



# INANIMIS' ABSOLVEMENT & CORRUPTION

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A system that rewards players for doing good or evil deeds according to their role-play



# ABSOLVEMENT & CORRUPTION

**G**aining EXP is a pretty important deal in D&D. So is gaining weapons and items and gold and more items! But what is also important and is sometimes hindered in order to gain more stuff, is *role-playing*. **Absolvement & Corruption** is the idea that your role-playing will get you extra stuff. Let's just say it's a gift from the Gods for acting according to their laws. If you like this homebrew, please consider checking my other stuff by clicking [here](#) or on any *Inanimis* logo.

## WHAT IS A&C?

A&C (Absolvement & Corruption) is a reward system for those that role-play a good or an evil character. The rewards greatly vary. The way A&C works is that whenever one of your players does a good deed, they gain an **Absolvement** level and of course when they do a bad deed, they gain a **Corruption** level. With each level, you unlock different benefits and you get to roll on a table for cool fluff effects.

## THE LEVELING SYSTEM

First of all, every character starts with 0 **Absolvement** and 0 **Corruption**, unless of course the DM wants to dictate that, because of their background, they should get Absolvement or Corruption. The maximum level you can get in A&C is **10**. Below I will describe how a player can earn a level in Absolvement or Corruption.

### ABSOLVEMENT

Level Action

- |    |                                    |
|----|------------------------------------|
| 1  | Give money to the poor             |
| 2  | Cure a person in need              |
| 3  | Help put out a big fire            |
| 4  | Defend a village                   |
| 5  | Kill an evil leader                |
| 6  | Build a church or a hospital       |
| 7  | End a war                          |
| 8  | Overthrow a Demonic/Devilish ruler |
| 9  | Kill an evil Deity                 |
| 10 | Save the world                     |

In this table, I indicate how the difficulty of gaining each level scales. You don't just throw money at people and suddenly you get 10 levels of Absolvement. The *Actions* that I included are simple examples. You can modify the actions needed to get a level in any way you want, I just wanted to give you a general idea of what actions should award a player with a level of Absolvement. Awarding more than 1 level of Absolvement can be quite *too* much, so if your players start from giving money to the poor then suddenly they kill an Evil God, the difficulty for the rest of the Actions needed to get Absolvement, should scale upwards. Or you can just award **2** points of Absolvement. Just don't hand it out for free.

Below, you will find examples on how to gain Corruption

### CORRUPTION

Level Action

- |    |                              |
|----|------------------------------|
| 1  | Steal from the poor          |
| 2  | Murder a defenceless person  |
| 3  | Burn down a hospital         |
| 4  | Raid a village               |
| 5  | Kill a good ruler            |
| 6  | Poison the wells of a town   |
| 7  | Start a war                  |
| 8  | Rule over a country by force |
| 9  | Kill a good Deity            |
| 10 | Destroy the world            |

It is mainly far easier to break things than to build them. That means that you won't be getting Corruption levels if you are just a crazed killer. You gotta add a lil' more spice in there. Burn down a village, kill a bunch of priests, skin alive all the children in town. The same rules for Absolvement apply in Corruption too. These are just examples to help you measure if your character's actions should earn them Corruption. Also, again, avoid awarding more than 1 point of Corruption.

### WHAT HAPPENS IF A PLAYER WITH ABSOLVEMENT GETS CORRUPTION OR THE OPPOSITE

Of course this works vice versa. If a player has Absolvement and maybe burns down a church, they shouldn't lose *all* their Absolvement levels. It shouldn't be easy for a player to become good or bad in just one night. But depending on the circumstances, this might change. Maybe your Paladin has worked their way up to Level 6 Absolvement. But suddenly, they decide to start a selfish war for money and resources. That should instantly cancel out their Absolvement levels and earn them Corruption. Basically, what I am saying is that if a player that has X levels of Absolvement does an evil deed, they should lose as many Absolvement levels as the Corruption action level is. So, if the Paladin has 6 levels of Absolvement but Raids a Village (which is a Level 4 Corruption) they should drop to Level 2 Absolvement and *lose* the benefits that Level 3, 4, 5 and 6 Absolvement had to offer. The same goes for a player with Corruption trying to repent. If the Corruption gained is greater than the current Absolvement level, the player drops to an Absolvement level of 0 (the remaining levels do not carry to *Corruption*) and vice versa. Of course, this is my ruling. Feel free to rule it however you feel like

# ABSOVEMENT & CORRUPTION

## BENEFITS

On the following tables, I will include the benefits that each level of Absolvment & Corruption grants. You keep the benefits of previous levels.

### ABSOVEMENT BENEFITS

#### Level Benefit

- 1 Gain *Advantage* on *Persuasion* checks against friendly creatures.
- 2 Once a day you can reroll a check on an action that is used to help someone. You have to use the new roll.
- 3 Gain a *Symbol of Light*.
- 4 Temples will most of the time offer you free accomodation.
- 5 You can stabilize a creature by touching them, once per *Long Rest*.
- 6 Gain a *Symbol of Light*.
- 7 If you succeed on your *Death Saving Throws* you get up with 1 hit point at the start of your turn.
- 8 You can reroll a failed *Saving Throw* once per *Long Rest*.
- 9 Gain a *Symbol of Light*.
- 10 If you die, you can return to life after a week. This can happen only once in your lifetime.

### CORRUPTION BENEFITS

#### Level Benefit

- 1 Gain *Advantage* on *Deception* checks against friendly creatures.
- 2 Once a day, you can reroll a check that is made in order to harm a neutral or friendly creature.
- 3 Gain a *Scar of Darkness*.
- 4 Twice per day, you can use your *Free Action* to change your facial characteristics to those of a *Demon*.
- 5 You gain *Advantage* on *Intimidation* checks against aggressive creatures.
- 6 Gain a *Scar of Darkness*.
- 7 If you reach 0 hit points, you can *choose* to immediately take a turn. If you choose to do so, at the end of that turn, you fall unconscious, losing 1 *Death Saving Throw*.
- 8 You can force a target to reroll a successful *Saving Throw* once per *Long Rest*. The target must use the new roll.
- 9 Gain a *Scar of Darkness*.
- 10 If you die, you can choose to return as a revenant spirit at the next dawn if you swear revenge at the creature that is responsible for taking your life. Your existence ends if your target dies. You keep returning to life if you die by any other means.

Symbols of light and Scars of Darkness are marks that appear on your body once you reach a certain Absolvment or Corruption Level. To get a Symbol of Light or a Scar of Darkness, roll a d20 and look at the following tables. Most of the Symbols and the Scars provide you with a visual change. Some of them provide some benefits. If you think that all these benefits are too much you can simply keep the visual aspects.

### SYMBOLS OF LIGHT

#### d20 Result Symbol of Light

- 1 Your reflection is filled with light.
- 2 You are immune to diseases. If you are already immune, reroll.
- 3 Your shadow has angelic wings.
- 4 In desperate times, you may eat even the most hideous weed and it will taste great.
- 5 You can speak without moving your mouth and your voice will be heard all around you.
- 6 The words of a holy book are imprinted on your skin.
- 7 A holy symbol appears on your neck like a tattoo. It will protect you from becoming undead. One use.
- 8 If you carry a holy symbol, it cannot be taken from you by normal means.
- 9 Once per week you can talk, read and write Celestial. If you already can, reroll.
- 10 Your tears can heal a child with fever.
- 11 Your body cannot be visually scarred.
- 12 Your weapon of choice, or your hands radiate with holy light on command.
- 13 Your hair become ashen.
- 14 Your eyes lose their colour. You have *Advantage* on checks against being *Blinded*.
- 15 Instead of blood, light leaks from your wounds.
- 16 Your skin and your clothes cannot get dirty.
- 17 A halo appears over your head.
- 18 You instinctively know how to play any musical organ.
- 19 You gain flightless wings.
- 20 In your dreams, the location of holy artifacts is revealed.

## SCARS OF DARKNESS

d20

### Result Scar of Darkness

- 1 Your cast no reflection.
- 2 Consumption of your blood can cause diseases to other creatures.
- 3 Your shadow has devilish wings and horns.
- 4 You can eat raw or undead flesh.
- 5 Your voice sounds as if two people are speaking.
- 6 The words of a hundred curses are imprinted on your body.
- 7 A demonic symbol appears on your back, like a tattoo. You can choose to completely block the damage from an attack. One use.
- 8 Your teeth become sharp like fangs.
- 9 Once per week you can talk, read and write Infernal or Abyssal. If you already can, reroll.
- 10 Your touch creates sickening scars and pimples on humanoid. The effects are not harmful.
- 11 You weep blood.
- 12 Your weapon of choice, or your hands are covered in liquid shadow on command.
- 13 Your hair turn to pitch black and give the impression of raven feathers.
- 14 Your eyes become pools of darkness. You have *Advantage* on *Perception* checks against wounded creatures.
- 15 The wounds you cause can never completely heal.
- 16 A mouth, an ear or an eye appears somewhere on your body. The organ functions as normal.
- 17 Your skin is always covered in fresh ash.
- 18 Once per week, your touch can kill a weak humanoid.
- 19 You gain flightless wings.
- 20 In your dreams, the location of unholy artifacts is revealed.

## HOW TO INTRODUCE THE A&C

Maybe the Gods are a bit more generous with their gifts. Maybe they don't just help the Paladin cast spells, maybe they reward them with wings! Gaining a *Scar* or a *Symbol* should come along with some theatrical event. For example, your Rogue just killed the good King and got to Corruption Level 3. They gain a *Scar of Darkness* so they roll a d20 and end up rolling a 19. As the King dies, his essence lingers outside his body, dancing around the Rogue. Suddenly and violently, the essence intrudes the Rogue's body. You see them struggling, scratching their face and then furiously scratching their back. With a sickening sound that imitates bones breaking, wings sprout out of the Rogue's back. Skeletal wings, that slowly shape up. Don't just say "great now you got new wings".

Maybe the *Scars* and the *Symbols* are a plot hook. Maybe your players don't have to roll a d20 and you decide that your Cleric gets visions of the location of some holy artifacts and the party has to find them.

## BALANCING FIXES

Of course having so many benefits could unbalance a character. If you want to use the A&C system, but feel that it would break the balance of your game, simply *remove* the benefits you gain from Absolvment or Corruption levels. Instead, reduce the max level to 5 and award only *Scars of Darkness* or *Symbols of Light*.

If you simply prefer to tweak or change the benefits, feel free to do so. This homebrew is simply a guide to point you in the right direction. Do you think that the benefits I stated are *underpowered*? Then ramp 'em up. D&D is designed to be tons of fun. Of course, balance is an important aspect for the game to be fun but still, some rules are meant to bent. You should know what is best for your party. If you don't know, ask them.



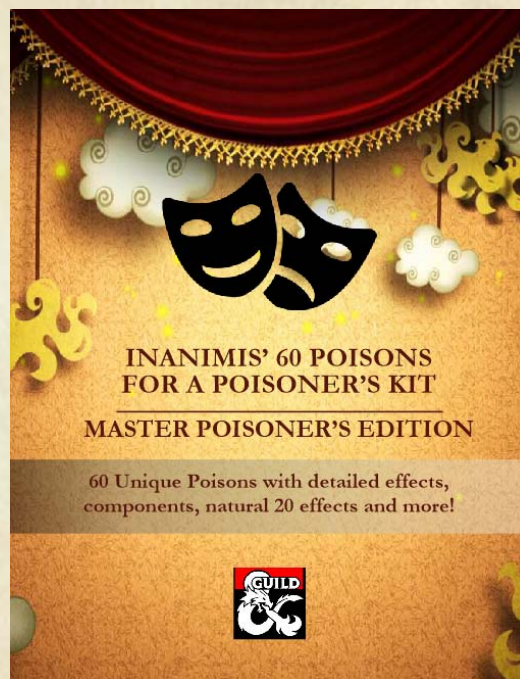
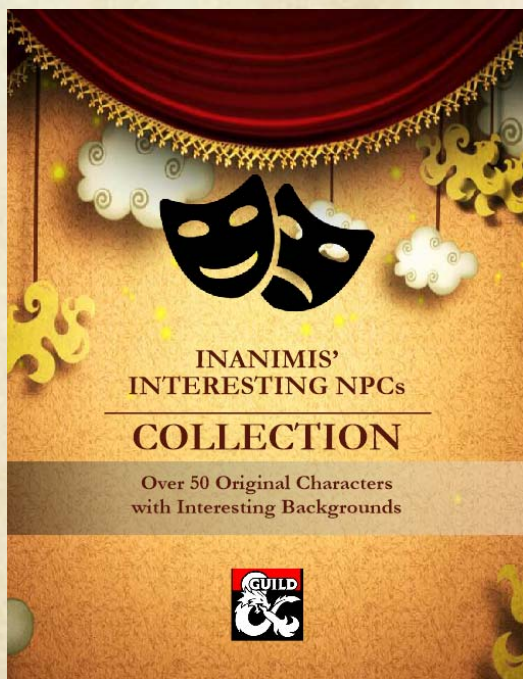
## FINAL WORD & LEGAL STUFF

As mentioned before, the Absolvment & Corruption System is created to award players for role-playing. The "leveling" system is an indicator of when you should award Absolvment or Corruption. If you decide to add A&C in your Campaign, you should manage it as you feel like it. Don't let your players abuse the system so they get cool benefits. Giving a gold coin to every smelly poor child, doesn't mean that your village-raiding barbarian should get a halo.

Thank you for your time, feedback is always welcome. If you want to check more of my work, click [here](#) or on any *Inanimis* logo. Also, check some of my work below, you might be interested in the titles. Simply click on them.

**Disclaimer:** The original Corruption system is heavily influenced from the *Corruption System* in *Shadow of the Demon Lord*. The Absolvment system is a completely original system, along with the *Scars* and *Symbols* and the benefits of leveling up in Absolvment or Corruption.

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