

MORAL VIRTUES

PRUDENCE (KNOWING THE MEANS TO ATTAIN THE END)

1. Memory (Memoria): the Virtue by Which One Remembers the Right Things Pertaining to the Action and its Circumstances
2. Understanding (Intellectus): the Ability to Grasp Practical Principles and the Nature of Various Situations
3. Docility (Docilitas): Ability to Be Led and to Take Counsel from Others
4. Shrewdness (Solertia): Quickness in Arriving at the Means to the End
5. Reason (Ratio): Ability to Reason about Practical Matters; the Ability to Apply Universal Practical Principles to Particular Situations
6. Foresight (Providentia): Ability to See Future Outcomes of Actions Based upon past Experience
7. Circumspection (Circumspectio): Virtue by Which One Keeps Track of One's Circumstances
8. Caution (Cautio): Application of Knowledge of the past to Action in Order to Avoid Impediments and Evils

POTENTIAL PARTS OF PRUDENCE

1. Good Counsel (Eubulia): the Habit of Taking Good Counsel
2. Synesis: the Ability to Know What to Do When the Common Law Applies
3. Gnome: the Ability to Know What to Do When the Common Law Does Not Apply

VICES CONTRARY TO PRUDENCE

1. Precipitation: the Vice in Which One Does Not Take Counsel (Results in Acting Too Quickly)
2. Inconsideration: the Vice in Which One Does Not Judge Which Means Is the Best among the Various Means Arrived at During Counsel
3. Inconstancy: a Vice in Which One Does Not Command or Do the Action Which Has Been Counseled and Judged as the Best
4. Negligence: Failure to Take Counsel or a Failure to Do What One Should When He Ought
5. Carnal Prudence: the Vice in Which One Applies One's Reason to Arrive at Means to Attain Created Goods Which Are Seen as One's Final End
6. Craftiness (Astutia): Industry in Not Using the Right or True Means to an End
7. Guile (Dolus): the Habit of Deceit (Usually in Words)
8. Fraud (Fraus): the Habit of Deceit (Usually in Deeds)