TENETS

be polite and chill
scaling is not that serious don't get heated

be in good faith no toxicity allowed

focus on your favs

insert marine line here

A guide on categories used in the scaling and distribution in who' outsmarts / who's smarter etc

- *SCD scaling categories*
- *II. SCD scaling Categories*
- *Detailed Explanation Of SCD Categories*
- *DAX PMFT'S SCALING GUIDE (including explanation of diffs and pre made distribution system **)*
- *Dax's scaling model explained*

(categories =/= characterize. That's why situations & scenarios are included where characters are placed sometimes, though it requires knowing the characterization and personality.

advice - don't give certain takes on something you don't know about, and avoid absolute certainty, as there is no such thing, especially in fiction.

However, remember this quote: "Who decided that smart people are categorically superior?" (quote from one series)

remember to know what kind of character type (planner, XYZ merchants , behind the curtain it is; some characters thrive in the long game/term only)

insert margin here

Frequent used distribution system

- **~Check rows sections in this doc**

feel free to create your own dist also

Explanation of "DIFFS ,"DIFFED" and "TIERS":

note: no low diff and neg diff are possible unless there's a 3-tier gap, but at that point you're using a spite matchup

Diffs - characters wins by points in matchup

Diffed - other character loss by points in matchup

(+) - Implies the difficulty could be higher than what is estimated.

(-**********) - Implies the difficulty could be lower than what is estimated.

`check dax labelled link docs for more info`

~ A Beginners Guide to Tiers: What they mean and what the defining characteristics between tiers are

**** tiers are arbitrary. there are times when a character cannot be placed into a tier for various reasons, such as differences, etc.***

*for that, tiers are relative and exist in correlation with a specific thing. however, having an idea of F to S+ and low to top-tier comparisons gives a general framework to map things and establish a general consensus.

Scaling system ,situations etc

Explanation and role of ***narrative*** *,* ***feats*** *and* ***anti-feats*** *in the scaling and matchup*

Feats : Things and notable actions the character implicitly or explicitly demonstrated/accomplished.

Anti-feats : blunders by characters . two types - impediment or non impediment

Statements: Explicit claims regarding a character's intelligence, abilities, accomplishments, reputation, or capabilities.

Statements should be considered alongside their context, reliability, and consistency with the character's actual portrayal.

Methods/Processes: "*how* " a character/feat achieves a result. it's about the pathology of the formulation and the steps of the feat rather than just the outcome

Narrative: The broader portrayal of a character through the story.

Narrative should be properly read and discerned rather than treated as an automatic substitute for feats. It can include recurring portrayal, characterization, comparisons, thematic framing, consistency, and the character's established role within the story.

Narrative isn't some magical excuse to scale a character higher than their feats, nor is it something that should automatically be dismissed because it isn't a direct feat.

*narrative word is literally the bogeyman for scaling/scalers for some reason. like read properly and discern

READ .THE NARRATIVE. PROPERLY.

also narrative is called story-wise.

Ability: What the character is capable of doing, demonstrated or established through feats, methods/processes, statements, narrative, etc.

ability is not necessarily the same as what a character consistently performs in every situation.

if only methods and feats are taken into account then it's proven ability aka establish ability basically a rigorous way of judging ability expecting to to work consistently.

Outsmarting Situations:The specific circumstances in which a character's intelligence is being tested.

SCALING SYSTEM:

word of advice - don't scale any fear/character in isolation & independence ; scale rather taking account of continuity and sequence of events. ask "is the character doing something logical to their past, character and environment or not?"

normal scaling (default system): taking everything into account, including anti-feats, feats, abilities, methods etc.

note: normal =/= narrative

non normal scaling *:*

- stop scaling - only explicit, explainable feats with steps/steps that can be derived
- pure methodology - significant focus on rigour and steps
- methodology scaling - focus on the process/method of a feat, either implicit or explicit

(other methods are mostly neurodivergent or neurotic)

normal + non-normal scaling:

1. Complete Scaling Method
2. Dynamic Gauntlet system
3. any scaling that measures a character holistically

(except any scaling that invalidates a character for any reason, including "objectivity")

OUTSMARTING SITUATIONS:

The Fixed Situation (FS) - fixed rules and variables

The Non-Fixed Situation (NFS) - non-fixed rules and variables

The Cat and Mouse Chase Situation(C&M)

- as the cat(: cat)
- as the rat(:rat)

Reference Series

These series are mostly familiar within SCD on a broad and overall level. They make up a lot of the commonly used reading/scaling material in SCD. The main reference pool is **Classroom of the elite, Tomodachi Game, Death Note (the**

big three), Liar Game, Usogui, and Monster, while **Code Geass, The Mentalist, and Danganronpa** are used more occasionally or as supplementary references.

The reference pool and its series have characters across many different tiers and levels, making them useful for comparing and scaling characters against each other.

Familiarity here generally means broad knowledge of the series and its SCD-relevant material, rather than knowing every feat or interpretation in depth.

Reasons why I'm referring to TG, COTE, and DN as the big three are:

First, **popularity and starters of SCD**.

Second, all three are **digestible and diegetic**. COTE has digestible and diegetic hierarchy & dynamic of smart characters, TG has digestible and diegetic games & mind games, and DN has diegetic and digestible opposition and difficulty.

In other words, these series don't just have characters who are called smart. Their stories diegetically demonstrate and establish intelligence through games, conflicts, hierarchies, opposition, strategies, and interactions between characters.

This makes TG, COTE, and DN useful starting points for newer people to center themselves around when learning SCD. They provide recognizable examples of different types of intelligence and outsmarting while also giving people material that can be directly examined and scaled.

Plus, most people already have a general understanding of these series and characters, making it easier to learn by **“osmosis”** — you don't necessarily need to read the entire series yourself to have a basic understanding of the characters, their feats, and their general scaling.

This doesn't mean these three series are inherently superior to everything else. They're being used primarily because of their popularity, familiarity, diegetic material, and usefulness as reference points.

USEFUL THINGS

3×3 grid template https://www.canva.com/ko_kr/templates/EAGdU0J6Y0Q/

For fanarts: https://ca.pinterest.com/search/pins/?q=kenjaku&rs=typed

tierlist
https://tiermaker.com/create/smart-characters-debates-scd---outsmarting-17779512

sora pixel convertor https://pixel-converter.ameniwa.com/?lang=en

safebooru (alt to pinterest): https://safebooru.org/index.php?page=post&s=list

One useful thing you can make for SCD is a **3×3 grid** showing a character's strongest categories or suits. You can make one easily by using any 3×3 grid template in Canva and replacing the images with your own. Alternatively, you can attach nine images to Gemini or ChatGPT, provide the nine categories you want represented, and ask it to arrange them into a 3×3 grid.

For **fanart**, Pinterest is a convenient place to find images. Simply search for the character you want and save a piece of art that fits your edit. **Safebooru** is another useful alternative for finding character artwork. Always credit and source the artist when using someone else's artwork.

For **tier lists**, you can use any tier-list-making site, or use the SCD-specific TierMaker template.

Finally, **pixel conversion** is completely optional and is mainly useful for aesthetics. You can convert an image into a pixel-art style using the Sora Pixel Converter.

Scaling Guide

Made to facilitate scaling and category distribution when editing.

Outsmarting:

Definition and Principles:

-

Structure:

Determinants:

- Specific Scenario
- Matchup Type
- Add-Ons

Quantificators:

- Ability Distribution (29)
- Feat Framework (+1)
- Scenario Proficiency (+2)

Classificators:

- Outsmarting Kits
- Scale of Operation
- Contextual Modifiers (Behavioral, Situational, Approach Factors)

Multipliers:

- Category Multipliers
- Matchup Advantage

Evaluators:

- Outcome
- Matchup Difficulty
- Winning Condition

Ability Distribution:

Scaling consideration when deciding the matchup does not need to be transcribed in the edit, everyone can manifest their creativity in making art while remaining consistent with their scaling judgement. As such, while all of the criteria above can be utilized in all matchup considerations, edits with limited depiction of a distribution can remain standard, such as 8 or 16 Rows.
This guide can be used for limited editing row per music beats in videos. Use is decided on how long the edit needs to be and preference. Compositions regard the structuring of the categories, with modern defining big categories through a set of subcategories, while classic having no structure.

I. Categories & Subcategories
II. Modern Composition

Summarized:
- 8 Row Distribution
- 16 Row Distribution
- 24 Row Distribution

Full Scale:
- 32 Row Distribution

III. Classic Composition

- High Detail Distribution
- Low Detail Distribution

-Categories & Subcategories-

Representing the source of all compositions presented below.
(1.0x Multiplier) - Multiplier established in outsmarting structure. How “relevant” is the category in accordance to the distribution, as not all categories are equally important in outsmarting.
* - Optional Categories - Used only in presence of respective feats.

EXPLANATIONS & HOW TO USE: (WIP)
In the future - Click on this link for access to the document fully explaining all categories and subcategories used in the guide, as well as explaining how to comprehensively compare characters using them:

Structure:

Category
Subcategory -

(Wechler's Adult Intelligence Scale 5 - General Factor - [IQ])
(1.0x Multiplier)
Full Scale Intelligence Quotient
Working Memory Index -
Processing Speed Index -
Verbal Comprehension Index -
Fluid Reasoning Index -
Visual Spatial Index -

(Salovey's Ability Model EI - [EQ])
(1.3x Multiplier)
Emotional Intelligence
Emotional Perception -
Emotional Understanding -
Emotional Facilitation -
Emotional Management -

(Mixed Model - Social Cognition Theory - [SQ])
(1.1x Multiplier)
Social Intelligence
Social Cognition -
Social Integration -

(CORE Model Foundation - [AQ])
(1.1x Multiplier)
Adversity Capacity
Control -
Ownership -

Reach -
Endurance -

(Cattell Theory of Intelligence - Enhanced)
(1.0x Multiplier)
General Intelligence
Crystallized Intelligence -
Fluid Intelligence -
Cognitive Assets -

(1.0x Multiplier)
Observation
Visual -
Auditory -
Proxyreceptive -
Extrasensory* -

(1.1x Multiplier)
Perception
Resolution -
Invariance -
Synthesis -
Reframing -

(1.6x Multiplier)
Thinking
Critical -
Abstract -
Applicative -
Systematic -
Associative -
Convergent -
Divergent -
Lateral -
Holistic -

Counterfactual -

(1.4x Multiplier)

Reasoning

Deductive -
Inductive -
Abductive -

(1.1x Multiplier)

Analysis

Deconstruction -
Tracing -
Probing -
Mapping -
Classification -

(1.3x Multiplier)

Insight

Calibration -
Integration -
Conditioning -
Expertise -
Heuristics -

(1.5x Multiplier)

Foresight

Anticipation -
Prediction -
Preclusion -
Obviation -

(1.1x Multiplier)

Mental Warfare

Coercion -
Mind Control -
Inducement -
Exploitation -

Reinforcements -

(1.3x Multiplier)

Manipulation

Direct -
Indirect -
Logical -
Emotional -
Methods -

(1.4x Multiplier)

Deception

Misdirection -
Fabrication -
Sophistry -
Concealment -

(1.0x Multiplier)

Unpredictability

Volatility -
Creativity -
Asymmetry -
Risk Competence -

(1.2x Multiplier)

Psychology

Theory of Mind -
Psychoanalysis -
Profiling -
Reading -
Conditioning -

(1.1x Multiplier)

Leadership

Communication -
Allocation -
Networking -

Narrativization -
Influence Building -

(1.3x Multiplier)

Subversion

Proxies -
Info Control -
Setting Traps -
Obfuscation -
Breaching -

(1.4x Multiplier)

Tactics

Potency -
Synergy -
Management -

(1.3x Multiplier)

Composition

Info Gathering -
Pacecraft -
Transitioning -
Multitasking -
Formulation -

(1.3x Multiplier)

Counteraction

Trap Evasion -
Improvising -
Shielding -
Responsiveness -
Capitalization -

(1.5x Multiplier)

Strategy

Logistics -
Building -

Fortitude -
Flexibility -
Forecasting -
Balancing -

(1.5x Multiplier)

Planning

Structure -
Intricacies -
Coverage -
Acclimation -
Versatility -
Applicability -

(1.3x Multiplier)

Architecture

Fluency -
Operational Fit -
Macroleverage -
Microleverage -
Interoperability -
Resourcefulness -

(1.2x Multiplier)

Prevention

Contingencies -
Foundation -
Filtering -
Positioning -
Safeguarding -

(1.4x Multiplier)

Adaptability

Input -
Output -

(1.3x Multiplier)

Judgment

Decisions -

Awareness -

Intuition -

Metacognition -

Methodology -

(1.0x Multiplier)

Resistances

Mentality -

Autonomy -

Clarity -

Inscrutability -

Ancillary Quantificators:

Framework

Opposition -

Complexity -

Friction -

Constraints -

Efficiency -

Effectiveness -

Scenario Proficiency

Baseline:

Fixed <—> Non-Fixed

Dimensionality:

Linear <—> Multilayered

Approach:

Tangible <—> Abstract

Engagement:

Direct Warfare <—> Indirect Warfare

Reach:
Singular <—> Collective
Layout:
Concentrated <—> Distributed
Prep Window:
Reactive <—> Proactive
Specialization -
Versatility -

Multipliers:

(Countering Advantages for)
Matchup
Field Proficiency -
Behavioral Proficiency -
Operational Proficiency -

-Modern Composition-

Modern Composition allows for the calibration of the number of categories in accordance to the number of beats a song has, which usually is a multiple of 8. Following categories all feature respective subcategories. Their presence in the edit is up to the person making them and their needs.

Summarized:

Specialized for limited beats. Simplistic use, still built on categories but without delving explicitly into outsmarting structures, just the baseline distribution.

8 Row Distribution

General Intelligence
Emotional Intelligence

Foresight
Reasoning
Strategy
Planning
Manipulation
Deception

16 Row Distribution

General Intelligence
Emotional Intelligence
Social Intelligence
Adversity Capacity
Sensory
Thinking
Reasoning
Foresight
Manipulation
Deception
Subversion
Tactics
Strategy
Planning
Adaptability
Matchup

24 Row Distribution

General Intelligence
Emotional Intelligence
Social Intelligence
Adversity Capacity
Sensory
Analysis
Thinking
Reasoning
Foresight
Subversion

Manipulation
Deception
Leadership
Psychology
Tactics
Composition
Counteraction
Strategy
Planning
Prevention
Adaptability
Resistances
Matchup

Full Scale:

No size constraints. Features explicit use of Quantificators and Multipliers, besides the Distribution itself. Requires full use of subcategories at least in deciding the winner of each category.
(+1) - Matchup - Multiplier
(+2) - Framework and Scenario Proficiency - Quantificators

32 Row Distribution (29) (+1) (+2)

Full Scale Intelligence Quotient
Emotional Intelligence
Social Intelligence
Adversity Capacity
General Intelligence
Observation
Perception
Thinking
Reasoning
Analysis
Insight
Foresight
Mental Warfare

Manipulation
Deception
Unpredictability
Psychology
Leadership
Subversion
Tactics
Composition
Counteraction
Strategy
Planning
Architecture
Prevention
Adaptability
Judgment
Resistances
————————
{ - }
————————
Matchup
————————
Feat Framework
Scenario Proficiency

-Classic Composition-

Special Category Distribution using subcategories only, treating all as equal thus allowing intermixing within distributions, potentially useful in edits. It is reminiscent of the 2023 trend of using subcategories all over the screen in edits. Pretty much, a list of the subcategories mentioned above allowing for messy uses.

Low Detail:

Crystallized Intelligence - Fluid Intelligence - Cognitive Aids -	EP EU EF EM	Social Cognition - Social Integration -
AC: Control - AC: Ownership - AC: Reach - AC: Endurance -	Observation - Perception -	Anticipation - Prediction - Preclusion - Obviation -
Direct Manipulation- Indirect Manipulation - Logical Manipulation- Emotional Manipulation-	Misdirection - Fabrication - Sophistry - Acting - Concealment -	Tactical Potency - Tactical Synergy - Tactical Management -
Info Gathering - Contingencies - Multitasking - Formulation -	Strategy Logistics - Strategy Building - Strategy Fortitude - Strategy Flexibility -	Planning Process - Planning Intricacies - Planning Coverage - Planning Acclimation -
Critical Thinking- Convergent Thinking - Divergent Thinking-	Deductive Reasoning - Inductive Reasoning- Abductive Reasoning-	Adaptability Input - Adaptability Output -

High Detail:

WMI PSI VCI VSI FRI	EP EU EF EM	Social Cognition - Social Integration -
AC: Control - AC: Ownership - AC: Reach - AC: Endurance -	Crystallized Intelligence - Fluid Intelligence - Cognitive Aids -	Visual Observation- Auditory Observation - Proxyreceptive Observation-
Perception Resolution - Perception Invariance - Perception Synthesis - Perception Reframing -	Critical Thinking- Abstract Thinking- Applicative Thinking - Systematic Thinking- Associative Thinking- Convergent Thinking -	Deductive Reasoning - Inductive Reasoning- Abductive Reasoning-

	Divergent Thinking- Lateral Thinking- Holistic Thinking-	
Analysis Deconstruction - Analysis Tracing - Analysis Probing - Analysis Mapping - Analysis Classification -	Insight Calibration - Insight Integration - Insight Optimization - Expertise - Heuristics -	Anticipation - Prediction - Preclusion - Obviation -
Coercion - Mind Control - Inducement - Exploitation - Reinforcements -	Direct Manipulation- Indirect Manipulation - Logical Manipulation- Emotional Manipulation- Manipulation Methods -	Misdirection - Fabrication - Sophistry - Acting - Concealment -
Unconventionality - Volatility - Creativity - Risk Competence -	Theory of Mind - Psychoanalysis - Profiling - Psych Techniques - Reading - Conditioning -	Communication - Allocation - Networking - Narrativization - Influence Building -
Proxies - Info Control - Destabilization - Setting Traps - Obfuscation - Resistance Breach -	Tactical Potency - Tactical Synergy - Tactical Management -	Info Gathering - Pacecraft - Transitioning - Contingencies - Multitasking - Formulation -
Trap Evasion - Improvising - Shielding - Responsiveness - Capitalization -	Strategy Logistics - Strategy Building - Strategy Fortitude - Strategy Flexibility - Strategy Forecasting - Strategy Balancing -	Planning Process - Planning Intricacies - Planning Coverage - Planning Acclimation - Planning Versatility - Planning Applicability -
System Fluency - Systemic Fit - Macroleverage - Microleverage - Systemic Interoperability - Systemic Resourcefulness -	Preventive Foundation - Network Filtering - Positioning -- Ally Safeguarding -	Adaptability Input - Adaptability Output -
Decisions - Awareness - Intuition - Metacognition - Methodology -	Mentality - Mental Fortitude - Impulse Control - Autonomy -	Field Countering - Behavioral Countering - Operational Countering -

	Clarity - Inscrutability -	

Outcome Difficulties:

NOTE: Difficulties of an outcome are given estimations by the person scaling the characters in question.

Legend: - NEED TO DISCUSS SCENARIOS

- Difficulty estimations can find themselves in between certain difficulties, representing a middle ground between the two.
Example: No-Very Low Diff; High-Very High Diff;

- **The symbols**:
(+) - Implies the difficulty could be higher than what is estimated.
(-) - Implies the difficulty could be lower than what is estimated.

Scaling:

Will take a standard character A vs B matchup for reference:

No Diff – Almost nothing would be able to change the outcome of this match. Character A would have every winning condition and be significantly stronger than Character B in almost, if not, every aspect. Character A should still be able to guarantee victory even if they were to self-sabotage or to place themselves at a massive disadvantage.

Very Low Diff – This means that Character A's victory would provide little challenge at all. Even their basic skill set would be enough to ensure victory. At this point, for example, even if Character A were to put himself at a massive disadvantage, that would do little to help Character B's chances of winning given the massive overall difference in skill.

Low Diff – This means that Character A would not need to put forth their full effort to guarantee victory. This could also mean that Character A is superior to Character B is most or all facets of outsmarting. In that case Character A wouldn't have a weakness that could even potentially allow Character B to win. Character A could ensure victory even from a disadvantageous position.

Mid Diff – This means that an average showing from Character A is enough to guarantee victory over Character B. They wouldn't likely need to utilize their top end skills to ensure their win and Character B even with their best showing wouldn't have a chance to win.

High Diff – Character A would need to utilize their full potential, but doing so would guarantee their victory. Character A using their full skillset and effort will ensure they come out ahead.

Very High Diff – Character A would need to use their full skillset and be fully prepared against an opponent who isn't too far below them. However, as long as they don't underestimate Character B, their full effort will be enough to ensure their win. It will take Character A's best showing to ensure this. Despite this being close Character A's efforts should manage to beat Character B.

Extreme Diff - This means that Character A's victory would prove to be extremely difficult to guarantee, this represents the highest level of opponent they could beat more often than not. Situation variety and context are almost as relevant as they can ever be in determining the winner, as for example Character A may be superior to character B in some facets of outsmarting, but Character B might counter Character A very well. This could also be opposite where Character A counters well despite a slightly inferior skillset.

Could Go Either Way - Represents a 50/50 matchup. In this case the matchup is too close to declare an overall winner. Neither character's full effort would be enough to guarantee victory against the other without some kind of additional circumstances. One character ever so slightly underestimating the other for example may be the difference between victory and defeat.

Outsmarting Kits and Specializations:

General Description + Purpose

Orientation

Passive, Balanced, Aggressive

Specializations per approach:

Operational (Planner, Strategist, Tactician)

(Detective

Extra Traits

Full Scale IQ

WMI -
VCI -
VSI -
FRI -
PSI -
Overall - (-)

Emotional Intelligence

EP -
EU -
EP -
EE -
EM -
Overall - (-)

Social Intelligence

Social Skills -
Social Awareness -
Social Cognition -
Social Integration -
Social Engineering -
Leadership -
Influence Building -
Overall - (-)

Adversity Capacity

Mental Fortitude -
Stress Tolerance -
Impulse Management -
Perseverance -
Cognitive Discipline -
Overall - (-)

Intelligence

Crystallized -
Fluid -
Logical Mathematical -
Interpersonal -
Intrapersonal -
Naturalistic -
Existential -
Overall - (-)

Cognition

KA -
NCPS -
LA -
LR -
Metacognition -
Overall - (-)

Foresight

Anticipation -
Prediction -
Field Envisioning -
Intuition -
Preclusion -
Overall - (-)

Sensory

Observation -
Perception -
Insight -
Overall - (-)

Coercion

Threats -
Blackmail -

Extortion -
Intimidation -
Demoralization -
Overall - (-)

Manipulation Methods

Love Bombing -
Gaslighting -
Guilt Tripping -
Triangulation -
Persuasion -
Negotiation -
Scapegoating -
Overall - (-)

Manipulation

Exploitation -
Mass Manipulation -
Emotional Manipulation -
Logical Manipulation -
Weakness Detection -
Overall - (-)

Deception

Misdirection -
Fabrication -
Acting Skills -
Bluffing -
Disguise -
Concealment -
Information Control -
Overall - (-)

Thinking

Critical -
Analytical -

Associative -
Holistic -
Convergent -
Divergent -
Abstract -
Overall - (-)

Reasoning

Deductive -
Inductive -
Abductive -
Overall - (-)

Unpredictability

Cognitive Volatility -
Creativity -
Risk Management -
Unconventionality -
Undetectability -
Overall - (-)

Theory of Mind

Cognitive Empathy -
Cold Reading -
Emotion Recognition -
Profiling -
Psychology -
Overall - (-)

Scheming

Logistics -
Intricacies -
Flexibility -
Alignment -
Preparation Process -
Formulation Speed -

Contingencies -
Overall - (-)

Tactics

Resource Management -
Innovation -
Effectiveness -
Efficiency -
Methods -
Overall - (-)

Adaptability

Cognitive Adaptability -
Situational Adaptability -
Environmental Adaptability -
Overall - (-)

Field Skills

Trap Setting -
Risk Calculation -
Information Gathering -
Improvising -
Multitasking -
Overall - (-)

Counteraction

Trap Evasion -
Field Safeguarding -
Mitigation -
Reversal -
Detection -
Overall - (-)

Behavioral

Caution -
Ruthlessness -

Versatility -
Bias Management -
Judgment -
Lesser Weaknesses -
Higher Strengths -
Overall - (-)

Feat Framework

Scenario Complexity -
Scenario Proficiency -
Opponent Complexity -
Limitations -
Overcoming Limitations -
Overall - (-)

Overall Outsmarting

? Wins
? Diff
(-)