

The Axiomatic Self: A Synthesis of Logic, Ludology, and Philosophical Systems Design

1. Introduction: A Bridge Between Reason and Role-Playing

This report responds to a request for a comprehensive analysis of logical fallacies and a framework for translating philosophical ideologies into a game's core statistical system. The central hypothesis is that by treating these abstract concepts not merely as narrative themes, but as fundamental game mechanics, it is possible to create a more deeply engaging, philosophically nuanced, and emotionally resonant role-playing experience. This approach moves beyond the surface-level implementation of concepts and integrates them into the very rules that govern gameplay. The analysis presented here synthesizes principles from formal philosophy, logical reasoning, and ludology to provide a practical guide for designers and world-builders.

The synthesis of abstract thought and applied design is not a new concept in games. For example, the user-provided document on the *Kingdom Hearts RPG* explicitly structures its character attributes around a classic metaphysical framework of Body, Mind, and Heart. This system directly models a mind-body-soul duality, a concept with ancient philosophical roots. Similarly, the *MÖRK BORG* RPG's "Calendar of Nechrubel" mechanic, where the world's inevitable decay is governed by a single die roll each dawn, functions as a direct representation of a fatalistic or deterministic worldview. In these systems, the philosophical underpinnings are not just part of the setting; they are a direct cause of in-game events and character progression. This report will build on such observations, demonstrating how abstract philosophical ideas can be—and often are—translated into concrete, quantifiable game mechanics, thereby enriching the player's experience.

2. The Art and Science of Argumentation: A Comprehensive Taxonomy of Fallacies

2.1. Foundational Fallacies: Errors in Form and Content

Logical fallacies represent errors in reasoning that undermine the validity of an argument. They can be broadly categorized into two main types: Formal and Informal. A Formal fallacy is an error in the logical structure or form of an argument. It is a *non sequitur*, meaning the conclusion does not follow from the premise, regardless of the truth of the statements themselves. An example is "affirming the consequent". In contrast, an Informal fallacy is an error in the content, context, or delivery of an argument, making it difficult to arrive at accurate judgments. These are often rooted in cognitive biases or rhetorical misdirection.

From a game design perspective, fallacies are not just rhetorical errors; they can be modeled as

active game mechanics. A successful use of a fallacy, for instance, could be treated as a form of social combat, akin to a spell or a special attack. A character who successfully employs a formal fallacy might apply a status effect like "Stunned" or "Confused" to their opponent for a number of rounds, a mechanic explicitly detailed in the *Kingdom Hearts RPG*. An informal fallacy, such as a "Red Herring", could function as a skill action to draw an enemy's attention away from an ally, similar to a "taunt" ability in other games. The system for this could be a simple stat check, where a character's Eloquence (a skill based on Presence in *MÖRK BORG* or Mind in *Kingdom Hearts*) is used for the verbal attack roll, while a target's Logic or Willpower skill is used for the defensive roll. This framework elevates fallacies from mere narrative flavor to a core, interactive part of gameplay.

2.2. The Personal Attack: Deconstructing the *Ad Hominem* Fallacy

The user's query specifically requested an exhaustive list of *ad hominem* fallacies. The term *ad hominem* literally translates to "to the person", representing a fallacious attack directed at an opponent's character rather than the substance of their argument. This fallacy is a powerful rhetorical weapon and comes in several distinct forms.

- **Abusive *Ad Hominem*:** This is a direct attack on a person's character, appearance, or personal traits. For example, a political candidate's argument is dismissed with the comment, "Who would vote for a person looking like that?" The attack is irrelevant to the argument's validity.
- **Circumstantial *Ad Hominem*:** This form attacks a person's motives or circumstances, suggesting their argument is biased due to their situation. For example, a patient might dismiss a doctor's advice to lose weight by arguing that the doctor only wants to make a profit from the follow-up visits, or a customer might view a salesperson's recommendation with suspicion because the salesperson wants to make a sale.
- ***Tu Quoque* ("you too"):** This fallacy attempts to refute an argument by accusing the proponent of hypocrisy, pointing to a contradiction between their words and their deeds. For example, a doctor who is overweight advising a patient to lose weight, and the patient dismissing the advice on the grounds that the doctor does not practice what they preach. The doctor's inconsistency does not make their argument about the health risks of obesity invalid.
- **Guilt by Association:** This variant attempts to discredit an argument based on the proponent's association with a person or group that has an unfavorable reputation. A common example in social or political debates is associating a politician with a controversial figure to undermine their views.
- **Poisoning the Well:** This is a preemptive form of *ad hominem* where irrelevant negative information is presented to an audience to discredit whatever the opponent is about to say before they have a chance to speak. For example, "Before you listen to her, I should remind you that she has been charged with embezzlement".

The application of these fallacies in a game system can serve as an elegant form of player-vs-NPC interaction. An in-game quest, for instance, could be designed as a verbal confrontation where the quest giver attempts to use these fallacies to manipulate the player, requiring a successful Presence or Mind check to see through the deception. This transforms dialogue from a passive choice into an active, skill-based challenge.

Taxonomy of Logical Fallacies Table

Fallacy Name	Category	Subcategory	Definition	Game-Relevant Example
Affirming the Consequent	Formal	Propositional	An argument that concludes the antecedent is true because the consequent is true.	If you drink the healing potion, your HP will be full. Your HP is full, so you must have drunk the potion (not true).
Red Herring	Informal	Fallacy of Relevance	Introducing an irrelevant point to shift the focus of the debate.	An enemy uses a distraction to draw the party's attention away from a vulnerable target.
Straw Man	Informal	Fallacy of Relevance	Arguing against a hyperbolic or inaccurate version of an opponent's position.	A villain misrepresents the hero's altruism as a self-serving quest for fame, making it a Persuasion challenge.
Slippery Slope	Informal	Fallacy of Relevance	Claiming a chain of events will follow a starting point without evidence.	An NPC warns that if you allow one goblin into the city, you'll soon be overrun by them, triggering a Notice check.
Hasty Generalization	Informal	Fallacy of Relevance	Making a broad claim based on a small or unrepresentative sample.	A player believes all creatures in a forest are weak after defeating just one, leading to a failed Knowledge check.
Appeal to Authority	Informal	Fallacy of Relevance	Using an authority figure's expertise to support a claim outside their field.	A blacksmith claims a certain magical sword is the best because their neighbor's priest said so.
False Dichotomy	Informal	Fallacy of Relevance	Presenting only two extreme options when other, more	A cult leader tells the party, "Either you join us and find salvation, or

Fallacy Name	Category	Subcategory	Definition	Game-Relevant Example
			reasonable ones exist.	you face the end alone."
<i>Ad Hominem</i>	Informal	Fallacy of Relevance	Attacking the opponent's character rather than their argument.	See breakdown above.

2.3. Fallacies in Play: Mechanics for Deceptive Dialogue

A game can go beyond simply listing fallacies and can actively use them to shape quests and social interactions. The user-provided *Maze* document, with its "untrustworthy" clues and unreliable guide, offers a compelling example. An NPC could intentionally use logical fallacies to mislead the player, turning a straightforward dialogue tree into a puzzle. A character with high Presence or Mind would be better equipped to detect these deceptive tactics, while a lower-stat character might be led astray down a dangerous or dead-end path.

This form of "social combat" would treat a social encounter like a fight. The player makes a "Fallacy Attack" to which the NPC must roll a defense. A successful attack might not deal damage but could inflict a status effect like Confused or Dazzled, making the NPC more susceptible to persuasion or exposing their true motives. This moves the concept of fallacies from a static, academic list to a dynamic, interactive system that requires a player's wit and a character's stats to navigate successfully. The system could even be reversed, with hostile NPCs using fallacies to disarm or confuse the player party, requiring a skill check to resist the mental attack.

3. The Stat-Driven Soul: Modeling Philosophical Ideologies in Role-Playing Systems

3.1. Systems Analysis: Stat-Based Foundations

Game stat systems are not just numerical values; they are a direct reflection of a game's underlying metaphysical framework. The stat systems of *MÖRK BORG* and *Kingdom Hearts RPG* provide a powerful contrast.

The *MÖRK BORG* system is a study in materialism. Its core stats—Strength, Agility, Toughness, and Presence—are all fundamentally physical or material attributes. Even Presence, while seemingly abstract, is described in terms of charming or wielding powers, which in this world are tied to scrolls and tangible magical items. The world itself is in a state of inevitable decay, and the only escape is through physical skill and sheer resilience. The prophecy from the "Calendar of Nechrubel" makes it clear that the world of "writings of sorcerers" (ideas) is made "pale as air," while the physical world burns. The game's structure, therefore, is rooted in the philosophy that matter and its decay are the ultimate reality.

In stark contrast, the *Kingdom Hearts RPG* system is based on a tripartite philosophical model of Body, Mind, and Heart. The explicit separation of these stats models a mind-body-soul duality. The Heart stat is not a physical attribute but a measure of spirit and willpower, serving as a character's last defense against succumbing to darkness. A player whose HP drops to zero

must make a saving throw based on their HRT stat to avoid being transformed into a mindless Heartless. This direct link between a character's Heart stat and their struggle against corruption or non-existence is a direct analogue for the philosophical struggle of consciousness against entropy, and it is a powerful example of a game's stats embodying a profound metaphysical concept.

3.2. Mapping Metaphysics: Archetypes of Being

The following archetypes demonstrate how various philosophical ideologies can be mapped onto a game's stat system, providing a framework for character creation and progression.

The Rationalist Archetype

- **Core Belief:** Rationalism is the belief that knowledge is primarily innate and that a person's intellect and reason can directly grasp or derive logical truths. Rationalists are often skeptical of information gathered through sensory experience alone, as it can be unreliable.
- **Stat-System Application:** A rationalist would prioritize Mind or Presence and associated skills such as Knowledge and Investigation. In a *MÖRK BORG* system, their Presence would be a dominant stat, reflecting their mental acuity and deductive abilities. Their physical stats (Body, Strength, Toughness) would likely be lower, as they view physical reality as secondary to the world of ideas.
- **Philosopher: René Descartes**, widely considered the founder of modern philosophy, famously questioned the reliability of sensory experience and sought a foundation for certain knowledge in the certainty of his own thought: "*Cogito, ergo sum*," or "I think, therefore I am". He believed the mind and body were distinct substances, a form of dualism.

The Empiricist Archetype

- **Core Belief:** Empiricism holds that all knowledge is ultimately grounded in sensory experience and observation. Empiricists are pragmatic, believing that truth is discovered through a hands-on, experimental process. The mind is seen as a *tabula rasa* or "blank slate" at birth.
- **Stat-System Application:** An empiricist character would have a high Toughness and Body, as they trust what they can feel, touch, and see. Their skills would include Perception and Survival. They would excel in physical combat and navigating the world, but might be susceptible to mental attacks or logical fallacies that they cannot physically disprove.
- **Philosopher: John Locke**, who articulated the idea of the mind as a *tabula rasa*, and **Francis Bacon**, who championed the scientific method and empirical observation, are foundational figures in this tradition.

The Idealist Archetype

- **Core Belief:** Idealism is the metaphysical belief that reality is fundamentally mental or consciousness-based, and that matter is a byproduct of mind. The material world is a manifestation of ideas.

- **Stat-System Application:** An idealist would prioritize Heart or Presence, as their power and existence are tied to the non-physical realm of consciousness. In a magic-rich setting like *MÖRK BORG* or *Kingdom Hearts*, they would focus on spells and willpower-based abilities, viewing physical combat as a less-refined form of interaction.
- **Philosopher: Plato**, who argued that the material world is merely an imperfect shadow of the true world of Forms or Ideas, is the most famous historical idealist.

The Materialist Archetype

- **Core Belief:** Materialism posits that physical matter is the only fundamental reality. The mind, consciousness, and ideas are merely products of the body and its processes.
- **Stat-System Application:** A materialist character would be physically formidable, focusing on Strength, Agility, and Toughness. They would view the Mind or Heart as secondary, using it only to serve the needs of the body. They would trust physical evidence and tangible results. The entire *MÖRK BORG* system is built on this foundation, with the world's inevitable decay reinforcing the preeminence of physical reality.
- **Philosopher: Karl Marx**, whose dialectical materialism explained historical development through a conflict of physical and economic forces, is a key figure in this tradition.

The Deterministic Archetype

- **Core Belief:** Determinism is the belief that all events, including human actions, are causally determined by an unbroken chain of prior events. A character with this philosophy would see free will as an illusion, and their actions as the inevitable result of external forces or their past.
- **Stat-System Application:** Such a character would be defined by their ability to endure predetermined fates. They would have a high Toughness or Heart, specializing in defensive abilities and survival checks. They would rely on predictable, repeatable abilities rather than improvisation.
- **Philosopher: Baron d'Holbach** and the behaviorist **B.F. Skinner** argued that human behavior is a product of environmental forces, a view that makes free will an illusion. The *MÖRK BORG* "Calendar of Nechrubel" is a perfect game-mechanic example of determinism, where the end is literally fated by a die roll.

The Free Will Archetype

- **Core Belief:** Free will is the belief that individuals have an active role in controlling their behavior and can make genuine choices that are not predetermined by past events.
- **Stat-System Application:** A free-willed character would prioritize stats that reflect self-determination, such as Presence or Heart. Their abilities would focus on improvisation and spontaneity, allowing them to adapt to circumstances and break from predictable patterns.
- **Philosopher:** Humanistic psychologists like **Carl Rogers** and **Abraham Maslow** argue that personal agency is a necessary component of a functional human being. The Heart saving throw in the *Kingdom Hearts RPG* is a quintessential example of this philosophy, allowing a character's spirit to defy a fated outcome.

Philosophical Ideologies and their Stat-Based Archetypes Table

Ideology	Core Belief	Corresponding Stats	In-Game Persona	Philosopher
Rationalism	Knowledge is derived from reason and logic.	High Presence (MÖRK BORG), High Mind (KH)	The Architect, The Mastermind, The Logician.	René Descartes, Gottfried Leibniz
Empiricism	Knowledge is derived from sensory experience.	High Toughness, Agility (MÖRK BORG), High Body (KH)	The Explorer, The Scientist, The Survivor.	John Locke, Francis Bacon, David Hume
Idealism	Reality is fundamentally mental or consciousness-based.	High Presence (MÖRK BORG), High Heart (KH)	The Mystic, The Dreamer, The Prophet.	Plato, Baruch Spinoza
Materialism	Reality is solely physical matter.	High Strength, Agility (MÖRK BORG), High Body (KH)	The Mercenary, The Brute, The Pragmatist.	Karl Marx, Baron d'Holbach
Determinism	All actions are a product of past causes.	High Toughness (MÖRK BORG), High Heart (KH)	The Fatalist, The Resigned, The Unwavering.	B.F. Skinner, Baron d'Holbach
Free Will	All actions are self-determined and not predetermined.	High Presence (MÖRK BORG), High Heart (KH)	The Innovator, The Rebel, The Agent of Change.	Carl Rogers, Abraham Maslow

4. Advanced Systems Design and Conclusions

4.1. Beyond the Binary: Building a Nuanced Moral System

Traditional RPG morality systems, such as the clear-cut "Paragon or Renegade" options in classic titles, are widely regarded as simplistic. A more sophisticated approach, seen in modern games like *The Witcher 3*, embraces moral ambiguity where choices have complex consequences without a simple good/evil label. A game could model this nuance through a "temptation" or "corruption" mechanic. A character's flaws could be presented as a choice: either give in to a temptation for an immediate benefit, or spend a valuable resource, such as a hit point, to resist it. This creates an "authentic" ethical dilemma by forcing a player to manage their character's internal struggle, reflecting how moral decisions in the real world involve a cost. The *Kingdom Hearts RPG* provides a literal template for this in its Heartless mechanic, where failure to resist darkness transforms the character into a mindless NPC. This mechanic embodies the ultimate consequence of a character's moral choices: the loss of agency.

4.2. Narrative and Ludic Integration

The non-linear, puzzle-based design of the *Maze* document offers a powerful framework for

quest design. A quest can be designed not just as a physical journey, but as a philosophical one, such as navigating a "maze of lies" where each path is tied to a different logical fallacy. A Rationalist character, trusting their Mind, might try to deduce the correct path, while an Empiricist might physically explore every dead end to gather data before making a choice. The "untrustworthy" nature of the clues in the *Maze* document could be modeled as fallacious arguments presented by an NPC, which a player's Mind or Presence stat could help them overcome. This moves the map from a simple travel challenge to an intellectual and philosophical one, rewarding players for understanding the underlying systems and their character's chosen ideology.

4.3. The Evolving Self: Conclusions and Recommendations

The distinct approaches to character progression in the provided systems represent a final, high-level philosophical observation. *MÖRK BORG*'s "Getting Better or Worse" mechanic, where a character's abilities can randomly increase or decrease regardless of player choice, embodies a deterministic view of character development. It suggests that a character's fate is not entirely in the player's hands, mirroring the world's inevitable, fated decay. In contrast, the *Kingdom Hearts RPG*'s system, where a player chooses how to spend Ability Points to improve stats, reflects a philosophy of free will and self-determination.

A comprehensive game design could synthesize these two approaches. Character progression could be tied directly to a character's chosen philosophy. A deterministic character's stats might be subject to random, unchosen changes, while a free-willed character's development would be entirely based on conscious choices. This would make the philosophical archetype a living, breathing part of the game system itself, affecting not just narrative choices, but the very mechanics of how a character grows. By weaving logical fallacies into social interaction and philosophical archetypes into a character's stat system and progression, a designer can create a world that is not only immersive but also a profound reflection of the eternal questions of logic, morality, and existence.

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