

The Encyclopedia of Memetic Philosophy

This document serves as a reference for all weapons, abilities and status effects in my quest, [Ministry of Memetic Philosophy](#), so that I don't have to repeat the effects of combat features over and over again.

Everything is generally listed in order of appearance within their categories.

As always, if you have any feedback about the combat itself or the layout of this document, feel free to share it [here](#).

Passive Abilities

These abilities are activated under certain circumstances, whether the unit would want them to be activated or not.

I will try my best to let you know when passive abilities are activated.

Protected

For whatever reason, you cannot or will not kill this unit.

Effect

When this unit's health reaches 0, they do not die in narrative.

Status Effects

These effects are things that are dynamically applied and removed from units during battle. Each one has an arbitrary number assigned to it called a **stack count**, and the effect itself will dictate how that number changes and what it means. Each one is represented by an icon and a number near a unit.

I will try my best to alert you in some way when a status effect is activated or when its **stack count** changes.

Called Out



The unit has had their fallacy called out.

Tags: *[Damage]*, *[Debuff]*

Effect

Multiply all incoming damage by 2

At the end of the turn:

- Set **stack count** to 0

Sources

- Applied to a unit after their argument has been correctly identified as a fallacy
- Applied to a unit after incorrectly identifying another unit's argument as a fallacy