## 1.FSIQ - (Full Scale Intelligence Quotient)

- VCI (Verbal Comprehension Index) - Measures a person's ability to understand and use spoken language.
- VSI (Visual Spatial Index) - Assesses a person's skills in visual perception and spatial reasoning.
- FRI (Fluid Reasoning Index) - Measures a person's ability to think logically, solve problems, and apply reasoning skills.
- WMI (Working Memory Index) - Assesses a person's ability to hold and manipulate information in their mind.
- PSI (Processing Speed Index) - Measures a person's speed and accuracy in processing visual information.

## 2.EI - (Emotional Intelligence)

- EE (Emotional Engagement) - The ability to *connect emotionally* with others or oneself. Reflects how deeply one can invest feelings into an experience, interaction, or idea — and sustain that engagement meaningfully.
- EP (Emotional Perception) - The sensitivity to *detect and interpret* emotions in oneself and others. Determines how accurately one reads emotional signals through tone, body language, or micro-expressions.
- EU (Emotional Understanding) - The cognitive depth behind emotional awareness — understanding *why* emotions arise, how they evolve, and what causes emotional shifts or contradictions in human behaviour.
- EF (Emotional Facilitation) - The skill of *using emotion as a strategic tool* — recognizing and applying emotional states to guide thinking, motivate others, or influence the atmosphere of a situation.
- EM (Emotional Management) - The capacity to *control, stabilize, or redirect* one's own emotions under pressure. Represents emotional composure, restraint, and resilience when navigating conflict or stress.

## 3.SI - (Social Intelligence)

- SOA (Social Awareness) - The perceptual skill to *read a social environment* — recognizing hierarchy, group dynamics, intentions, and the unspoken norms guiding social interactions.

- SOM (Social Management) - The tactical control of social environments — *navigating, shaping, or manipulating* relationships and group outcomes through strategic action, influence, or diplomacy.
- SOS (Social Skills) - The *practical execution* of social behaviour — how effectively one communicates, adapts tone, persuades, empathizes, and establishes rapport in real-time interaction.
- SOC (Social Cognition) - Analytical understanding of social structures, motives, and dynamics.
- SOE (Social Engineering) – Tactical manipulation of people and systems through psychological and interpersonal methods.
- SAD (Social Adaptation) - Adjusting social approach, communication style, or behaviour for situational fit.

## 4.AC - (Adversity Capacity)

- LC (Learning Capability) – The ability to extract lessons, skills, or insights from challenges, failures, and adversity, and apply them effectively in future situations.
- MF (Mental Fortitude) – The capacity to endure prolonged psychological stress, trauma, or difficult circumstances without losing clarity, focus, or functionality.
- ST (Stress Tolerance) – Ability to maintain performance and composure under pressure, high-stakes environments, or sudden challenges.
- IM (Impulse Management) – The ability to regulate immediate emotional or instinctive reactions, delaying gratification or suppressing harmful impulses in favour of strategic action.
- Perseverance – Sustained determination to continue pursuing goals despite setbacks, obstacles, or prolonged adversity.
- Cognitive Discipline – Consistency and rigor in thought processes, reasoning, and decision-making under stress or distraction.
- Composure – Maintaining calmness, emotional stability, and rational thinking in high-pressure or chaotic situations.

## 5.Overall Intel -

- Fluid Intelligence – Knowledge and skills accumulated through experience, education, and cultural exposure. Can be developed over time through learning.

- Crystallized Intelligence – Ability to reason systematically, identify patterns, and make conclusions based on deductive and inductive reasoning.
- Logical intelligence – Ability to reason systematically, identify patterns, and make conclusions based on deductive and inductive reasoning.
- Learning Ability – Capacity to acquire, retain, and apply new knowledge or skills effectively.
- General Knowledge – Breadth and depth of factual, cultural, and practical knowledge across domains.
- Memory – Ability to encode, store, and retrieve information accurately and efficiently.
- Adaption – Cognitive flexibility; the ability to modify thinking, behaviour, or strategies to fit new conditions or challenges.
- Creative intelligence – Capacity to generate novel, original, or unconventional ideas and solutions.
- Intuitive intelligence - Subconscious or instinctive synthesis of information leading to insight, predictive understanding, or rapid decision-making.
- Kinesthetic Intelligence - Understanding and controlling physical objects or one's own body in space; coordination and manipulation.
- Spatial Intelligence - Ability to visualize, comprehend, and reason about spatial relationships, structures, and patterns.
- Academic Intelligence – Proficiency in formal learning environments; ability to understand, analyse, and apply theoretical concepts.
- Musical Intelligence – Sensitivity to rhythm, tone, pitch, and musical patterns; ability to create, interpret, or reproduce music.
- Linguistic Intelligence – Skill in understanding, using, and manipulating language effectively, including reading, writing, and verbal expression.
- Intrapersonal Intelligence – Awareness and understanding of one's own thoughts, emotions, motivations, and behaviour.
- Interpersonal Intelligence – Ability to perceive, interpret, and respond effectively to the emotions, intentions, and behaviours of others.
- Potential – The innate capacity for cognitive growth, learning, and mastery — representing one's upper limit of intellectual and strategic development if fully realized.

## 6.Overall Thinking -

- LAT (Lateral Thinking) – The ability to approach problems from unconventional or indirect angles, generating solutions through creative reframing rather than straightforward logic.
- LIT (Linear Thinking) – Thinking in a direct, sequential path where each conclusion is derived logically from prior facts or established reasoning.
- CT (Creative Thinking) – The generation of novel, original, and imaginative ideas that diverge from standard patterns of thought.
- AT (Analytical Thinking) – The ability to deconstruct complex problems into smaller, logical components for examination and understanding.
- ST (Strategic Thinking) – The skill of formulating short-term tactics and situational strategies that maximize advantage within given constraints.
- ABT (Abstract Thinking) – The ability to think conceptually, beyond concrete objects or immediate experiences, and to understand symbolic, theoretical, or metaphysical concepts.
- CIT (Critical Thinking) – The process of evaluating information, arguments, or beliefs through logic, scepticism, and evidence-based reasoning.
- Metacognition – Awareness and regulation of one's own thought processes — thinking about how one thinks and adapting mental strategies accordingly.
- Quick Thinking – The ability to rapidly process information and make effective decisions under pressure or time constraints.
- Detailed Thinking – The capacity to focus intently on specifics, precision, and accuracy within complex systems or ideas.
- Conceptual Thinking – The ability to form, manipulate, and understand abstract ideas or frameworks that explain complex phenomena or systems.
- Innovative Thinking – Applying imagination and insight to create entirely new methods, perspectives, or solutions that advance existing systems.
- Systematic Thinking – The ability to organize thought logically and methodically, ensuring structured progression toward a conclusion.
- Associative Thinking – The ability to form connections between seemingly unrelated concepts, ideas, or experiences to uncover patterns and relationships.
- Problem Solving – The capacity to analyse a situation, identify obstacles, and generate effective, adaptable solutions through logical, creative, or strategic means.

## 7.Overall Reasoning -

- LR (Logical Reasoning) – Reasoning that follows structured, rule-based logic and can be clearly explained through rational progression.
- ILR (Illogical Reasoning) – Reasoning that defies conventional logic yet may still reach accurate or intuitive conclusions through nontraditional thought processes.
- CFR (Counterfactual Reasoning) – The ability to imagine and evaluate “what if” scenarios by altering variables or events to explore alternate outcomes and their implications.
- ANR (Analogical Reasoning) – The process of drawing parallels between different concepts, situations, or systems to transfer knowledge or infer solutions.
- NMR (Numerical Reasoning) – The ability to reason effectively using numbers, data, and quantitative patterns to draw conclusions or make predictions.
- DR (Deductive Reasoning) – Reasoning from general principles or multiple premises to reach a single, logically certain conclusion.
- PR (Perceptual Reasoning) – The integration of perception and reasoning to interpret patterns, relationships, and visual-spatial information for problem-solving.
- ABR (Abstract Reasoning) – The ability to reason through conceptual or symbolic patterns beyond direct observation or tangible logic; essentially creative reasoning.
- IR (Inductive Reasoning) – The process of forming general conclusions or theories based on specific observations, examples, or patterns within a single topic.
- AR (Abductive Reasoning) – The ability to infer the most likely explanation from incomplete or uncertain information — forming plausible hypotheses under ambiguity.
- Pattern Recognition – The ability to identify regularities, structures, or trends within complex information — recognizing connections between ideas, events, or data points that may not be immediately apparent.
- Deduction – The structured application of logical principles to eliminate false possibilities and reach the most rational, evidence-based conclusion.

## 8.Overall Deception -

- MD (Misdirection Deception) – The art of diverting attention or focus away from the truth by manipulating perception, timing, or context.
- FD (Fabrication Deception) – The creation of entirely false information, narratives, or evidence to mislead or control belief.

- CD (Concealment Deception) – The act of withholding, obscuring, or disguising truth without necessarily fabricating falsehoods.
- Unpredictable – The ability to remain erratic or unreadable in behaviour, emotion, or strategy, preventing accurate anticipation by others.
- Acting Skills – The capacity to convincingly assume alternate identities, emotions, or intentions through performance and behavioural mimicry.
- Disguise – The use of physical, vocal, or behavioural alterations to conceal true identity or intent.
- Fabrication – The strategic creation or alteration of information to construct a false yet logically consistent narrative that supports a deductive conclusion.
- Bluffing – The deliberate presentation of false confidence, weakness, or information to manipulate decisions or reactions.
- Poker Face – The ability to suppress visible emotional or psychological cues, maintaining a neutral expression under pressure.
- Info Control – The mastery of managing information flow — knowing what to reveal, distort, or conceal to guide perception and outcomes.

## 9.Overall Manipulation -

- Direct Manipulation – The ability to influence or control another person's thoughts, emotions, or actions through direct communication, presence, or interaction.
- Indirect Manipulation – The capacity to influence individuals or groups subtly through unseen or background actions, often without direct confrontation.
- Individual Manipulation – The skill of targeting and controlling the decisions, perceptions, or emotions of a single person through tailored methods.
- Mass Manipulation – The ability to shape or control the behaviour and beliefs of large groups through influence, propaganda, or emotional contagion.
- Event Manipulation - The strategic alteration or orchestration of events, circumstances, or timing to produce desired outcomes or psychological effects.
- Logical Manipulation – Using rational argumentation, structured reasoning, or data-driven persuasion to guide others' decisions or beliefs.
- Illogical Manipulation – Leveraging irrational, abstract, or counterintuitive methods — such as confusion, unpredictability, or paradox — to disrupt logic and influence outcomes.

- Emotional Manipulation – The ability to exploit or utilize emotions to influence others' perceptions, behaviours, or loyalties.

- Psychological Manipulation – The application of psychological insight, behavioural conditioning, or cognitive distortion to subtly guide another's mindset or choices.

## 10.Overall Manipulation Methods -

- Cognitive Reprogramming – The process of systematically altering how a person *perceives*, *interprets*, and *responds* to information, effectively rewriting their mental frameworks, emotional triggers, and decision-making pathways.

- Gaslighting – A form of psychological manipulation that makes a target doubt their memory, perception, or sanity by denying facts, minimizing experiences, or presenting false narratives as truth.

- Guilt Tripping – Using guilt or moral obligation as leverage to control another person's emotions, decisions, or behaviour.

- Social Ostracism – Deliberate withholding of social contact, support, or inclusion to punish, control, or coerce a target. It operates by cutting off emotional, informational, or practical resources

- Seduction – Using charm, attraction, and emotional/sexual intimacy to lower a target's defences and gain influence or access.

- Love Bombing – Overwhelming someone with affection, attention, and gifts early in a relationship to create quick attachment and indebtedness, later used to control or manipulate.

- Black Mailing – Threatening to reveal damaging information (true or fabricated) unless the target complies with demands.

- Scapegoating – Projecting blame or responsibility onto another individual or group to deflect accountability and preserve power or image.

- Triangulation – Controlling dynamics or perceptions by manipulating communication and relationships between three or more parties.

- Strategic Influence – The calculated use of persuasion, framing, and psychological leverage to guide beliefs or actions toward a desired outcome without overt coercion.

- Threat-Based Manipulation– The art of controlling behaviour, extracting compliance, or enforcing obedience through the deliberate use or implication of fear, loss, or punishment.

## 11.Overall Strategy -

- Logistics – The coordination and management of resources, timing, and movement required to ensure a plan's functional success.
- Effectiveness – The degree to which a strategy achieves its intended objectives and produces the desired outcome.
- Efficiency – The ability to accomplish goals with minimal time, effort, or resource expenditure.
- Adaptability – The capacity to adjust strategies and methods dynamically in response to new information or changing conditions.
- Strategic Shielding – The act of protecting one's core strategy from interference or exposure through concealment, misdirection, or layered planning.
- Length – The temporal scale and sustainability of a strategy, determining whether it is optimized for short-term gains or long-term endurance.
- Strategic Foresight – The ability to predict future developments and prepare adaptive responses before they occur.
- Short-Term Strategy – Formulating and executing quick, flexible tactics that yield immediate results.
- Long-Term Strategy – Designing sustainable strategies that maintain effectiveness over extended periods.
- Resilience – The endurance of a strategy under pressure, reflecting its capacity to recover and maintain function after disruption or failure.
- Strategic Coverage – The comprehensiveness of a plan, measuring how well it accounts for all possible factors, risks, and variables.
- Complexity – The structural depth and interconnectedness within a strategy, balancing sophistication with manageability.
- Strategic Execution – The precision and effectiveness with which a plan is implemented in real-world conditions.
- Success Rate – The consistency and reliability of strategic victory across multiple attempts or scenarios.

## 12.Overall Planning -

- Plan Building – The ability to construct coherent, structured, and goal-oriented plans from limited or complex information.
- Plan Shielding – The capacity to conceal, protect, or safeguard one's plans from interference, exposure, or disruption.
- Planning Intricacies – The depth, interconnection, and sophistication within a plan, reflecting the planner's cognitive precision and foresight.
- Planning Preparation – The extent of groundwork, research, and pre-emptive setup undertaken before plan execution.
- Planning Foresight – The ability to anticipate future developments, obstacles, and outcomes, integrating them into the plan's design.
- Short-Term Planning – The skill of creating immediate, adaptable plans that produce quick and effective results.
- Long-Term Planning – The capacity to develop enduring strategies and roadmaps that remain effective over extended periods.
- Planning Practicality – How well a plan functions in real-life conditions, balancing ambition with feasibility.
- Planning Coverage – The range and inclusivity of a plan, measuring how many potential variables, risks, and contingencies are accounted for.
- Detailed Planning – The thoroughness and clarity of a plan, ensuring that every component and phase is precisely defined.
- Prediction – The ability to forecast future events and reactions accurately based on available data and pattern analysis.
- Execution – The practical realization of a plan, measuring how effectively it transitions from conception to successful implementation.

## 13.Counteraction -

- Risk Taking – The willingness and ability to make calculated sacrifices or bold moves when the potential gain outweighs the danger.
- Improvising – The capacity to generate effective, creative solutions spontaneously when plans collapse or conditions change unexpectedly.
- Trap Evasion – The ability to identify, anticipate, and escape manipulative setups, deceptions, or tactical entrapments.

- Heuristic Methods – The use of intuitive, experience-based problem-solving shortcuts that allow rapid decision-making under uncertainty.
- Overcoming Limitations – The skill of bypassing one's own constraints—mental, physical, or situational—through innovation or endurance.
- Steps Ahead – The capacity to remain multiple moves ahead of opponents by predicting their choices and pre-emptively countering them.
- Unpredictability – The ability to disrupt enemy expectations and patterns through spontaneous, irregular, or deceptive actions.
- Counter – The strategic ability to nullify, reverse, or exploit an opponent's move, turning their own tactics into disadvantages.

## 14.Prep -

- Information Processing – The ability to efficiently absorb, filter, and organize incoming data into coherent, usable insight.
- Influence Using – The capacity to recognize and apply external influences—psychological, environmental, or informational—to one's advantage before action.
- Risk Calculation – The precision with which one evaluates the probability and potential impact of success or failure in upcoming moves.
- Prescriptive Analysis – The ability to determine the optimal course of action based on predictive and diagnostic inputs.
- Diagnostic Analysis – The skill of identifying the root cause or structure of a situation, issue, or behaviour before engagement.
- Descriptive Analysis – The capacity to summarize and interpret observable facts and conditions accurately.
- Logical Analysis – The use of rational, step-by-step examination to ensure consistency and coherence in planning or judgment.
- Illogical Analysis – The intuitive or abstract examination of data, where unconventional or nonlinear insights reveal hidden patterns.

- Perspective Analysis – The ability to shift viewpoints fluidly to understand all sides of a scenario, including opponent psychology.
- Surface Analysis –The skill of extracting useful information from minimal or superficial data without requiring full depth.
- Wide Analysis – The capacity to integrate multiple, broad information streams simultaneously to form a holistic overview.
- Numerical Analysis – The logical and mathematical evaluation of probabilities, statistics, or quantitative factors within a scenario.

## 15.Field Skills -

- Continuity Adaptation – The ability to sustain operational effectiveness across prolonged campaigns by smoothly integrating small tactical changes and preserving momentum.
- Decision Making – The capacity to select optimal options quickly and confidently under uncertainty, balancing speed, information, and consequences.
- Risk Management – The skill of identifying, quantifying, and mitigating potential dangers while maximizing opportunity in active operations.
- Info Gathering – The practical ability to collect reliable, relevant intelligence from physical, digital, or human sources in the field.
- Trap Setting – The capability to design and deploy deceptions, lures, or staged scenarios that reliably provoke desired reactions from targets.
- Tactic Storage – The organized retention and retrieval of proven tactics and procedures for reuse, adaptation, or rapid deployment.
- Multiple Tactics – The competence to maintain and switch between several operational approaches simultaneously, preventing predictability.
- New Tactics – The ability to invent novel, situation-specific methods on the fly to exploit unforeseen opportunities or weaknesses.
- Managing Tactics – The skill of coordinating, sequencing, and allocating tactical assets and personnel to achieve coherent operational outcomes.
- Experience – Accumulated practical knowledge and learned responses derived from real-world exposure, allowing for improved intuition, adaptability, and tactical awareness.

## 16.Situational Cognition -

- Sensory – The raw reception of environmental stimuli through the senses, providing the first layer of data input.
- Observation – The focused monitoring of surroundings and subjects to extract meaningful information.
- Perception – The interpretation and organization of sensory and observational data into coherent understanding.
- Mental – The cognitive processing of information, integrating memory, reasoning, and attention.
- Intuition – Rapid, experience-based judgment that operates below full conscious reasoning.
- Insight – Deep understanding of patterns, motives, and relationships derived from analysis and reflection.
- Foresight – Anticipation of potential developments based on current trends, behaviours, or patterns.
- Forecasting – Structured prediction of probable outcomes using analysis of variables and historical trends.
- Anticipation – Pre-emptive readiness and response to likely events or opponent actions based on observed cues.

## 17.Psychology -

- Psychoanalysis – The study and interpretation of unconscious motives, desires, and conflicts to understand behaviour and thought patterns.
- Psychological Knowledge – A broad understanding of human behaviour, cognition, and emotional processes used to predict or influence others.
- Psychological Warfare – Strategic application of psychological principles to intimidate, destabilize, or manipulate opponents.
- Psychological Awareness – Recognition and understanding of the mental and emotional states of oneself and others in real-time.
- Emotional Profiling – The ability to infer, categorize, and anticipate someone's emotional patterns and responses.
- Personality Profiling – The capacity to analyse traits, tendencies, and behavioural patterns to predict decision-making or reactions.

- Social Profiling – The assessment of group dynamics, hierarchies, and relationships to anticipate social behaviour and influence outcomes.
- Hot Reading – The skill of reading a person accurately through direct interaction, conversation, and behavioural cues.
- Cold Reading – The skill of assessing and interpreting a person's behaviour, intentions, or personality without direct interaction.
- People Reading – General ability to interpret and understand individuals' thoughts, emotions, and intentions.
- Mind Reading – Advanced capacity to intuit or infer the specific thoughts and plans of another person.
- Lie Reading – The ability to detect deception through verbal, behavioural, or physiological cues.

## 18.Situations -

- NFS – Ei,Si,Counter,Thk,Rsn,Intel,instinct,Man,Dec,Psy,Plan
- FS – Fsiq,Intel,Thk,Rsn,sensory,Strat,Counter,Fieldskills,Prep,Plan
- Usogui – All Cats
- Liar Game – Ei,Si,Man,Dec,Psy,Prep,Strat,Plan,Thk,Rsn,Counter,Instinct
- Tomodachi Game – Ei,Si,Man,Dec,Psy,Counter,Instinct,Plan,Prep
- Death Note (as L) – Fsiq,Intel,Thk,Ac,Rsn,Strat,Prep,Sc,Counter
- Death Note (as Kira) – Ei,Si,Man,Dec,Psy,Plan,Strat,Counter,Instinct
- Kakegurui – Ei,Si,Man,Dec,Psy,Counter,Instinct,Strat
- COTE Special Exams – Fsiq,Intel,Thk,Rsn,Strat,Plan,Prep,FieldSkills
- Chess – Fsiq,Intel,Thk,Rsn,Strat,Plan,Counter
- Poker – Ei,Si,Rsn,Thk,Man,Dec,Psy,Counter,Instinct,Strat
- Phas – Ac,Thk,Plan,Rsn,Sc,Prep,Psy,Counter,FieldSkills,Instinct
- Saw traps – Fsiq,IntelThk,Rsn,Psy,Strat,Counter,Instinct
- Backrooms – Intel,Sc,Instinct,FieldSkills,Psy,Plan,Counter

- Squid Games – Thk,Rsn,Ac,Ei,Si,Man,Dec,Strat,Instinct,Counter,FieldSkills,Psy
- YELLIS Test – Fsiq,Intel,Thk,Rsn,Prep
- IRL Situation from Scratch – Intel,Thk,Rsn,FieldSkills,Prep,Counter,Plan,Instinct
- IRL Situation with Influence – Ei,Si,Intel,Man,Psy,Strat,Plan,Counter,Influence