

MASTER MORALITY: *Good and Bad*: Good (= noble, a social/political term) is the originative concept.

*Self-affirmation.*

1. Acts and grows spontaneously. Action.
2. Desires great and noble enemies. Homer.
3. Seeks an opposite to affirm itself jubilantly.
4. "Bad" is an afterthought, a *negative* concept.

Overflowing health: war, adventure, hunt, dance, athletics, etc.

Among equals: consideration, self-control, tact, loyalty, friendship.

Among outsiders/inferiors:

- 1) Consideration and aid not from pity but from overflowing abundance.
- 2) Brutality from:
  - a) failure to consider outsiders important (not hatred, but indifference);
  - b) natural exercise of power and strength (not free to restrain power).

SLAVE MORALITY: *Good and Evil*: Evil (a *moral* term) is the originative concept.

*Denial of other.*

1. Action is *reaction*.
2. Must despise enemies, condemn them as "evil."
3. Knows itself only in relation to an other, an opposite.
4. "Evil" is the starting point.

Weak and unhealthy: decadence = fundamental, physiological unsoundness.

"...hate grows into something enormous and uncanny...most spiritual and poisonous."

*Ressentiment* + powerlessness = spiritual revenge, *Revaluation of Values*.

Revaluation:

Only the miserable, the poor, powerless, suffering, sick, ugly are good/blessed.

The noble and powerful are evil and will suffer eternal damnation.

Weakness = merit.

Anxious lowliness = humility

Subjection = obedience

Cowardice = patience

Powerless to retaliate = forgiveness

Misery = election, distinction from God

Ultimate retaliation = justice

Revenge = kingdom of God

Hatred (of the noble) = Love (of the inferior)