — Chaotic good creatures are still good, but there can be an unpredictable element to their behavior. They always follow their conscience, even if it doesn’t align with societal expectations.Lawful neutral (LN) — Lawful neutral individuals follow strict codes of tradition or behavior, but these might not always line up with societal beliefs about what’s moral or good. A wizard might value knowledge over kindness, for example.True neutral (N) — Truly neutral individuals don’t like wrestling with questions about right and wrong. They do what seems best in each moment (taking potential consequences like jail time into consideration) without diving into moral codes or complex philosophy.Chaotic neutral (CN) — Individuals who fall into the chaotic neutral category value their own personal freedoms. They follow their own whims and put their own needs first in most situations, but they aren’t driven by the desire to harm others or cause suffering.Lawful evil (LE) — Individuals in the lawful evil category tend to take what they want, but they still feel restricted by a code of conduct that might come from tradition, loyalty, or group order — like the pirate code, a code of thieves, or the rules of a pickpocket guild.Neutral evil (NE) — If an individual is neutral evil, they do anything they want to that they can get away with. They have no compassion for others, and the only limitations they feel are those imposed upon them by an immediate threat of violence.Chaotic evil (CE) — Chaotic evil individuals are driven to violence by internal forces like greed or hatred, leaving waves of arbitrary death and destruction in their wake. Steven Brown is half of the Dragon Authors writing team, crafting fantasy and science fiction for teens and adults. Based in the US, their short fiction has appeared in Australia's Hugo-nominated Andromeda Spaceways Inflight Magazine. Their Peter Pan retelling, The Wendy, was chosen by Goodreads as one of the hottest new YA series of 2018. Have you ever thought that if it were possible to become an angel or evil, you would choose to be an angel with the right and difficult decisions or evil with great power and easy choices? It might happen to all of us that in some situations, we have to choose between good things for everyone or the best thing just for ourselves! This alignment test will help you figure out who decides for you in sensitive situations, Good or Evil?! Many movies like “Chilling Adventures Of Sabrina” have been made on this subject, or their story continues based on a person’s decision to become a good or evil character This alignment test is a tool to figure out your Intrinsic identity, which doesn’t mean that you are limiting yourself. Still, it develops your character and can help you make the right decision at certain times. The test has two types: moral and ethical; each one of them has three positions. Good, neutral, and evil are three types of morals. Good characters usually care about the welfare of others. Still, evil is often trying to harm others, and Neutrals care more about themselves. Ethics also has chaotic, neutral, and lawful. Lawful characters usually follow the social rules, and Neutral people follow only rules that they find convenient or necessary. And chaotic people always try to change or ruin the rules! In this alignment test, there are several special categories, which include: neutral good, neutral evil, chaotic good, chaotic evil, lawful neutral, neutral, chaotic neutral, lawful evil, or lawful good. D&D Alignment Test As you might know, Dungeons & Dragons is an old fantasy role-playing game that defines different characters with a compass. It will decide every player’s strength, wisdom, Dexterity, Constitution, Intelligence, and Charisma and classifies them into different races and classes. Players must choose between two options, one as the character of “law vs. Chaos” and the other as “Good vs. Evil.” This d&d alignment test also does the same job and helps you find your race. So if you want to know about your d&d character, don’t waste any more time and take this test! Moral Alignment Test The moral alignment test is usually for those who don’t know much about the d&d, but they need to discover their moral character. However, like in real life, these are just guidelines and not rules that you have to abide by. You may have the characteristics of one or more alignments, and this depends on the different conditions that we will lead you to in this test. The most important thing about it; is how the moral alignment test will mix up the scenarios with good, evil, and lawful stories and the way you will face them. Political Alignment Test Most of the d&d players like the political intrigue of the game’s characters and would like to include politics in their roles. Lawful or Chaotic are usually about the power of law and order, which can be seen in all the characters’ roles. Also, Good and Evil have this sense of politics in them. So if you are interested in the dungeons and dragons game, you might like to know which type of political role you are. Still, without having an appropriate evaluation system, it’s hard to find your best character. This alignment test will help you to figure it out real quick! The alignment chart test will explain all your point of view! The alignment chart test is based on the d&d game that works as a 3*3 chart with one axis of lawful, neutral, chaotic, and another axis with good, neutral, and evil that gives 9 possible results. In this alignment test, you will have the opportunity to find your place in this exciting chart of the d&d game and have your character! So stay tuned and take this test! Character Alignment Test Today, it’s fairly obvious that everyone likes to know about the Moral characteristics of themselves and others. Are you excited about it too? Cause if you do, the character alignment test will tell you everything you want to know about your personality and walk you through all kinds of situations to specify your choices. Are you ready to find out where you align? Ok then, Let’s do this! Image: Pixabay by johnhain "Search for your moral alignment in this fun and interactive personality quiz! Play now to discover where you fall on the spectrum of Lawful Good, Chaotic Evil, and everything in between. All About You! What's Your Moral Alignment? By Tasha Moore is an 8-minute quiz that will have you thinking about real-life scenarios in a whole new light. Learn about the nine possible alignment outcomes and how they relate to your personality. Whether you're a seasoned ""Dungeons & Dragons"" player or a newbie to the alignment system, this quiz will guide you through the process of determining your moral label. Dive into the world of good and evil, chaos and order, and see where you truly stand. Discover your deepest desires and get to know yourself better with this what is my moral alignment personality test. Are you a hero fighting for justice, a rogue causing mischief, or something in between? Take the quiz now to find out and uncover the secrets of your moral compass." fotostorm/E+/Getty Images An ally at your job just informed you that upper management has been reviewing your work performance behind your back. What do you do? I'd hope so! It's the job of upper management to do that type of thing. I find a way to trip up the "ally," get them written up to take the heat off of me. Tell this "ally" the same thing to incite them to dig deeper so I don't have to. I expect daily updates. An emergency requires that your friend drive cross-country and there's no one else to help them drive. Do you help out? Yeah, but only if I don't have anything important going on. I'd drive the first leg then "get sick" and have my "friend" take us on through. Yes, and we're stopping whenever I get the itch to see some sights along the way. No problem. I just have to make sure that my boss is OK with it first. Pixabay by lechenie-narkomanii In the course of you assisting a childhood friend in physically getting their money back from a swindler, the thief insinuates violence. Do you bail? I'd turn on both of them. Why leave when things are just getting good? I probably can reason with the thief first. First of all, inform the authorities about the theft. If riches are a life goal for you, what is your plan for attaining it? Use others to fatten my pockets Anything that's constructive You want to settle down with someone. Do you choose the disloyal person who has lots of money or the very loyal person who has little money? The loyal person who has little money The loyal person who has lots of money - I know they're out there. Pixabay by PublicDomainPictures By some fluke you are able to be invisible for 24 hours only once. What does such a day look like for you? I'd be busy cleaning homes of those who are shut-in. Divulging that would defeat the purpose. moodboard/Cultura/Getty Images You walk behind someone you know has been begging in the hot sun all day, and they mistakenly drop a dollar bill from their small pail of earnings. Do you pick up the bill and run? I leave the dollar there for someone else who probably needs it and I give the beggar two dollars. I'd give the beggar the money back minus my finder's fee. They'll be back to pick up that money. Many successful people have said that money is meant to be spent. Do you agree? I'd rather save my money. Spending and profiting from other people's money is the key to success. Who has that kind of time or money to spend? Spend your money on me if you want to be successful. While in the comfort of your own home, you look through your window and notice a neighbor kicking another neighbor's cat. The cat needs medical assistance as a result. What's your reaction? I hold the cat for ransom. I immediately inform the authorities about the matter. 10'000 Hours/DigitalVision/Getty Images Your tipsy boss wants to talk politics at a party. Do you get chummy? I'd engage, get them relaxed and wait for them to spill the beans on intel that'd benefit me. I'd express my opinions with no fear. No office party for me, thanks. I'd feel bad about lying, but I would agree openly with everything my boss says. Use the emergency door marked "Alarm will sound," or no? No. I'd keep looking for the right way to exit. I'd push through if it was for an emergency. Brake for a puppy crossing the street, or drive erratically to avoid it and save time? I'd get out of my car and direct traffic to keep the dog safe. I veer. Move out of my way, drivers and dog! Spiderstock/E+/Getty Images The super wants to fix a leak from your unit. Do you let them in to stop a flood below you? What superintendent? What leak? What neighbor? What 10 million knocks on my door? Yeah, but I want a rent discount for the inconvenience. My lease stipulates that I am to allow the superintendent access to my unit in these cases. A traffic officer gives you a speeding ticket. Do you contest it? No. I probably was driving too fast. I'll pay it. The police need to make their daily quotas. They caught me slippin'. I'd bribe the officer. I don't need any more points. An individual's rights are more important than the rights of the group, correct? Should an entire group of people suffer for the sins of an individual from that group? No. You never really understand why any individual does anything. Why punish the group for something we don't fully comprehend? It depends on the severity of the damage. It depends on what the individual did. Yes. That's the natural order. While in prison, do you escape with other inmates, or snitch for perks? Snitch and receive prison privileges until the next debacle I tell the warden because it's the right thing to do. I tell the warden in spite of the privileges. I tell another prisoner and trick them to tell the warden. We split the privileges. You capture video of your neighbor hitting your parked car. They say nothing. What now? What rock through my neighbor's window that very same night? I take my dent and my footage to court. I'm suing! I get my car fixed and ask the neighbor to reimburse me. If they don't, oh well. I contact law enforcement with the footage. Do you share the abundant spoils of a thieving friend, or snitch for reward money? I want to bring those who've broken the law to justice. Rob the friend. Who are they gonna tell, the authorities? I'd tell my friend that I intend to snitch to give them a head start. I bribe my friend to reap some of the theft riches before I turn my friend in to collect the reward money. Do you sacrifice your well-being for the comfort of others? Only if I can get something out of it Yes. We're all in the "soup." Only for friends and family gradyreese/E+/Getty Images Your partner's dog chewed up your favorite pair of shoes that cost $1000. What's your retaliation plan, if any? What dog? I don't see any dog. It's only fair that I get reimbursed something, maybe not the full amount. I want my money back with interest or the dog must leave. No retaliation. I just want all of my money back. SDI Productions/E+/Getty Images There's a widespread famine that's lasted for months. Food is scarce, but you have enough canned food in your basement to feed several families for one year. Care to share your reserves? Only when people start getting really sick Just a portion, not all of it In which political office would you do the most good for people? John M Lund Photography Inc/DigitalVision/Getty Images There's a rumor going around about your shady past. How do you respond? "What exactly did you hear?" Your co-worker has been promoted to be your supervisor; the two of you started the job at the same time and at the same level. Could you handle this new relationship? I'd trip them up. They'd be out the door by the time I'm finished with them. I'd probably get a lot done with a former co-worker as my supervisor. Who cares? Someone has to do the job. You travel to another country where the laws are quite different than the laws in your home country. Do you make it a point to abide by these different laws? I'm not looking for any laws. I want to have a good time. Oh yeah? Let's see what happens if I break some laws over there. I'd ignore those laws like I ignore every other law. I would have already read up on the laws and customs before traveling there. David De Lossy/Photodisc/Getty Images You get a flat tire on the road leading to your neighborhood. Will any of your neighbors in the passing cars stop and help you fix your tire? Yup. I have dirt on all of them. I'd call roadside assistance. Yes. I'd expect to be treated how I'd treat others. Naw. I'd better get to that flat tire before it gets dark. Crime is up in your town and someone in your community invites you to participate in the neighborhood watch program. Do you contribute your time to help protect your village? Sure. I'd need to watch those who unknowingly are watching me. Any reason to get together is a good reason. That's a waste of my time. You notice a former friend from grade school in a market that you just entered. Your former friend looks really good, like life has been good to them. Do you go after your old friend or let the past stay in the past? I find my "friend," pretend to be someone else and shake them down for whatever I can get. I'm sure that, like me, they wouldn't care. Yes. I'd love to learn the secret to their success. Only if I'm having a good hair day skynesher/E+/Getty Images A financially challenged sibling wants to stop paying you back a loan. What say you? The payment schedule never stops, no matter what. I'd update the terms of our contract to better suit their new financial condition. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. 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one character, though the theory that alignments are carryovers from a prototype that had vastly different characters using the same identities has gained some support after more information about it was revealed. Another suggestion is that the alignments reflect how the Servants see themselves rather than how an objective assessment would classify them. For example, the theory is that Assassin is classified as Neutral Evil because he sees himself as a villain, but he's actually more like True Neutral. And Gilgamesh thinks of himself as a hero, but he's actually Chaotic Neutral at best. Gilgamesh's alignment also falls into how he's characterized in his original legend, so the alignments of Servants might also take the Heroic Spirit's legend into account as well. And Rider's history (which is very different from how Classical Mythology describes her in real life) could also support a Chaotic Good alignment. Assessment of her during the actual game has to be weighed against the fact that she has a rather vile Master ordering her around, and one of the routes involves her joining the heroes' side. Aside from the normal Good-Neutral-Evil alignments, there is also "Insane" alignment, reserved for Berserkers too severely affected by Madness Enhancement to classify normally. Honkai Impact 3rd: While the game itself doesn't have a character alignment, the chibis of the Stigmata characters are each assigned one of the classic D&D-style alignments. For instance, Sirin and Elizabeth Bathory are Chaotic Evil since Sirin is the Herrscher of the Void (the Superpowered Evil Side of the game's main character) and Elizabeth Bathory is based on the historical murderer Elizabeth Báthory. Mortal Kombat: The game tended to keep to a dichotomy of good vs evil for the most part, but the Order Versus Chaos element is also heavily played and hard to ignore. For one thing, the first game made reference to Shang Tsung corrupting the Shaolin tournament and the furies, shifting the side of the tournament's order alignment to the chaos alignment. Later on, we see Shang Tsung's boss, the Emperor of Outworld, Shao Kahn, who uses his extermination squads to invade and merge other realms using brute, compassionate-free, aggressive force, all while completely ignoring and defying the rules and regulations the Elder Gods commanded to stop this happening. Later on, in the 6th installment Mortal Kombat: Deception, we are presented with the former ruler of Outworld, Onaga the Dragon King. Who still wants to merge the realms much like Shao Kahn, but do so by merging the special kamidogu instead, which would combine the realms automatically, creating complete stability, without the need for violent conquest. This is the game where the Order Versus Chaos dichotomy comes into play. With only a handful of 'good' characters left, either killed or brainwashed to serve as Onaga's pawns, we're left with previously (and new) 'evil' or grey characters teaming up and binding together to fight on the side of chaos to fight for freedom that's threatened by the side of order. Suddenly it's no longer about good vs evil. New realms introduced in the series include Chaosrealm and Orderrealm. Introduced characters that maintain morally grey and/or take no stances on good and evil include a guardsman from the Orderrealm outright stated to want to preserve law and order at all costs, a cleric from the Chaosrealm with a desire to see the world descend into turmoil with a militant obsession to oppose any control (good or bad), a resistance revolutionary from Orderrealm taking a leaf out of the chaos book to fight for freedom in Orderrealm and oppose all regulations and laws, and your standard Wild Card mercenary that takes no sides in the whole ordeal (good, evil, order, or chaos). If order wins, the universe will be destroyed. If chaos wins, you can celebrate for about a minute before you realize you helped your former evil return. You're screwed either way. NetHack has D&D-inspired Order Versus Chaos alignment system which decides what artifacts you can use, what deities you worship, and if you get punished for things like stealing from shops or attacking peaceful creatures. The Unfought Big Bad evil god Moloch is unaligned. Nexus Clash has a simple Karma Meter from good to neutral to evil, but class choices add another axis based on free will, as some choices constrain you to serving a particular moral absolute and some do not. Every character in the Ogre Battle series has an alignment, ranging from Lawful to Chaotic, which changes based on their actions during battles. (Characters which attack enemies stronger than themselves, for example, grow more lawful, while characters who hunt down and destroy weaker units [or single-handedly defend liberated cities against hordes of weak enemies which the Empire will mercilessly send to their doom] will grow chaotic.) Alignment affects what classes are available to a particular character. Lawful characters tend to have "light" classes (cleric, knight, angel), while chaotic ones tend to have "dark" classes (wizard, dark knight). Just remember Dark Is Not Evil and Light Is Not Good. In addition, there is another measure available only to the main character which goes by multiple names but is generally known as Reputation. The two are completely separate — you can be utterly evil but still be famous and respected for your strength. Many special characters will only join you if your Reputation is high or low enough to suit their tastes, and it affects your ending. Rakenzarn Frontier Story lets you swing between Lawful Good and Chaotic Good. This mostly determines how well you get along with your party members as well as the outcome of certain quests. Rakenzarn Tales lets you swing between Lawful, Neutral, and Chaotic Good, depending on your choices. This has a big factor in determining who will join your party and how various people will react to you over the course of the game. RuneScape: During the quest "The World Wakes", the player is given a test to become a guardian of Guthix. To pass, you much give one Lawful Good, one Lawful Evil, one Chaotic Good, and one Chaotic Evil answer to any of the four questions you are asked, thereby proving that you are in balance. The various gods and factions of Runescape represent various alignments, although many characters claim to be one alignment but act like another. A recurring theme is how all of the gods and their factions aren't so different. Although Guthix is known as the God of Balance and his followers claim to follow a philosophy of Balance Between Good and Evil and order and chaos, Guthix's true alignment turns out to be closer to Chaotic Good when it is revealed that he hates war and wants mortals to live free of the tyranny of gods, including himself. His followers have been shown to have a wide variety of alignments due to misinterpreting his teaching in various ways. Saradomin is the god of Order. Many of his followers are Lawful Good, but it has been shown that Saradomin is far from this due to his character flaws, but he is self-aware of this, engaging in "Do as I say, not as I do". In the distant past, he was an evil tyrant before he went through a Heel Realization. Saradomin's rival, Zamorak, is the god of Chaos. Many of his followers are Chaotic Evil, but he believes that chaos leads to the betterment of society, so he claims to be Chaotic Good, but is a little bit too extreme. He gets upset about his followers misinterpreting his teaching and committing atrocities for the sake of chaos or for selfish reasons. Armadyl is the god of Justice and Law. Unlike Saradomin, he actually does a good job of following the ideals he expects his followers to follow, but like Saradomin, isn't without his flaws. He wants to achieve peace, but he went about this by starting a war with his rival Bandos. The only major god who is unambiguously and completely evil is Bandos, the Chaotic Evil god of war. His only sympathetic trait is that unlike most of the other major gods, he isn't a hypocrite at all, being completely honest about what he wants and what he believes, and actually does it always. An aversion, Zaros, the god of control, can't really be placed in any alignment because Word of God has stated that he runs on Blue-and-Orange Morality and has very little emotion. He has little interest in achieving any ideals and sees the fighting between the other gods as petty. During the time he ruled over a vast empire, he ruled with a style that could be interpreted as Lawful Good, Lawful Neutral, or Lawful Evil, and his followers (even his most loyal ones) were spread across just about every alignment. He has now given up on ruling over mortals and wants to manipulate events from the shadows. Ultimately, he just wants to accomplish his goal of stopping the Elder Gods, which is a noble cause and will do whatever it takes to accomplish this. The other major factions in the game support the Neutral Good god of peace Seren, the Chaotic Good god of hedonism Marimbo, the Chaotic Evil Trickster Sliske (who is ambiguously a god), and the Cloud Cuckoo Lander god of deliciousness Brassica Prime. The exception is the Godless Faction, which, like Guthix, wants the world to be free of gods, and although their philosophy claims to be Chaotic Good, has also shown some extremism that shows they are similar. A rare action game example, Shadow the Hedgehog works off this system quite well. Using branching storylines, the player would choose multiple endings using a system of levels made up of three outcomes: hero, neutral, and dark. The final levels would involve only two outcomes (neither could be neutral), which would decide the boss fought and ultimately the ending. The "path" names are non-canonical; instead, there are 326 (!!!) combinations you could possibly take through the levels, each with their own name. However, each combination must end with one of these endings. It's subverted in the end; Shadow fights the gargoyle-like Black Doom and just saves the world. Alignment plays a huge role in the Shin Megami Tensei series of games: Each monster is classed on the Law-Neutral-Chaos axis and the Light-Neutral-Dark axis. The former is the important one: monsters that are Chaotic will refuse to join you if the main character is Lawful and vice-versa. The alignment of the main character is determined by the type of monsters he summons (eg: Lawful creatures will move your alignment towards Law), by his responses to philosophical questions asked at key points of the game, and by whose dirty work (The Messians or the Gaians) he carries out. The ending of the game is determined by the final alignment of the main character. Interestingly, Neutrality is presented neither as the uncaring or balancing alignment, but rather one that focuses on individual choice and inner strength, as opposed to relying on outside power. Megami Tensei I & Megami Tensei II feature alignments along the axis of Good-Neutral-Evil. Shin Megami Tensei features an alignment system along the axis of Law-Neutral-Chaos — Light-Neutral-Dark is not actually a Good-Neutral-Evil axis in the traditional sense, insteadbut representing the mythological reputation of the entity in question as something to be revered or reviled; the original manual describes Light as "closer to a god" and Dark as "closer to a demon." It is the earliest known videogame to have an alignment system that directly affects the direction of the storyline and which of the Multiple Endings the player is given, through the choices and actions the player makes that alter the player character's alignment. Shin Megami Tensei II uses the same kind of alignment system. In both cases, the main character's actions on the Order Versus Chaos axis determine the ending, and the game does not take a stand on which path is best. In Shin Megami Tensei III: Nocturne, the previous system of alignment is discarded in favour of three specific philosophies: Shijima (which is closest to Law, except that the Knight Templar tendencies take a different form), Musubi (Neutral, focusing on individuality and freedom of choice), and Yosuga (Chaos with a heavy dose of the elitism that Law was previously known for). Also, there's screwing them all and either returning the world to the way it used to be, or leaving the Vortex World the way it is, and in the Maniax edition, True Demon, in which you say "fuck that noise," give up your leftover humanity and join Lucifer's army in order to take out God and keep this stuff from happening over and over again. Games outside the main continuity tend to ditch the alignment system completely. Devil Survivor, despite having Multiple Endings, bases your ending on who you ally with to gain control of Babel and end the lockdown. These six endings are still somewhat analogous to the classic Shin Megami Tensei alignments; Law — Amane (Utopia Justifies the Means) / Atsuro (My Country, Right or Wrong), Neutral — Yuzu (Bystander Syndrome) / Gin (Reset Button), Chaos — Naoya (Rage Against the Heavens) / Kaido (The Social Darwinist). Shin Megami Tensei: Strange Journey incorporates Law/Neutral/Chaos into battle gameplay: When you or one of your demons hits an enemy with an element they're weak to, other allies of the same alignment will execute a Demon Co-Op attack. Enemies cannot do the same, however, although it's still a good idea to prevent yourself from being pounded with too many weakness attacks. Majin Tensei II: Spiral Nemesis lets your character also move along the Light/Dark axis. This is interesting, as according to the usual representation of the system, although a human can lean toward Light or Dark within the Neutral category, they can't leave it without ceasing to be human. In short, there are four major characters in the series that represent each of the four ends of the axis. Lucifer (Chaos), YHVH (Law), Philemon (Good), and Nyarlathotep (Evil). Splatoon 2 had an online event called Final Fest: Splatocalypse that focused heavily on the axis of Chaos and Order. During the event, players were able to align themselves with either Chaos or Order, and could then do battle with members of the opposing alignment in an all-out Turf War. In celebration of the event, this piece of official artwork was released showcasing all of the game's characters arranged according to their alignment, and each one's reasoning was discussed in greater detail on the game's social media. The creator of Super Cat Tales did an official designation for each of the cats' alignments, at least for the majority of cats in Super Cat Tales 2. He classifies Alex as Neutral Good, Shinji and Amy as Lawful Good, McMeow and Olli as Chaotic Good, Luna and Brutus as True Neutral, Kuro as Chaotic Neutral and even the Hikari City mayor cat as Lawful Neutral. In Tavern Talk, each of your patrons has an official alignment listed in their profile. Though you'd miss it if you didn't look specifically for it, one character in Tokyo Twilight Ghost Hunters refers to characters this way by tacking the initials of their alignment onto their name. Mifune, the Lawful Neutral student, is called LN-Mifine. The yakuza member with a good heart is given the prefix CG, or Chaotic Good. So on and so forth. The player character, however, is given the prefix LG, or Lawful Good, despite being capable of being anywhere on the alignment list. Though True Neutral has them be The Ditz by making them space out or lick everything, and Chaotic Evil is more along the lines of Chaotic Stupid because you're antagonizing paying clients and needlessly destroying things that you have to pay for. The five tidal affinities of Torment: Tides of Numenera serve as an alignment system, with the Last Castoff having one or two dominant: The Gold Tide represents charity, compassion, empathy, sacrifice, and other selfless traits. The Indigo Tide encompasses justice, compromise, the greater good, and other communally-oriented traits. The Silver Tide involves admiration, power, fame, and other ambition-related traits. The Red Tide includes passion, emotion, action, pathos, zeal, and other emotional traits. The Blue Tide maps to reason, insight, wisdom, and other intellectual or mystical traits. Wizardry uses the good/evil axis, though it leaves out order and chaos. The manual states that a good man helps an old lady across the street, a neutral man crosses the street and helps an old lady across, an evil male PC helps a young lady across the street, and the level of evil they all oppose helps an old lady halfway across the street. A note adds that since the game uses Purely Aesthetic Gender, a good woman helps an old man across the street. In Wizardry: Tale of the Forsaken Land all characters have one of three alignments good, neutral, or evil. A character's alignment along with their race determined their personality, affecting how they gain or lose trust with the party leader. Additionally some classes require the character to be of a certain alignment. The Order of the Stick, naturally, as it is loosely based on the Dungeons & Dragons world. However, the comic proceeds to completely deconstruct the concept in a realistic manner to create believable characters with interesting motivations. One of the best examples is the juxtaposition of Roy and Miko during No Cure for the Paladin Blues. They're both Lawful Good (at least to begin with), but take completely different approaches to their alignment — Miko is a humorless Knight Templar who is fiercely uncompromising when it comes to fighting what she perceives as evil, while Roy is more of a Small Steps Hero who always prioritizes helping the innocent. Roy: You're not Good, at least not any definition of Good I would want to follow. You follow the letter of the alignment description while ignoring the intent. Sure, you fight Evil, but when was the last time you showed a "concern for the dignity of sentient beings"? You're just a mean socially inept bully who hides behind a badge and her Holier Than Thou morality as excuses to treat other people like crap. A non-good example of this is Redcloak, high priest of an evil god who has a plan which will either end with world domination or world destruction. He is a well-developed character with deep personal motivations for his cause, a complex relationship with the lich who killed his brother, and his primary motivation is to change the quality of living for his species (at the expense of any other race). Well, he continues to say that his primary motivation is to improve the quality of living for his species. Other characters have pointed out that what Redcloak really wants most of all is to never have to admit that he was wrong, because that will mean that there might have been a way to achieve his stated goals without so many goblins dying in the process, especially the aforementioned brother and his family. Several strips also give an excellent illustration of alignments coming into conflict: The Lawful Good Celia, Chaotic Good Haley, and Chaotic Evil Belkar encounter a couple of Lawful Evil Hobgoblins. Belkar stabs the Hobgoblin because he just likes killing. Celia is horrified at his random unlawful murder, but Haley justifies it by saying that as they are fighting a war against evil, the unjust killing was, if not necessary, then at least acceptable. However, then they come into contact with a friendly gnome merchant, who Belkar then also stabs. Haley is horrified, but Belkar points out that the gnome's cart and donkey are of great use to the group, and likely to benefit the resistance more than his hobgoblin slaying. Celia then starts commenting on how similar the situation is, and sarcastically suggests that Haley should paint the corpse to look like a Hobgoblin so that Haley can more easily rationalize this second unlawful killing. The endless alignment debates over Vaarsuvius's Deal with the Devil in Don't Split the Party, and whether it was True Neutral as Word of God insists it was. It's gotten to the point where people jokingly start arguing about alignments every time a character moves a muscle. Some fans jokingly argue that Belkar could fall within the bounds of Chaotic Good. In this case, it's more a bad case of Draco in Leather Pants than ambiguity because not only has Rich Burlew gone on record multiple times stating that Belkar is canonically Chaotic Evil, Belkar actively revels in it. But in later comics Belkar appears to have begun shifting his alignment, or at the very least is going through Character Development to no longer be a total bad guy. He began by acquiring a Morality Pet in his cat Mr. Scruffy, then learning to fake being a team player in order to be able to get away with doing what he wants more often, but he even seems to have now discovered that Good Feels Good. One comic showed that his deepest wish is to die and end up in the same afterlife as Lord Shojo with both of them pampering Mr. Scruffy together, which will never happen due to their different alignments. Xykon, the Big Bad, was from the beginning thoroughly Chaotic Evil with no real explanation in his backstory as to why. He finally received a little depth in later strips when it was revealed that one of his primary motivations is that he doesn't want anyone to be able to tell him what to do - not even the gods. Darths & Droids: The comic has remained deliberately vague about the rules and game mechanics of the RPG that the characters are playing. There does appear to be some sort of alignment system: in strip 192, Pete, the resident Munchkin, identifies his Do-Anything Robot character as Chaotic Neutral. And later: Alignment comes up again when the party tries to explain to Corey why it's a problem when Luke uses some paper: Sally: Yoda told us that paper has corrupted midi-chlorians. It's eEeEeEe-vil.[...]Corey: When has paper ever been evil?Sally: Money. Paper cuts. Exams. Bills.Pete: Bills are lawful neutral.Sally: Lawful neutral is just evil with extra steps. Goblin Hollow: Ben explains alignments. Bittersweet Candy Bowl: The characters run the gamut. Larisa Korolev from Sandra and Woo is said by Oliver Knörzer to be a prime example of the Chaotic Neutral alignment. Rusty and Co. uses character alignment to humorous means. The Princess, a Monk, is quite Lawful Neutral. After Calamitus, an Evil Sorcerer, charms an innocent audience to attack her, she does not hesitate to knock them all out, contrary to the bad guy's mistaken belief in her being Good. Madeline the Paladin is quite Lawful Good and veers quickly into Lawful Stupid if she's not intercepted into planning before an encounter. Calamitus is a Large Ham, served Chaotic Evil. El Goonish Shive: In The Rant of this comic, Dan provisionally agrees with the claims that Grace would be Neutral Good, Ellen would be Chaotic Good, and Elliot would be Lawful Good. Precocious has a character alignment page here (made by a character In-Universe). Though, given the cast makeup, it's likely that several of those who weren't listed are to the south end of the axis. Notably, the Alt Text reads: 'This thing needs more evil and/or chaotic rows.' As far as the In-Universe artist? 'You can't classify me!' Kevin & Kell has an alignment chart of the characters now. True Villains has bonus material revealing many of the characters' alignments, although several of the Villain Protagonists cheerfully self-identify as Evil as well. In an odd twist, the Gods are all canonically Above Good and Evil. Friendship is Dragons: As a "what if MLP was a D&D game" comic, these are of course inevitable. They're using 4th edition, though, so the alignments mean slightly different things. Twilight Sparkle is Lawful Good. This forms the core of her identity to try to do good, especially in the name of her lawful patron Celestia. The irony that the girl who likes rules is the one who is constantly taking the campaign Off the Rails is probably intentional. Pinkie Pie is Unaligned (sort of a less devout True Neutral). Rarity grumbles that Unaligned bards tend to use their alignment as an excuse to do whatever they want. Applejack is Lawful Good. She is more of an Honest Corporate Executive, keeping all her money-making schemes within the bounds of the law and helping others. Rainbow Dash is Chaotic Evil. While she initially seems like she's using the alignment as an excuse to start fights whenever she wants, when another character briefly plays someone Chaotic Evil, she explains that it's important to reign yourself in so that the other players don't get pissed and kick you out. The trick is to only "randomly" attack the characters that everyone else hates, but can't attack because of their alignments. Rarity was originally Evil (roughly equivalent to Neutral Evil), but shifted to Unaligned after the first session. Her primary concern is herself and her friends; everything else is irrelevant. Fluttershy is Good (Neutral Good), and spends most of her time worrying about the feelings of absolutely everyone, including the monsters they meet. xkcd: has done character alignment charts twice. The first is an alignment chart that lists the alignments of different kinds of charts. The alignment chart itself is True Neutral. The second, which was released exactly one year later, shows how people of different alignments arrange eggs in a partially filled egg carton. The sci-fi author John C. Wright has come up with a setting which uses a rather complex and confusing concept for alignments. "Alignment" essentially boils down to being loyal to one faction or another. In another post, he posited the idea of alignments based on real-life worldviews (from his conservative Christian point of view), with Classical (corresponding to Pagan philosophy), Principled (corresponding to theology), and Conventional (corresponding to modern ideology). It is also, more or less, classified following four classical virtues (prudence, justice, temperance, and fortitude): Classical Virtues Alignment Prudence Legalism Justice Zealous Temperance Quietism Fortitude Fatalism Balances All Virtues Principled And three cardinal virtues (faith, hope, and charity). Or the lack thereof: Cardinal Virtues Alignment (lack of) Faith Pragmatism Hope Ideologues (lack of) Hope Mystics (lack of) All Three Nihilism Adventure Time has mentioned the idea of Character Alignment on occasion, such as the unaligned ant from "The Enchiridion!" and the in-universe-identified Chaotic Evil Hunson Abadeer from "It Came From the Nightosphere" and "Return to the Nightosphere". Near the end of "Ignition Point", Finn and the Flame King even use D&D terminology to discuss the alignment of the flame people and Flame Princess. Discussed and parodied in Animaniacs (2020), where Yakko at one point insists that he and his siblings can't be pickpockets because "we're Chaotic Good! It would go against our whole Character Alignment!" Alternative Title(s): Grid Alignment FilterEnglishEspañolPortuguêsDeutschFrançaisItalianoРусский中文日本語العربيةفارسیCatalàČeštinaDanskEestiHrvatskiIndonesiaLatviešuLietuviųMagyarMalagasyMelayuNederlandsNorskPolskiRomânăShqipSlovenčinaSlovenščinaSrpskiSuomiSvenskaTagalogTürkçeTiếng Việt繁體中文עבריתБългарскиქართულიOther+ V are a player creating your first character or a seasoned Dungeon Master designing your millionth NPC, the question of alignment is one that must be answered. Dungeons & Dragons, along with various other Role-Playing Games divide characters, creatures, and NPCs into categories based on their alignment, or role in the world. These categories have been defined by two axes, Lawful-Neutral-Chaotic and Good-Neutral-Evil. This guide will help to explain the alignments and better understand the characters defined by them.1. Lawful GoodThe "Knight in Shining Armor" trope is fitting.The alignment "Lawful Good" represents a character who is strongly committed to upholding the law and doing what is right. These characters are guided by a strict moral code and believe in using their abilities and power to help others and protect the innocent.Lawful Good players are willing to follow rules and laws even when it is inconvenient or unpopular, as they believe that order and stability are necessary for the greater good. They may be seen as uptight or inflexible by some, but they are driven by a strong sense of justice and fairness.Lawful Good Behavior:Defending weaker or defenseless characters.Allowing an enemy to surrender.Reporting illegal activity to the authoritiesUsing themselves to shield othersRefusing assistance for the good of the group.Sacrificing their own life for another.Lawful Good Characters:2. Neutral GoodNature is perhaps the most neutral of all forces.The alignment "Neutral Good" represents a character who is guided by their own sense of morality and desire to do good, but who may not necessarily be bound by laws or strict codes of conduct.Neutral Good characters are willing to make sacrifices and take risks to help others and make the world a better place, but they may also be more flexible and open to compromise than Lawful Good characters. They believe in balance and do not see the world in absolutes, recognizing that there are often multiple sides to a situation and that one solution may not be the best for everyone. Neutral Good characters may be seen as unpredictable or unreliable by some, but they are ultimately guided by their conscience and a desire to do what is right.Neutral Good Behavior:Allowing an enemy to get a weapon before attacking.Risking their life to help an innocent.Never taking more than their share.Willing to break the law to do what is morally right.Willing to disobey an unjust order.Willing to take prisonersNeutral Good Characters3. Chaotic GoodSometimes it pays to be good!The chaotic good alignment represents a character who is unpredictable and independent, with a strong desire to do what is right. These characters are often motivated by a desire for personal freedom and a belief in the inherent goodness of individuals. They may act impulsively and do not necessarily follow rules or authority, but their actions are ultimately guided by their sense of morality.Chaotic Good characters often value individual liberty and the greater good, and they may be willing to take risks or make sacrifices in order to achieve their goals. They may also be seen as rebels or outsiders by those who adhere to more traditional forms of authority or organization.Chaotic Good Behavior:Playing harmless pranks on party members.Begrudgingly doing something because it is morally right.Willing to help, but expecting to be paid.Gloating about a victory.Paying for the funeral of an enemy.Chaotic Good Characters:4. Lawful NeutralWe do what we must.The Lawful Neutral alignment represents a character who is bound by a code of conduct and follows the rules but does not necessarily have any particular moral or ethical inclination. They may act in their own self-interest, but they do so within the limits of the laws and rules that they have chosen to follow. They may not necessarily agree with all of the laws that they follow, but they recognize their importance in maintaining a functional society.Lawful Neutral characters are often described as "by-the-book," as they are strict adherents to rules and regulations. They believe in order and structure and may work to maintain or establish laws and systems to promote these values. They may not necessarily be kind or fair, but they are consistent and reliable in their actions and decisions.Lawful Neutral Behavior:Fulfill all contracts and promises.Respects the law and authority, regardless of personal feelings.Willing to help, but expecting to be paid.Taking thoughtful actions.Stopping an unjust killing, even of an enemy.Lawful Neutral Characters:5. True NeutralThe only real goal is to keep moving forward.The True Neutral alignment represents a character who is neutral on all alignments, and does not feel strongly about good, evil, law, or chaos. They may act in their own self-interest, but they do not have a particular moral or ethical code that they follow. They may act to preserve balance or neutrality, but they are not necessarily committed to doing so.True Neutral characters do not have a strong inclination towards any particular alignment and may change their actions based on the situation. They may value neutrality and balance above all else and may seek to avoid taking sides in conflicts or disputes. They may also be indecisive or apathetic, as they do not feel strongly about any particular cause or ideology.True Neutral Behavior:Fulfill all contracts and promises.Respects the law and authority, regardless of personal feelings.Willing to help, but expecting to be paid.Taking thoughtful actions.Stopping an unjust killing, even of an enemy.True Neutral Characters:6. Chaotic NeutralWhat good is playing both sides if you can't have a little fun!Chaotic Neutral is an alignment that represents a character who is neutral with respect to law and chaotic in their decisions. This alignment is often considered the most unpredictable and difficult to align with, as a chaotic neutral character may act in a manner that is completely random and unpredictable, or they may follow their own whims and desires.They may be motivated by their own personal desires and goals and may have no particular loyalty to any particular group or cause. Chaotic neutral characters may be selfish, chaotic, and reckless, but they may also be kind, generous, and selfless. They are not bound by any particular moral code and may act in ways that are unpredictable and often contradictory.Chaotic Neutral Behavior:Turning down a challenge.Walking away from a fair fight.Taunting an enemy into fighting.Consider themself above the law.Betray a friend if the circumstances are dire enough.Chaotic Neutral Characters:7. Lawful EvilThe law is for all to obey...or else.Lawful evil is an alignment that represents a character who is evil and disciplined and follows a strict code of conduct. These characters are often scheming and manipulative and may use their strict adherence to laws and rules to further their own agendas. They may use their position of power to exploit or oppress others and may be willing to betray their allies or break laws if it serves their own interests.Lawful evil characters are often cold and calculating and may be perceived as untrustworthy by others. They may also be ruthless and willing to do whatever it takes to achieve their goals, even if it means causing harm to others. Lawful Evil characters will, however, stand by their own word or agreements.Lawful Evil Behavior:Killing a helpless/defenseless enemy.Desecrating an enemy corpse.Will betray those seen as unfit to lead, or those who break the law.Will protect those who are loyal to them.Is willing to kill others to advance their position.Lawful Evil Characters:8. Neutral EvilEvil for the sake of evil...why else?Neutral Evil is an alignment that represents a character who is evil and neutral with respect to law and chaos. These characters are motivated by their own personal desires and goals and may not be bound by any particular code of conduct. They may be selfish and manipulative and may be willing to betray their allies or break laws if it serves their own interests. Neutral evil characters may be unpredictable and difficult to align with, as they may act in a manner that is completely random and unpredictable.They may be motivated by their own personal desires and goals and may have no particular loyalty to any particular group or cause. Neutral evil characters may be selfish, chaotic, and reckless, but they may also be kind, generous, and selfless. They are not bound by any particular moral code and may act in ways that are unpredictable and often contradictory.Neutral Evil Behavior:Attacking/fighting an inferior or helpless opponent.Claiming responsibility for the deeds of another.Taking a bribe.Betraying allies for the right price or motivation.Willing to help, but will expect to be paid.Neutral Evil Characters:9. Chaotic EvilDarkness...despair...fire...death...pretty much sums it up!The chaotic evil alignment is one that represents a character who is evil unhinged and follows no particular code of conduct. These characters are motivated by their own personal desires and goals and may be willing to betray their allies or break laws if it serves their own interests. They may be unpredictable and difficult to align with, as they may act in a manner that is completely random and unpredictable.Chaotic evil characters may be selfish, chaotic, and reckless, and may have no particular loyalty to any particular group or cause. They may be violent and destructive and may seek to cause chaos and anarchy wherever they go. Chaotic evil characters are often portrayed as being the most malevolent and evil of all alignments.Chaotic Evil Behavior:Willingly commit crimes.Killing someone who has provided food and shelter.Will betray friends and family for profit.Seeks to undermine authority.Will instigate conflicts between people, groups, and/or nations.Chaotic Evil Characters:You may also be interested in: Email us about this articleYou May Also Be Interested In: Want to Discover Shapes of Life? Try Me.botDiscover The Unexpected and Find Incredible Inspirations This moral alignment quiz is masterfully crafted to unveil your unique moral and ethical orientation, offering cool animations and awesome visualizations of your alignment spectrum. Segmented into six essential categories, including Family, Friendship, Community, Political Views, Money, and Laws, our online quiz will assign you one of the nine D&D alignments through a series of carefully designed questions.Whether you're a seasoned D&D player or exploring alignment for the first time, our quiz provides an engaging and visually stunning experience. Take a few minutes to dive into this fascinating world, and discover insightful revelations about yourself today!References:J. Horner (October 2003) Morality, Ethics, and Law: Introductory Concepts. Seminars in Speech and LanguageVivienne Nathanson (October 2009) What Is Ethics?. RoutledgeT. Tännsjö (July 2003) Understanding Ethics: An Introduction to Moral Theory. Cambridge University PressP. Walker, T. Lovat (October 2017) Should We Be Talking About Ethics or About Morals?. Ethics & BehaviorPersonality and SelfAlignmentArchetype testDungeons & DragonsHow do you feel about family gatherings?I cherish the time spent with family and always look forward to it.It's important to maintain traditions and stay connected with relatives.I prefer to keep my distance but will show up if I think there's something to gain.I find them restrictive and prefer to spend my time elsewhere.Your sibling is struggling financially. What do you do?I offer them financial support and help them find ways to improve their situation.I recommend resources and support networks within the community.I lend them money, but expect it back with interest.It's their problem, not mine. They need to figure it out on their own.Your parents have a disagreement. How do you handle it?I try to mediate and find a solution that makes both parties happy.I encourage them to follow family rules and resolve the issue according to tradition.I use the situation to my advantage and manipulate the outcome.I stay out of it and let them resolve the issue themselves.[sortpie]A family member asks you to break a rule for their benefit. What do you do? Please pick the options from the one you agree with the least to the one you agree with the most.I consider the consequences and do what's best for everyone involved.I refuse to break the rules and encourage them to find an alternative solution.I agree if it benefits me in some way.I weigh the importance of the rule and may bend it if it's not crucial.Done, next question!How do you handle family secrets?I respect the privacy of others and keep their secrets.I adhere to family loyalty and only share secrets if it's necessary for the greater good.I keep secrets, but may use them as leverage in the future.I don't believe in secrets; honesty is more important.Your family disapproves of your romantic partner. How do you react?I consider their concerns but ultimately follow my heart.I respect my family's wishes and end the relationship.I continue the relationship in secret, not caring about their opinion.I value my independence and tell my family to stay out of my personal life.[checkpie]What qualities do you value most in a friend or partner? You may pick more than one answer(s).Compassion, empathy, and kindness.Loyalty, honesty, and reliability.Ambition, cunning, and resourcefulness.Spontaneity, creativity, and adaptability.Done, next question!A friend asks you to lie for them. What do you do?I try to find an honest solution to their problem instead.I refuse to lie and encourage my friend to face the consequences.I lie if it benefits me as well.I evaluate the situation and may lie if it doesn't harm anyone.Your partner has a different opinion on a major life decision. How do you handle it?We discuss our perspectives and work together to find a solution.I encourage them to follow established rules and traditions.I manipulate the situation to get my way.I value individuality and think we should pursue our own paths.A friend is being treated unfairly. What do you do?I defend my friend and stand up against the injustice.I follow proper channels to report the issue and seek resolution.I use the situation to my advantage while appearing to help my friend.I encourage my friend to fight back and break free from the situation.How do you handle conflicts in your relationships?I listen and empathize, working towards a resolution that benefits everyone involved.I stick to established guidelines and expect others to do the same.I assert my dominance and make sure my needs are met first.I look for creative solutions and may bend the rules if it leads to a better outcome.Your partner wants to move far away for a job opportunity. How do you react?I support their decision and work together to plan our future.I discuss the pros and cons, considering the impact on our current life and commitments.I weigh the potential benefits for myself before making a decision.I am excited for the change and embrace the new adventure.[sortpie]How would you handle a dispute between two neighbors? Please pick the options from the one you agree with the least to the one you agree with the most.Mediate the conflict by listening to both sides and finding a fair solution.Call the local authorities and let them handle the situation.Encourage the conflict to escalate, just for the fun of it.Avoid getting involved and let them sort it out themselves.Done, next question!A stranger asks you for directions. What do you do?Happily provide accurate directions and wish them well.Refer them to the nearest information booth or map.Deliberately give them incorrect directions to cause confusion.Ignore them and continue with your day.You find a wallet on the sidewalk in your community. The wallet contains cash and an ID card with the owner's details. What do you do?Turn it in to the nearest community center or local authority.Use the information to personally return it to the owner.Leave the wallet where you found it and walk away.Keep the wallet and its contents, assuming the owner might not miss it.A local charity is seeking volunteers for a community clean-up event. How do you respond?Sign up and enthusiastically participate in the event.Support the event by spreading the word and encouraging others to join.Mock the event and discourage others from participating.Ignore the request and go about your normal routine.Your friend is struggling with a personal problem. How do you help?Offer emotional support and help them find resources to address the issue.Encourage them to seek professional help or follow established guidelines.Manipulate their vulnerability for your own gain.Listen to their problem but offer no advice or assistance.You are driving on the road and you see the vehicle in front of you run a red light. What would you do?Report it immediately to the police, if possible with evidence. If there is no evidence, try to track down the driver.If you can record video evidence and have time, report it to the police.If there is an opportunity, try to extort money from the driver.Looks like there's no camera. I will just follow the driver and run the red light together.I would act as if the vehicle wasn't there and obey the traffic laws by waiting for the light to turn green before proceeding.[checkpie]How do you think nations should handle conflicts with one another? You may pick more than one answer(s).Engage in diplomacy and negotiations to find mutually beneficial solutions.Strictly follow international laws and established procedures.Use covert operations and subterfuge to undermine rivals.Encourage revolution and instability in rival nations.Done, next question!What is your opinion on immigration and border control?Welcome immigrants and provide support for their integration into society.Implement fair and strict immigration laws to maintain national order.Exploit immigrants for personal or national gain.Disregard immigration laws and promote open borders.How should a nation address income inequality?Implement social safety nets and progressive taxation to reduce disparities.Maintain a merit-based system and enforce existing economic regulations.Exploit the poor and consolidate wealth among the elite.Encourage a free market with minimal government intervention.What is the role of a nation's military?Defend against threats and contribute to international peacekeeping efforts.Maintain national security and uphold the rule of law.Expand national influence through conquest and intimidation.Support rebellions and destabilize rival nations.[checkpie]How should a nation balance environmental protection and economic growth? You may pick more than one answer(s).Implement sustainable policies and invest in clean technology.Strictly enforce environmental regulations and penalties.Exploit natural resources without concern for environmental consequences.Focus on economic growth, regardless of environmental impact.Done, next question!What is your stance on a nation's right to self-determination?Support the rights of all nations to choose their own path and governance.Uphold international law and respect the decisions of recognized authorities.Encourage secession and fragmentation to weaken rival nations.Support revolutionary movements and the overthrow of established governments.You discover an old, worn-out wallet on the street. The wallet has no identification, and the money inside is from over 30 years ago. What do you do?Turn it in to the authorities, even if the chance of finding the owner is slim.Keep the money as a nostalgic collector's item.Use the money for yourself, as it seems unlikely anyone will claim it.Spend the money on something you've always wanted, considering it a lucky find.A friend asks you for a loan but has a history of being unreliable with money. How do you respond?Lend them the money, hoping they'll do better this time.Offer to help them create a budget and find a solution.Refuse and remind them of their past mistakes.Agree, but only if they pay a high interest rate.You are in a position to donate money to a charity. What kind of charity do you choose?One that helps the most vulnerable people in society.A well-established charity with a proven track record.A new and innovative charity that challenges the status quo.One that will provide you with personal benefits in return.[sortpie]You receive an unexpected bonus at work. How do you spend it? Please pick the options from the one you agree with the least to the one you agree with the most.Share it with your friends and family.Save it for a rainy day or invest it responsibly.Splurge on a spontaneous adventure or luxury item.Use it to gain power or influence over others.Done, next question![sortpie]You have the opportunity to invest in a business. What type of business do you choose? Please pick the options from the one you agree with the least to the one you agree with the most.A socially responsible business that positively impacts the community.A stable, well-regulated, and law-abiding business.A risky, cutting-edge business with the potential for huge returns.A business that exploits its employees or customers for profit.Done, next question![sortpie]How do you feel about paying taxes? Please pick the options from the one you agree with the least to the one you agree with the most.It's a necessary duty to support society and its infrastructure.It's important, but the system should be more progressive and fair.It's an unreasonable burden that stifles personal freedom.It's a system that can be exploited for personal gain.Done, next question!You witness someone shoplifting. What do you do?Report them to the store security or management.Confront them and encourage them to return the stolen item.Blackmail them for your own benefit.Ignore it and mind your own business.[sortpie]A new law is passed that you disagree with. How do you respond? Please pick the options from the one you agree with the least to the one you agree with the most.Work within the system to advocate for change.Protest or resist the law in a disruptive manner.Find ways to exploit the law for your own gain.Accept and obey it, even if you don't agree with it.Done, next question![sortpie]You are pulled over for speeding. How do you handle the situation? Please pick the options from the one you agree with the least to the one you agree with the most.Apologize and accept the consequences.Explain the situation politely and hope for leniency.Try to talk your way out of it or deceive the officer.Attempt to bribe the officer to let you go.Done, next question![sortpie]How do you feel about the role of law enforcement in society? Please pick the options from the one you agree with the least to the one you agree with the most.They should prioritize helping and protecting the community.They play a crucial role in maintaining order and enforcing laws.They often overreach and should be reined in.They can be manipulated and used as a tool for personal power.Done, next question![sortpie]Your friend confides in you that they committed a minor crime. What do you do? Please pick the options from the one you agree with the least to the one you agree with the most.Encourage them to turn themselves in and face the consequences.Offer support and help them make amends for their actions.Use the information to your advantage in the future.Keep their secret and enjoy the thrill of knowing.Done, next question![sortpie]You are asked to serve on a jury. How do you approach the responsibility? Please pick the options from the one you agree with the least to the one you agree with the most.Take it seriously and base your decision on the facts and the law.Consider the context and any mitigating circumstances.Question the validity of the legal system and its process.Use your position to manipulate the outcome for personal gain.Done. Show me my results!Your Alignment Test Result:To see how other people scored on this test, please follow our Facebook Page.Try again