MORAL ALIGNMENT

1. Definitions

1.1 Axis:

- **Impulse:** Personal tendency towards a category of act.
- **Structure:** Type of response/action to **tendency**.

1.2 Impulses:

- **Good:** Tendency to filter decisions based on inner believed *good* values.
- **Evil:** Tendency to filter decisions based on personally believed *evil* values.
- **Neutral:** *Not* having any feeling of good or evil, putting **survival & situation diffusion** above.

1.3 Structure:

- **Lawful:** Tendency for **sticking to rules/laws** of a system in response to **impulse**.
- **Chaotic:** Tendency to deliberately **break rules/laws** of a system in response to **impulse**.
- **Neutral:** *Not* having any feeling towards or against laws/rules, thus responding to **impulse** with most efficient option.

2. Facts & Myth Busters

- Understanding of objective truth and reality doesn't make someone naturally **neutral**, but inner tendency does.
- Both the axis are result of *inner tendency* or *feeling*, not visible actions.
- Clashes among one or both same axis are expected for perceived difference in values.
- Being aligned with **neutrality** on any or both axis doesn't equate to stable behavior.
- While everyone has some of the each tendency, one dominates and controls the individual.
- By doing something that doesn't align with inner tendency on any axis, it produces a feeling of unease in any form.
- **Evil** impulse doesn't only mean making effort to cause trouble for others, but could also be to pursue or respond to something unnecessary, costing others negatively, over survival (**neutral**).
- Taking hard decisions can pervade the basis of moral alignment.

3. Grid Of Combinations

3.1 Combinations:

Impulse/ Structure	Good	Neutral	Evil
Lawful	Lawful Good	Lawful Neutral	Lawful Evil
Neutral	Neutral Good	True Neutral	Neutral Evil
Chaotic	Chaotic Good	Chaotic Neutral	Chaotic Evil

3.2 <u>Mental Processing</u>:

Impulse/ Structure	Good	Neutral	Evil
Lawful	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *good values* by *strictly adhering to rules/laws* of a system.	When faced with choices under favorable conditions, chooses what seems best to *survive* in the given situation or *settle it*, but by *strictly adhering to rules/laws* of a system.	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *evil values* by *strictly adhering to rules/laws* of a system.
Neutral	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *good values* by choosing the most *optimal option* for responding to impulse.	When faced with choices under favorable conditions, chooses what seems best to *survive* in the given situation or *settle it*, but by choosing the most *optimal option* for responding to impulse.	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *evil values* by choosing the most *optimal option* for responding to impulse.
Chaotic	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *good values* by *deliberately breaking rules/laws* of a system.	When faced with choices under favorable conditions, chooses what seems best to *survive* in the given situation or *settle it*, but by *deliberately breaking rules/laws* of a system.	When faced with choices under favorable conditions, chooses what seems to align the most with perceived *evil values* by *deliberately breaking rules/laws* of a system.

4. Procedure (v1.0.0)

1. Understand about the axis and terms from *__section 1__ and __2__.
2. From the **section 1.2**, rate yourself for each **impulse** on a scale of $[1, 5]$.
3. From the **section 1.3**, rate yourself for each **structure** on a scale of $[1, 5]$.

4. Multiply the results from **step 1 & 2** to make the 3×3 grid.

5. Choose the combination with highest score.

6. Confirm the result by reading same combination from ***section 3.2***.

> <u>**NOTE**</u>:
> One can check the strength of alignment by seeing what percentage each combination makes up among all.