Outsmarting terms doc by, Zz11xr.
In this list of "outsmarting" terms, I will be stating and explaining what each of these terms mean, as far as Deception, Manipulation, Intel, and etc. (Unless the different terms I state are self-explanatory and don't require an explanation. But, if anyone wants this to be a FULL term and explanation for outsmarting categories and other categories i will make a separate document.)

Hopefully this doc helps some people that are confused with this kind of stuff and if you have any questions DM: Zz11xr.
(If for some reason you are not able to put in this username on discord to message me, a quick fix is to copy the username into your clipboard or whatever you have to copy stuff, and paste it into the section where discord allows you to send friend requests, it should work.

Also, in this list of categories, if there are any categories that I have missed or you have any questions, please let me know! I want this list to be as informational and understandable as possible.

But, without furthdado let's get into the categories!

Category N.1 -

Manipulation

1. *Manipulation - Is to control something or someone to your advantage. Generally when someone uses manipulation, they attack the emotional and mental in order to gain personal benefits for a goal or some other agenda.*

2. *Gaslighting - Is the act of using manipulation in order to distort or alter someone's mental mind and cause them to question their own sanity, for personal benefit or gain.*

   In simple terms: It is the act of psychological manipulation to make a person question their own sanity or reality.

3. ***Persuasion - is the act of misleading someone or something's perceptions or belief of something or someone, using the skills of leadership, psychology and manipulation.***

4. *Love-bombing - is the action or practice of lavishing or making a person or thing feel good by using, attention, or affection to influence someone, or manipulate them.*

5. *Seduction - is the act of using sexual touch, or any form of a feel-good sensational language, (psychically or verbally) in order to gain something from someone or something, or manipulate someone or something.*

6. *Blackmail - Is the action of using harmful demands of payment, or another form of benefit by using secret information of something or someone.*

7. *Triangulation - Is the act of using threats of exclusion or manipulation, in order to gain control over someone or something.*

8. *Assaults - Is the state of using threatening or harmful forms of action in order to gain control over another person or object.*

9. *Brainwashing - Is the state of using misleading wording, or showing misleading actions in order to control someone's mindset on their once believed perception or concept.*

10. *Shunning - Is the act of deliberately avoiding or ignoring someone.*

11. *Fabrication - Is the state or act of making up or creating false, in order to deceive someone.*

12. *Bluffing - Is the action of making up lies, or not being truthful.*

13. *Info control - Is the ability to use or take information from a particular source or individual, and use it to your advantage in order to manipulate or cause harm.*

14. *Coercion - Is the act or ability of persuading someone's mental belief or concept forcefully, to do something they don't want to do.*

15. *Extortion - Is the ability to gain something, or information through force or threats.*

16. *Threats - Is the act of using statements to inflict harm on others or objects.*

17. *Assaults - Is the action of inflicting or using psychical harm on someone or something.*

18. *Insanity inducement - Is the ability to cause harm, madness, or chaos in a person, thing, or crowd.*

19. ***White knighting - Is the act of giving someone problems, and then coming and acting like the hero and stopping the problem in order to gain trust.***

20. ***Scapegoating. Is the act of blaming someone for something someone else has done.***

21. ***Intermittent reinforcement - Is the act of using love, in the mix of abuse, harm, or pain.***

22. ***Demoralization - Is the act of making someone lose confidence, enthusiasm, and hope.***

23. ***Dismissal - (Self explanatory.)***

24. ***Honey trap - Is the action or state of using Irresistible bait to lure a victim. It involves, seduction, love bombing, affection, or sexual appeal in order to gain knowledge, benefit, gain, information, or manipulate individuals for serious purposes.***

25. ***Setting up traps - (Self explanatory.)***

26. ***Catfishing - (Self explanatory.)***

27. ***LIO: Lies of omission - Is the ability to use logical or important facts or truths and hide it really well, to foster a misconception.***

28. ***LIC: Lies of commission - Is the ability to tell someone, something that is not a fact.***

29. ***Acting - (Self explanatory.)***

30. ***Distortion - Is the ability to twist or deceive something out of its original, true, or natural state.***

31. ***Mass manipulation - Is the act of using manipulation on a massive scale. Example: if someone love-bomb's someone but 10 fold.***

32. ***Diabolical thinking - Is the ability to show the cunning or ingenuity or wickedness of the devil.***

33. ***Overloading - Is the act of giving or showing someone too much information at one time to the point their mind can't handle it.***

34. ***Pure manipulation - is the ability to use manipulation tactics in order to influence or deceive someone else.***

35. ***Logical manipulation - Is the ability to manipulate the rules or laws of logic.***

36. ***Direct manipulation - Is the ability to manipulate things in a direct or straightforward way.***

37. ***Indirect manipulation - Is the act of manipulating in a way that isn't direct. It's using alternative methods of harming someone or manipulating.***

38. ***Emotional manipulation - Is the act of using someone's emotions to get what they want, make you act of character, or another gain.***

39. ***Individual manipulation - Is the ability of using imbalance power, through an individual. Or using another person for personal gain. (A pawn.)***

40. ***Event manipulation - Is the act of using scenarios from the past, present, or current in order to get a specific gain, or benefit.***

41. ***Protection racket - Is when a group or a person, generally associated in criminal acts, demands a sum amount of money from a store owner, business clerk, company, etc, in result of not harming them in any kind of way or leaking very private information about them.***

42. ***Smearing - (Self-explanatory.)***

43. ***Insecurity abuse - (Self-explanatory.)***

44. ***G.P.M: Goal-post moving - Is the act of changing the rules for someone, of what they're trying to do in order to make it more difficult for them.***

45. ***Direct control - (Self-explanatory.)***

46. ***Indirect control - (Self-explanatory.)***

47. ***Positive manipulation - The act or state of manipulating something or someone in a positive or somewhat, beneficial way.***

48. ***Guilt tripping - Is the act of causing another person to feel guilty or a sense of responsibility even if what they did wasn't wrong, in order to change their perspective or actions on something or someone.***

49. ***Half-truths (Self-explanatory.)***

50. ***Fallacies - The act of stating an untrue belief, or mistaken belief that is used in reasoning, that undermines the logic of your, or someone else's argument.***

51. ***Propaganda - The usage of misleading or biased information in order to harm or benefit a thing, or person.***

52. ***Positive reinforcement - Is the act of rewarding a positive behavior in order to encourage it to happen again in the future. When someone hurts you, but they give you a valuable reward every time they hurt you, that is a form of positive reinforcement.***

53. ***Negative reinforcement - Is the act of doing something unpleasant or uncomfortable as a result of a desired expectation. If someone yells at you for not washing the dishes, so you wash them even though you don't want to, you do it anyway just so you don't hear the yelling, that's a form of negative reinforcement.***

54. ***Denial - Is the ability or act of declaring something to be untrue, or, the other way around.***

55. ***(FSM) Full-scale manipulation (FSM) Is what is used to describe a person's full manipulation ability.***

    (Generally liars have really good manipulation skills.)

Category N.2 -

DECEPTION

1. ***Deception - The act or usage of using information in a false or invalid manner in order to change a person's perspective or ideal on the given information.***

2. ***Misdirection - Is the act of misleading or directing a person's perspective or belief to a wrong turn or wrong idea of something or someone.***

3. ***Bluffing - (Read N.12 In manipulation category for the definition.)***

4. ***Fabrication - (Read N.11 In manipulation category for the definition.)***

5. ***Concealment - The act of hiding something and preventing it from being known. (What does this have to do with deception? Because, if someone has a secret they don't want told, and someone asks them about their deepest secrets, they could***

mislead that person and make up a false story. Therefore it would be concealment.)

6. *L.O.O: Lies of omission - (Read N.27 In manipulation category for the definition.)*
7. *L.O.C: Lies of commission - (Read N.28 In manipulation category for definition.)*
8. *Half-truths - (Read N.50 In manipulation category for the definition.)*
9. *Setting up traps - (Read N.25 In manipulation category for the definition.)*
10. *Propaganda - (Read N.52 In manipulation category for the definition.)*
11. *Distortion - (Read N.30 In manipulation category for the definition.)*
12. *Cunning - The act of being able to plan things ahead in a skillful manner or being able to achieve someone's end by deceit or evasion.*
13. *Acting skills - (Self-explanatory.)*
14. *S: Strategic deception - Is the act of deceiving someone in a strategic manner or way.*
15. *Practical deception - Is the act of deliberately causing someone to accept something as true that is not true.*
16. *(FSD): Full-scale deception (FSD) Is what is used to define a person's full ability to deceive.*

Category N.3 -

Reasoning

1. *Reasoning - The action of thinking about something in a logical way in order to make or form a conclusion or judgment.*
2. *Verbal-reasoning - The act of understanding and reasoning using concepts framed in words.*
3. *Non-verbal reasoning - The act of using problem solving using pictures and diagrams and to analyze visual information and solve problems based on visual reasoning.*

4. ***Visual-reasoning - Is the process of manipulating a mental image of an object in order to reach a certain conclusion.***

5. ***Cause and effect reasoning - Is the act of using reasoning in a form that shows the cause and effect that is in operation. Or using reasoning to show why and how something happens.***

6. ***Probabilistic reasoning - Is a form of knowledge representation in which the concept of probability is used to indicate the degree of uncertainty in knowledge.***

7. ***Inductive reasoning - Is the act of using logical thinking and observations in order to reach a judgment or conclusion.***

8. ***Abductive reasoning - Is the act of making the most likely conclusion, assumption, judgment, or logical premise/inference, from a set of complete or incomplete observations.***

9. ***Deductive reasoning - Is the act of using a set of truthful or factual premises in order to reach a logical approach, conclusion, or judgment.***

10. ***Logical inference - Is the act or ability of deriving logical conclusions from premises known or assumed to be true.***

11. ***Premise - Is the act of using a statement that is assumed to be true. Or statements derived from observation.***

12. ***Cognitive reasoning - The act or ability to comprehend and analyze information by sorting it into a logical structure.***

13. ***Decompositional reasoning - Is the act or ability of breaking things down to their basic components in order to comprehend how each component contributes to the overall functionally. In simple terms: it's using observation, and breaking it down to the simplest form to determine how it works for a specific thing.***

14. ***Systematic reasoning - Is the act or ability of integrating reasoning with conclusions.***

15. ***Numerical reasoning - Is the act or ability of processing numerical patterns logically and easily.***

16. ***Perceptual reasoning - Is the act or ability of using reasoning based on something or someone's perceptions.***

17. ***Conceptual reasoning - Is the act or ability of using reasoning, based on a particular concept created by something or someone.***

18. ***Analogical reasoning - Is the act or ability of taking one event or situation in order to understand another situation or event. Or in another definition: Drawing a conclusion by comparing to or whatever amount of things together.***

19. ***V: Analogical reasoning - (The V stands for verbal.): Verbal analogical reasoning is reasoning using a combination of both cognitive and linguistic abilities.***

20. ***Logical reasoning - Is the act of using a given set of facts or data to deduce other facts by reasoning logically.***

21. ***Illogical reasoning - Is the act of reasoning in a way that creates a more than likely inconsistent or invalid conclusion or judgment in an illogical way.***

22. ***(FSR): Full-scale reasoning (FSR) Is what is used to define a person's full reasoning ability.***

Category N.4

Thinking

1. ***Thinking - Is the cognitive process and ability to hold, and store information and retrieve memories. And select good choices of reasoning, responses and actions.***

2. ***Linear thinking - Is a systematic and analytical thought process that follows a known progression similar to a straight line.***

3. ***Lateral thinking - Is the act of solving problems in an indirect and creative approach. Generally through solving the problem and viewing the problem in a new and unusual way.***

4. ***Abstract thinking - The act or ability to understand concepts that are real, But which are not directly connected to concrete physical objects and experiences.***

5. ***Non-linear thinking - Is the ability to play with your imagination, and come out with creative ways to solve problems or understand and represent something.***

6. ***Critical thinking - Is the action, ability or skill to efficiently and effectively analyze, scan or use information to your advantage in order to make a solid conclusion or judgment.***

7. ***Analytical thinking - Is the act of analyzing a problem and coming up with a solution to the problem. It is also a way for breaking down complex information.***

8. ***Associative thinking - Is the use of mental ability, it is the ability or act that involves linking an idea, thought, or concept with another, generally an often seemingly unrelated concept.***

9. ***App/application thinking - Is the act of thinking when encountering a new situation.***

10. ***Concrete thinking - Is the act of thinking on simple cognitive abilities such as, hearing, seeing, feeling etc and experience in the here and now.***

11. ***Intuitive thinking - Is the act of thinking based on first instinct, and reaching decisions based on automatic cognitive processes.***

12. ***Focused thinking - Is the act of thinking in a focused manner. It's the type of thinking you access to understand and solve familiar problems as well as to study a concept.***

13. ***Vertical thinking - Is the act of thinking in, and, or using logical conventional processes.***

14. ***Conventional thinking - Is the act of thinking using simple cognitive and normal manners or ways.***

15. ***Diffuse thinking - Is thinking when your mind relaxes and you can daydream and imagine anything possible.***

16. ***Realistic thinking - Is the act of looking at all aspects of a situation, such as, the positive, the negative, and the neutral before making a judgment or conclusion.***

17. ***Convergent thinking - Is the act of trying to find a single, or multi choice best solution that you are trying to solve.***

18. ***Divergent thinking - Is the act of generating creative ideas by exploring many possible solutions.***

19. ***Creative thinking - Is the ability to create original and unique ideas that mainly form solutions.***

20. ***Reflective thinking - Is the act of taking the bigger picture and understanding all of its consequences, benefits, and risks.***

21. ***Resourceful thinking - Is the ability to cope or counter difficult challenges, and obstacles or unusual problems.***

22. ***Cognition thinking (Sorry if the name sounds weird I just named it this instead of just naming it, 'cognition.' - Cognition thinking is the mental action or process of acquiring knowledge and understanding through thought, experience, and the senses.***

23. ***Metacognition thinking - Is the ability of using awareness and understanding of one's own thought process.***

24. ***Fast-thinking - Is the act or ability of being able to use cognitive shortcuts and heuristics to quickly respond to problems, certain situations and threats.***

25. ***(FSTK): Full-scale thinking (FSTK) Is all the categories that define a person's full thinking ability.***

Category N.5

IQ

1. ***IQ - Is short for: "Intelligence quotient." and it measures a person's reasoning, logic, problem solving abilities, and other cognitive skills.***

2. ***WMI - WMI stands for Working Memory Index, which is a measure of the ability to hold information in short-term memory and manipulate it mentally.***

3. ***AWMI - AWMI stands for Arithmetic Working Memory Index, which measures the ability to perform mental arithmetic tasks while holding information in working memory.***

4. ***(STI) STMI - STI stands for Short-Term Memory Index, (Or Short-term index/memory) which measures the ability to recall a list of items after a short delay.***

5. ***STM - Short-term memory is the capacity for holding a small amount of information in an active, readily available state for a short interval.***

6. ***PSI - The Processing Speed Index (PSI) measures the speed of mental processing, using visual stimuli and graphomotor skills, and is related to the efficient use of other cognitive abilities.***

   And measures the ability to quickly and accurately complete simple tasks.

7. ***CPI - CPI stands for Cognitive Proficiency Index, which is a composite score that combines various cognitive abilities, including working memory, processing speed, and perceptual reasoning.***

8. ***GAI - GAI stands for General Ability Index, which is a composite score that combines various cognitive abilities, excluding working memory and processing speed.***

9. ***NVI - NVI stands for Non-Verbal Index, which measures the ability to solve problems using visual and spatial skills.***

10. ***(RQ) QR - Quantitative Reasoning (RQ): Ability to inductively and deductively reason with concepts involving mathematical relations and properties.***

11. ***QRI - Quantitative Reasoning Index (QRI), which measures quantitative reasoning skills, and measures the ability to solve problems that involve numerical reasoning.***

    It can also indicate a person's capacity to perform mental math operations and comprehend abstract relationships.

12. ***VCI - VCI stands for Verbal Comprehension Index, which measures the ability to understand and use language.***

    And reflects an individual's ability to understand, use and think with spoken language.

13. ***(VSA) SA - Spatial Ability (SA) or spatial ability or visuo-spatial ability is the capacity to understand, reason, and remember the visual and spatial relations among objects or space.***

14. ***(VSA) SR - Spatial reasoning (SR) is the ability to visualize and manipulate objects in the mind.***

15. ***(VSA): Visual Spatial Ability - The ability to comprehend and conceptualize visual representations and spatial relationships in learning and in the performance of tasks such as reading maps, navigating mazes, conceptualizing objects in space from different perspectives, and executing various geometric operations.***

16. ***(FRI) FR - Fluid reasoning (FR) is the capacity to think logically and solve problems in novel situations, independent of acquired knowledge.***

17. ***FRI - FRI stands for Fluid Reasoning Index, which measures the ability to solve novel problems using logic and reasoning.***

18. ***TRI - TRI stands for Total Reading Index, which measures the ability to read and understand written text.***

19. ***(FSIQ) FSI - Full Scale Intelligence (FSI) is a term coined for an individual's complete cognitive capacity.***

20. ***(VCI) FVCI - Full Verbal Comprehension Index, (FVCI) Which measures the full ability of a person's ability to understand, and use and think with spoken languages.***

21. ***VECI - Verbal (Expanded Crystallized) (VECI) Is the ability to access and apply acquired word knowledge and general knowledge.***

22. ***(VSI) VS - Is Verbal Spatial (VSI OR VS) Is the ability to easily perceive visual trends, conceptualize shapes and objects, and interpret images and diagrams.***

    Or in simple terms: It measures the ability to solve problems visual and spatial reasoning.

23. ***PRI - Perceptual reasoning is the ability to take in visual information and organize it, interpret it, and use it to solve problems. Non verbal communication is required. If you're solving a problem that requires you to visualize the solution in your head, you're using perceptual reasoning.***

Category N.6

EQ

1. ***EQ - Emotional intelligence/quotient (EQ) Is the ability to understand, use, and manage your own emotions in positive ways to relieve stress, communicate effectively, empathize with others, overcome challenges and defuse conflict.***

2. ***EQ: Self-awareness - Is the ability to be realistic about your inner strengths. An acceptance of your positives and negatives helps you accept and learn from mistakes, so as to continue loving and respecting yourself without comparing yourself to others or being overly self-critical. Self-awareness allows you to see the glass as half full, rather than getting down on yourself with negativity.***

3. ***EQ: Self-confidence - Self-confidence is the ability to evaluate what you can and can't do.***

4. ***EQ: Perception - Perception refers to the capacities and abilities of recognizing and identifying emotions in others, in addition to biological and physiological processes involved.***

   And the ability to detect, understand, and organize emotional stimuli to facilitate interpersonal communication.

5. ***EQ: Understanding - Understanding is recognizing, respecting, and accepting your feelings as they happen.***

6. ***EQ: Self-management - Self-management is the ability to effectively control and express emotions.***

7. ***EQ: Relationship management - Relationship management is a critical component of emotional intelligence. It's the ability to effectively manage relationships, both personal and professional.***

8. ***FSEQ - Full-scale EQ (FSEQ) Is all the catagories in which defines a person's full eq.***

Category N.7

SQ

1. ***SQ - The Spiritual Quotient (SQ) is the sum of our Intellectual Quotient (IQ) and Emotional Quotient (EQ).***

2. ***(SQ): Self-awareness - Is the conscious knowledge of one's own character, feelings, motives, and desires.***

3. ***(SQ); Self-regulation - The ability to understand and manage your behavior and your reactions to feelings and things happening around you.***

4. ***(SQ): Empathy - The ability to understand and share the same feelings of another.***

5. ***(SQ): Motivation - The general desire or willingness of someone to do something.***

   Or, a process of inducing and stimulating an individual to act in a certain manner.

6. ***(SQ): Social skills - The skills or ability we use everyday to interact and communicate with others.***

7. *(SQ): Social-awareness - The ability to take the perspective of and empathize with others, including those from diverse backgrounds and culture.*

8. *(SQ): Intuition - The ability to understand something immediately, without the need for conscious reasoning.*

9. *(SQ): Social-intuition - A model that proposes that moral positions are often non-verbal and behavioral.*

10. *(SQ): Self-management - Management of or by oneself; the taking of responsibility for one's own behavior and well-being.*

11. *(SQ): Self-regard - Regard or consideration for oneself; self-respect.*

12. *(SQ): Impulse control - Impulse control is the ability to prioritize our wants and needs and resist or avoid doing things that may be harmful to ourselves and others.*

13. *(SQ): Assertiveness - The ability to be able to stand up for your own or other people's rights in a calm and positive way, without being either aggressive, or passively accepting 'wrong'.*

14. *(SQ): Self-actualization - A concept regarding the process by which an individual reaches his or her full potential.*

15. *(SQ): Relationship-management - The ability to manage relations in your life.*

16. *(FSSQ):Full-scale spiritual quotient (FSSQ) Is all the categories that define a person’s full spiritual quotient or intelligence.*

Category N.8

Perception

1. *Perception - The act or ability to see, hear, or become aware of something through cognitive senses.*

2. *Auditory perception - The ability to receive and interpret information that reaches the ears through audible frequency waves transmitted through the air or other means.*

3. *Conceptual perception - The ability to percieve based on an idea that comes from concepts or else abstract ideas.*

4. ***Abstract perception - The ability to percept something or someone based on something relating to or involving general ideas or qualities rather than specific people, objects, or actions.***

5. ***Bodily-kinesthetic perception - The ability to percieve or percept through a bodily-kinesthetic way, shape or form.***

6. ***Mechanical perception - The ability to percieve or percept through ways, shapes, or forms of machinery.***

7. ***(FSP): Full-scale perception (FSP) Is all the categories which define a person's full perception.***

Category N.9

Intel

1. ***Intel - Is what is used to describe a person's intelligence in short.***

2. ***Crystallized intel/intelligence - Is what is reflected in a person's general knowledge, vocabulary, and reasoning based on acquired information.***

3. ***Fluid-intel/intelligence - The ability to think in words and to use language to express and appreciate complex meanings.***

4. ***Naturalistic intel/intelligence - The ability to identify, classify and manipulate elements of the environment, objects, animals or plants.***

5. ***Existential intel/intelligence - Deep sensitivity and/or the ability to handle deep questions such as the meaning of existence, life, or supernatural things such as jesus or god or mythology creatures.***

6. ***Bodily-kinesthetic intel-intelligence - The capacity and, or the ability to manipulate objects and use a variety of physical skills.***

7. ***Interpersonal intel/intelligence - The ability to understand and interact effectively with others.***

8. ***Intrapersonal intel/intelligence - The capacity, and, or the ability to understand oneself and one's thoughts and feelings, and to use such knowledge in planning and directioning one's life.***

9. ***Spatial intel - The concept of being able to successfully perceive and derive insight from visual data.***

10. ***Visual spatial - The ability to perceive, analyze, understand, store, and recall visual information.***

11. ***Logical-mathematical intel/intelligence - The ability to analyze situations or problems logically, identify solutions, conduct scientific research, and easily solve logical/mathematical operations.***

12. ***Musical intel - The ability to comprehend and produce musical skills such as rhythm, lyrics, and patterns.***

13. ***Social intel - The ability or, and a person's ability to understand and manage interpersonal relationships.***

14. ***(FSIN) Full-scale intel (FSIN) Is what is used to define a person's full intel. They are pretty much the same as (FSIQ) But slightly different.***

Category N.10

Planning

1. ***Planning - Is the ability or act of making plans for something and using techniques such as, plotting, scheming, and using other tactics in order to assure success.***

2. ***Cunning - (Kiyotaka ayanokoji, nah jk here's the real definition LMAO)***

   It's the act or ability to be good at planning something so that they, oneself, or whoever gets what they want, especially by tricking other people, or things that are cleverly made for a particular purpose.

3. ***Unpredictability - Is the act or ability of not being able to be predicted or unable to be analyzed to a full extent.***

   In simple terms: The ability of being unpredictable.

4. ***Conjecture - An opinion or conclusion formed on the basis of incomplete information.***

5. ***Cold reading - Is the act or ability with little to no knowledge at all, and quickly obtains information about someone by analyzing the person’s body language,***

age, clothing, fashion, hairstyle, gender, sexual orientation, religion, and other important stuff.

6. ***Hot reading - Is the act or ability to read a person with a little or some prior knowledge to some extent and, have an advantage to know where to begin when reading a person.***

7. ***Mind reading - Is the ability to discern or break down what a person is truly thinking.***

8. ***Mind games - Is the ability to use an action or statement intended to undermine or mislead someone else, often to gain advantage for oneself.***

   Or play with someone's conscious to the point they are unable to think, act, or understand clearly.

9. ***Psychological attacks - The act of sending attacks through psychological methods.***

10. ***(LTP) Long-term planning - Is the act or ability to plan in long-term, it generally means taking plans to a longer time limit to accomplish depending on what the goal is.***

11. ***(STP) Short-term planning (Short term planning is just the opposite of long-term.)***

12. ***Contingency - A future event or circumstance which is possible but cannot be predicted with certainty.***

13. ***Formulation speed - The action or state of planning something at a particular speed level.***

14. ***Preparation process - The state or act of being in a process for a particular event of things that will happen in the future.***

15. ***Aim planning - A structured approach that ensures a project's success by systematically addressing risks and challenges.***

16. ***Planning versatility - The act or state of adapting ones, or oneselves planning.***

17. ***Difficulties to counter - The state or act of being difficult to counter.***

18. ***Methods - A way of doing anything, or different techniques for certain scenarios.***

19. ***Planning creativity - The state or act of having creative ideas or plans.***

20. ***Strategic planning - The state or act of strategically planning, using methods, tactics, and different techniques for different situations.***

21. ***Operational planning - The process, ability or act of turning your strategic plan into a detailed map that outlines exactly what action your team will take on a weekly, or sometimes even daily, basis.***

22. ***Tactical planning - A strategy that helps in creating short-term and distinct plans that help fulfil the long-term plans of a business, organization, or individual.***

23. ***Planning coverage - Is the extent to which a plan addresses all relevant elements, tasks, and contingencies to ensure thoroughness and effectiveness in achieving a specific goal or project.***

24. ***Innovation - The action or process of innovating. (Innovating is the act or ability to make changes in something established, especially by introducing new methods, ideas, or products.)***

25. ***Resourcefulness - The act or ability of being resourceful. Or in simple words, the state of how resourceful one/oneself can be.***

26. ***Problem-solving - The ability of being able to find solutions to certain problems, complex or soft-core.***

27. ***(FSPL) Full-scale planning (FSPL) Is what is used to define a person's full planning ability.***

Category N.11

Strategy

1. ***Strategy - The art of planning the best way to gain an advantage or achieve success.***

2. ***STS - The capacity to prepare strategies and conjure ideas that will both cope with changing environments and consider the various challenges that lie ahead in short-term.***

3. ***S: Complexity (The S stands for strategy.)***

    - ***The difficulty level of ones/oneself s strategic levels.***

4. ***S: Length - The amount or time a strategy is bound to last.***

5. ***S: Success rate - The probability level of completion, based on or off of a strategy.***

6. ***Logical strategy - The ability to use logic to form or base a strategy***

7. ***Any device or Means for supporting specified aims, which is existing in a real or material form, and is not abstract.***

   (Not sure what that means EXACTLY but, i'll look into it. If anyone reading this can give a better definition once again, please let me know!)

8. ***S: Efficiency - Is the efficiency rate of a strategy.***

9. ***S: Flexibility - Is the flexibility or how flexible a strategy can be, like if a strategy's plans won't work for one situation, so it can be flexible or switch to the point it can.***

10. ***S: Goal - The goal level of a strategy. (bad definition ik, if anyone can give a better definition dm me pls.)***

11. ***S: Vision - The vision targeted on a specific goal using a strategy.***

12. ***S: Creativity - The creativity levels or how creative a strategy is.***

13. ***Tactics - Is the ability or act of using different methods for certain situations. (In short, it's another way of saying methods.)***

14. ***Execution control - The level of control one or oneself have over a strategy to ensure its success rate.***

15. ***(FSST) Full-scale strategy (FSST) Is what is used to define a person's full strategy ability.***

Side information

Okay so, since i have pretty much explained (hopefully) all the possible outsmarting categories out there, i am now gonna state some OTHER categories. Some that probably don't include outsmarting.

And also, if i have missed some outsmarting categories please let me know and i will add it!

Well here goes!

Other categories N.1: Writing

1. ***Introduction - The start or beginning of a character's first entrance of a story or timeline.***

2. ***Backstory - The past of a character or what they went through (in the past), that led them to how they are now.***

   (kinda self-explanatory),

   (The ones that don't really need an explanation i will just list as, 'Self-explanatory'.

3. ***Goals - What a character in a story is overall trying to achieve through time, using planning and different strategies.***

4. ***Motivation - The fuel or drive that leads a character to do whatever they are doing in a story.***

5. ***Dedication - A form of commitment, or like motivation, drive that leads a character to do what they do in a story.***

   (Kinda self-explanatory).

6. ***Char. (Or character): development - How a character goes step by step constantly consistently or non-constantly improving throughout the narrative or story.***

7. ***Char. Building - This goes along slightly with character journey and development but it means step by step the steps a character takes throughout a narrative or story that forms and makes their overall character.***

8. ***Char. Journey - The path that led a character to become who they are in a current narrative or story.***

9. ***Char. Design - The coolness, freshness, or stylishness of a character's characteristics (Characteristics as far as them), in a narrative or story.***

10. *Story impact - The impact a character or characters had on the main plot of a or multiple story/stories/narratives.*

11. *Community impact - Same definition as story impact but just replaced with community.*

12. *Global impact - (Same definition as the other impact's just replaced with global.)*

13. *Personal impact - The impact a character had on the reader of the overall story. (Like a personal favorite kind of thing).*

14. *Emotion - The way a character made or had others feel in the main plot of the story, (Or just the story overall).*

    (Kinda self-explanatory).

15. *Relatability - The level of relatability a character has on the reader of the story. Or how relatable the character in the story can be..*

16. *Complexibility - How complex things about a character can be, such as their persona, behavior, intel, or fighting ability etc, can be in an overall story or narrative.*

17. *Inspiring - How much inspiration a character can have on others. I.e being in the story or the reader of the story.*

18. *Themes/theme - The subject a character has in the main story.*

19. *Parallels - When a character uses the same or a form set pattern of words to show that two or more ideas have the same level of importance.*

20. *Char. Depth - qualities that give the character something extra and make them interesting in the story or narrative.*

21. *Depth of thought - Since this is in writing, the definition of this would mean how long the author took in full DEPTH to make the character or characters story/plot what they are or their purpose and how interesting the characters/character would be in the story overall.*

22. *Peaks - This means how many times a character has made full use of their potential which could have or could not have impacted others in the story (including the reader).*

23. *- Ideology - The amount of ideas a character has in a story, or an original idea the character existing in the story in the first place was based off of.*

    (For example sakura from naruto, the ideology first before her was the sakura tree of japan her name was based off the ideology of japan's tree).

24. *Philosophy - This means a character's habits, actions, and emotional responses that impact the story or make it interesting.*

    (Kinda self-explanatory).

25. *Quotes - The amount of quotes a character has in a story or narrative that the author intended that could be or could not be based off of real life quotes.*

26. *Monologues - The amount of long speeches a character has in a story or narrative.*

27. *Soliloquies - The amount of times a character talks to oneself out loud in a story or narrative.*

28. *Dialogues - The amount of times a character talks between two or more people at a time in a story or narrative.)*

29. *Moments - The amount of past, present, or future experiences a character has with others in the story or narrative. (Sometimes outside of the story which means talking to the reader of the story).*

30. *Dynamics - Things in the story that controls or influences a character's process of growth, change, activity etc.*

31. *Enjoyability - How enjoyable a character can be in a story or narrative.*

32. *Interactions - Similar with moments but it means how many times a character interacts with others in the story or outside of the story I.e the reader.*

33. ***Symbolisms/symbolism - How a character's overall build, development, and who they are overall as an individual might have some symbolic features with real world or biblical terms, examples, or events etc.***

34. ***Mentality - The state of mind a character is at in a story or narrative. (Plots too).***

35. ***Consistency - How consistent a character can be in a story.***

36. ***Potential - The level a character has to improve and develop in a story.***

37. ***Flexibility - How flexible in many different diversities of situations, scenarios or events a character can be in a story.***

38. ***FSW - Full-scale writing (FSW) Is what is used to define the different terms or categories used to define overall writing.***

Other categories N.2: Character

1. ***Teamwork - The ability a character has to work together with others. (I.e even being enemies sometimes).***

2. ***Influence - How much effect a character has on others or sometimes the reader of the story.***

3. ***Leadership - The process of leading others in a story and being cooperative and flexible in different diversities and situations.***

4. ***Resources - The ability or act of how much important things or objects someone or something can obtain or gather.***

5. ***Charisma - Like influence but slightly different, The charm and attractiveness a character might have on others in the story and sometimes the reader.***

6. ***Composure - (Self-explanatory.)***

7. ***Aura - (Self-explanatory.)***

8. ***Cooperation - (Self-explanatory.)***
9. ***Adaptability - (Self-explanatory.)***
10. ***Senses - (Self-explanatory but, if you want a definition for this i will provide one.)***
11. ***Creativity - (Self-explanatory.)***

Other categories N.3: Combat

1. ***Strength - (Self-explanatory.)***
2. ***Arm strength - How strong your arm/arms are/is.***
3. ***Leg strength - How strong your leg is.***
4. ***Grip strength - How strong your grip is.***
5. ***Pull strength - How strong you can pull something.***
6. ***Lifting strength - The ability or capacity of how much you can lift.***
7. ***Raw strength - (Same thing as strength.)***
8. ***Speed - (Self-explanatory.)***
9. ***Running speed - How fast you can run at a time.***
10. ***Attack speed - The speed at which an attack moves.***
11. ***Combat speed - The speed at which someone or something can fight.***
12. ***Reaction speed - Reaction speed is the speed at which a character can react to an event or action.***

13. ***Perception speed - The timeframe it takes for a character to notice an event or reaction. But crucially, or mentally.***

14. *Flight speed* - ***The speed at which a character or object can move by running, or through similar means. (Does not include flight or other superhuman kind of speed.)***

15. ***Durability - (Self-explanatory.)***

16. ***Endurance - (Self-explanatory.)***

17. ***Agility - The ability to move quickly or easily.***

18. ***Stamina - the ability to sustain or keep prolonged physical or mental effort.***

19. ***Reflexes - (Self-explanatory.)***

20. ***Flexibility - (Self-explanatory.)***

21. ***And a half: Intelligence and BIQ - (Self-explanatory but, BIQ is short for Battle IQ.): which means your intelligence level on how to battle.***

21. ***AP - Short for attack potency which means: Energy output of a someone or something's atack, that does not rely on the area of effect.***

22. ***DC - Short for destructive capabilities. Which means: Something used to scale someone's attack based on how powerful/destructive it was.***

23. ***Offense - (Self-explanatory.)***

24. ***Defense - (Self-explanatory.)***

25. ***Boxing skills - (Self-explanatory.)***

26. ***Martial art skills - (Self-explanatory.)***

27. ***Experience - How much experience someone or something has in fighting in general.***

28. ***Instincts - The ability to respond naturally to something, without thinking. (Kinda self-explanatory).***

29. ***Potential - How much potential for growth someone or something has.***

30. ***Power - How much power someone or something contains. (doesn't have to be superhuman or supernatural.)***

31. ***Hax - A broken ability someone or something can access.***

32. ***Abilities. - How many things a person can do that will benefit them in a battle.***

33. ***Skills - (Self-explanatory.)***

34. ***Hand to hand combat - This means like a non weapon, non gadgets, just fists and battle intelligence in a fight.***

    (It's kinda self-explanatory.)

35. ***Weapons - How many weapons or a higher intellect of required weapons when in a fight.***

36. ***Scaling - How high or low a character can be scaled too.***

37. ***Tiering - (Self-explanatory.)***

38. ***Statements - (Self-explanatory, also goes with the writing category.)***

39. ***Narrative - (Self-explanatory and also goes with the writing category.)***

40. ***FSCB - Full-scale combat (FSCB) Is what is used to define a person's full scale combative abilities.***

(Won't include FS: Fixed situation or NON-Fixed situation: NFS Because those are kinda self explanatory.)

- ***Final thoughts***

Well this is pretty much where everything wraps up! I hope whoever reads this really enjoys it, and hopefully learns something from this document because this took me a while to make so I would very much appreciate it!

Btw, if anyone reading this would like a FULL-SCALE OUTSMARTING WITH THE FULL DEFINITIONS (Like the definitions without the: 'self-explanatory'." I will create that.
(Or just an overall deeper in depth analysis of all the categories).

But anyways thank you for reading this document!