

Premise & Alignment

Adventurers & Heroes of the Allied Races

The major premise of Aalynor's Nexus is that all player's take on the role of Adventurers and Heroes which have the ultimate goal of protecting Nexus the City of All Races from all enemies, to safeguard the Allied Races and to liberate the Realms.

As such, all character's must be aligned to this purpose. You may however, take on roleplaying against the City of All Races, with the stipulation that you recognize that once you have taken the plunge, the Gamemasters, may, at any time, assume complete control of your character. In rare cases, they will be made a Non-Player Character. In most cases, you have just doomed that character to being deleted from the player files or given Final Death. Players are urged not to take this course but if are they are adamant, they should contact the Gamemasters at, or before, character generation.

In Aalynor's Nexus there is no true system of alignment. Everything is relative to the premise of the game, where you are a Hero whose ultimate goal is to protect the city, and Allied Races, for whatever motivation (perhaps your family was slain by the enemy of the realms? or perhaps you owe a blood debt to someone?)

Your alignment is essentially how you play your character. Does your character care about how they go about accomplishing their goals? Or are they purely focused on the goal? Such questions will tell you how your character is aligned.

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