Credits to user: TheCardinalKing

Basically this debunks the retards on Reddit who still use the Tumblr

PRO TIP: MAKE SURE TO ARCHIVE THIS PAGE AND ALL THE SOURCES

God of War and Anti-Feats

So here I am, busy with school, writing up a Dark Souls post, and trying to promote an MU over at the DBM sub only to see a lot of "muh Kratos is overwanked, Uni is BS!" posts after the Kratos vs Asura DB Cast. Now a lot of the points are the same and I can't honestly be bothered to debate them...

...except for one thing. A certain imgur album has been going around that supposedly "debunks" anything higher than Wall level God of War scaling with over a hundred "anti-feats"

Without fail every big debate I've had arguing for even just ***Continental*** Kratos ends with this album getting brought up and it pisses me off for two reasons when people just throw it (and similar posts or blogs) and expect me to reply to the entire damn thing.

The album itself more or less just a giant compilation of the same "anti-feats" brought-up again and again by anyone who doesn't believe Kratos is all that. In my first GoW scaling analysis, I do tackle a response to anti-Uni Kratos, but even that post didn't go over ***everything*** detractors typically use to argue against even Kratos' on-screen feats & scaling. With the recency of the Kratos vs Asura Community DB and its inclusion as part of the Champions' Poll, I think it's a good time to really break down the common anti-feats brought as I've yet to see anyone specifically tackle the topic. Without any further delay, let's break this album down:

Part 1: Novel "Anti-feats"

So the very first image shared is Kratos supposedly being worried of a high fall that would kill him if he didn't break it. What's the issue with this? Well besides blatant contradictions like this...

THIS IS DE-POWERED KRATOS.

Remember this scene in GoW II? Literally part of the opening act of the story is that Kratos drains his divinity into the Blade of Olympus. For crying out loud even Gaia spells it out for us that he's mortal after being sapped by the Blade of Olympus.

You don't even really need to have read the novel to know this as we see the chapter numbers are right there and describe Kratos still having to fight creatures like Cerberus or Gorgons, which he doesn't do in the middle of fighting the Sisters of Fate or Zeus by the end game.

Right-off the bat, ***the eleven opening scans are dismissible as they're literally using a nerfed Kratos***.

The only way you buy these scans as legitimate arguments is if you aren't aware of GoW II's story, or, and this is a very possibility, are being actively misled with the presentation of the scans mixing mortal showings of weakness with the supposed arguments.

To give ***some*** credit to the album, the opening does kind of work as an argument against scaling mortal Kratos to anything crazy like Building level or higher, but that's not the point. ***The album makes no distinction between anti-feats for mortal Kratos and divine Kratos***. Especially as after these GoW II novel scans it shifts to GoW III and Norse-era Kratos scans, leading the viewer to believe that this is also supposed to apply to divine Kratos, who most people attribute all his higher scaling to and not his mortal form. So regardless of whether or not it is valid to scale mortal Kratos to just Wall level (and even then you could make the argument he's been drained so bad that he's weaker than his normal mortal power level), the album and anyone using these set of scans from the GoW2 novel still end up presenting its arguments in a disingenuous manner.

Just to get them out of the way, here are the rest of the GoW I & II novel and guide book scans from the album that apply to mortal/nerfed Kratos, not counting the already mentioned eleven opening scans:

[1], [2], [3], [4], [5], [6], [7], [8], [9], [10], [11], [12], [13], [14], [15], [16], [17], [18], [19], [20], [21], [22], [23], [24], [25], [26], [27], [28], [29], [30], [31], [32], [33], [34], [35], [36], [37], [38], [39], [40], [41], [42], [43], [44], [45], [46]

Of the ~140 scans & clips in this album, ***nearly sixty*** are dismissible for using mortal or de-powered Kratos, who most people don't argue Uni or even Continental for without divine weapons. That is ***OVER A THIRD OF THESE SCANS.*** That is not a good ratio to have when trying to prove any kind of point, especially when some of them are just ***the same scan but repeated*** in the blog for a "different" anti-feat.

Part 2: Context is King

Now we move onto the trickier part, and that's Norse Kratos seemingly struggling with a bunch of feats that should trivial for him. For instance there's Kratos "needing" Atreus' help to push a tower or needing to hack at an iceberg several times.

The general reason for why he seems to be so weak is that he's intentionally holding back his power We know he can do this given Thor's called him out on it and he's gone from being killed by a casual Thor to tanking hits from a bloodlusted Thor and beating him, all the while restraining himself as to not kill him. Kratos does this for two reasons:

1. He's intentionally suppressing his power to control his rage.
2. For about half of the first game, he doesn't want Atreus to discover his godly heritage as he's ashamed of it.

Now this doesn't apply to ***every*** instance presented in the album, but they can be all divided into sub-groups:

1. ***Holding back due to fragility***.

Y'all ever hear Superman's "World of Cardboard" speech? It's really cool, and the same thing applies to Kratos here. For example a common point brought up is: "Oh if Kratos is so strong then why does he struggle and move slowly when pushing a bridge?"

Simple. ***He doesn't wanna break anything***. If the man even applied a fraction of the strength he had, which should be comparable to Atlas via scaling to Hades literally having Atlas' strength, he'd absolutely tear the temple apart if he went full strength. When he's lifting something, Kratos doesn't want to toss it into another country like weaker gods such as Ares can casually do. There are also instances where he's very clearly not giving it his all. All the scans that apply in the album are:

[1], [2], [3], [4]

2. ***Intentionally holding back against a weaker foe***

As mentioned before, Kratos' power varies depending on his control, being able to weaken himself to where he can be killed by blows he has no issues tanking when he's serious as with the Thor example. He very clearly demonstrates this with the mobs as well, going anywhere from having his attacks blocked by ogres to very casually killing trolls. He also does this to teach Atreus how to fight and survive, evident by ***the many*** notes both take on enemies across the game. Scans that apply are:

[1], [2], [3], [4], [5], [6], [7], [8], [9],[10], [11], [12], [13], [14]

3. ***Not understanding what magic is***

This one is a bit trickier as it's case-by-case, but a lot of scans & clips here ignore some context and make some really weird assumptions and claims at times on creatures and objects that are clearly magical. For instance the album brings up that Norse Kratos can't break through a metal gate, but said gate is identical to the ones in the Musphelheim Trials that are controlled by a giant magic sword that's presumably made by Surtr.

A lot of the scans and clips in this section are very specific, so I'll go over briefly why each doesn't work as an anti-feat:

1. Kratos needs Asgardian weapons to breach Asgard's wall - Said wall is a magical wall made by a Giant. Another scan argues that since it's made out of masonry stone, which is carved out of natural rock, that it debunks the idea that it can be super durable but again Hrimthur could've just enchanted it. Cause' y'know, magic. Other craftsmen and smiths like Brok & Sindri can literally smack something and it ends up improved.
2. Thor cannot lift a Giant's corpse - Similar situation above, Hrungnir's body is partially made of magic stones.
3. Thamur, who can hold his own against Thor, is killed by falling on his chisel - Again, magic Giant with magic tools.
4. Spikes can harm Hercules - From how it's written, it actually seems like those spikes were specifically tested by Hercules beforehand, so we can't assume that these are just any ordinary spikes.

5. Giants made of stone can kill Kratos - They're explicitly brought to life by the gods themselves. I don't think it's that big of a stretch to assume they have some portion of divine energy. Same thing should apply to the Bronze Talos mentioned later.
6. Needs the Nemean Cetus to destroy Onyx - I'm assuming they're equating GoW Onyx as irl Onyx. I dunno about you but GoW Onyx looks and behaves very differently from irl Onyx if you ask me.
7. Zeus is restrained by a leather strap - I have a hard time believing any normal leather strap can be knotted a hundred times.
8. Typhon is harmed by a stone scythe - The scythe in question was the same scythe used to castrate Uranus and is made by Gaia, y'know the Primordial/Titan of the Earth itself? It's not just any normal stone scythe, especially if it's been used already to harm a Primordial.
9. Thor and Kratos can't get past some ice - Said ice is magical ice generated by Thamur.
10. Thor is weaker than a Giant without his hammer - Imo moreso a feat for Thrym specifically than an anti-feat for Thor.
11. Faye having matched Kratos & Thor - Faye herself is a Giant and the Leviathan Axe was made to fight Thor. The blog tries to bring up that since her body was burned by a normal fire that she's fodder, but we've zero idea as to what killed her. It's implied she just died of some illness which could've weakened her body. Alternatively we know Faye had seen virtually every step of Kratos & Atreus' journey in 2018, so one could argue she allowed herself to die and turn into ashes to kickstart the plot of the game.
12. Kratos threatened by spikes - ...Within Tyr's Temple, a god who made traps to keep out intruders like Odin.
13. A Giant's corpse tanks his attack - It literally says Freya's magic was blocking his attack.
14. Kratos is harmed by the Hippocampi's water attacks - Wha- It's giant seahorse monster. Why is using water where the line is drawn here? What, cause' it's water it can't be higher than Wall level?

4. ***Misleading context***

This one is more straight-forward. There are several scans here that are very misleading or outright wrong in describing a scene.

1. Kratos is "knocked out by debris" from Gaia's corpse - We actually don't see Kratos K.O.'ed because of debris landing on him. The last shot of Kratos we see here is him stabbing Zeus and getting Gaia's heart fluid sprayed on him, with nothing implying that it was specifically debris that knocked him out. Kratos appears to have just passed out due to exhaustion.
2. A Giant that Thor couldn't take on by himself is "brought down by arrows" - We never see the actual battle other than knowing that Aesir, Vanir, and Midgard's armies were involved. Is it that hard to believe that between the ***two sets of gods and their armies*** that they have magical weaponry or have divine archers?
3. Giants "struggling to move a tower" - This one is used to justify Odin & Tyr being weak as they ran from a group of Giants. Aside from not saying "it took all their strength" like the album claims, the issue wasn't that they couldn't move the tower. The issue, really, was to move the tower ***without Odin noticing or making it easy for him to retrieve***. Not to mention the tower's physical properties are weird, existing in all realms simultaneously plus needing to move it through a space that disintegrates you if you don't have the Unity Stone to protect you.

4. Odin "needed an army to destroy Tyr's temple" - Listening to the full tale itself, it's more like Odin and his army just desecrated Tyr's Temple rather than actually smash it to bits (which we know he doesn't do as the temple is still there in the game and is used by Baldur to travel to and from Asgard).
5. Baldur "can't handle the weight of 446 arrows" - While initially it sounds like Baldur's lifting strength is crap, it's never stated that Baldur was actively lifting all those arrows or pushing against their weight. Just, "how many arrows til' he falls down". Baldur is superhumanly strong, but he's not made of some superheavy, ultra dense material. In other words he should weigh as much as a normal guy and so, if he's not actively resisting, he can be moved around and fall. We know he's more than capable of exerting force beyond his weight class given he can K.O. The World Serpent.
6. Kratos & Baldur are "stunned" by debris - The game and novel version of the scene do differ a bit in who gets up first (Baldur in the novel and Kratos in game), but the scenes are identical. Anyways it's a weird point to bring up as both the game and novel versions depict Kratos and Baldur easily shattering stone in the same scene, yet both get up slowly from the debris. I'd argue it might have something to do with the "explosion of light" disorienting the both of them, but anyways the scene contradicts itself.
7. Hades is "harmed by arrows" - This one gets extra bonus points ***for failing to crop out the context***. If you read carefully, you can make out that the cut-off text says that it's ***Hercules*** who fired those arrows. Not only that but this is actually in reference to an actual myth of Herc's where he frees Theseus from the Underworld, having used those Hydra-tipped arrows on hades. I'm sure you all recall Herc vs Sun Wukong making a big deal out of those arrows harming immortals, so I don't think I need to justify that any further.
8. Kratos struggles catching an assassin - As the text says, said assassin just killed Argos, Hera's guardian, so he's clearly not just any human. According to a dev regarding cancelled Betrayal sequels, the assassin was meant to be Deimos, Kratos' brother.
9. Hermes can't dodge a falling statue while falling with it - Hermes can't fly.
10. Kratos is threatened by boulders - The boulders are debris being launched by the Titan Perses.
11. Kratos fighting bear Atreus and being harmed by him - While the album argues that Atreus is weak due to not being able to open chests by punching them earlier in the game, that doesn't really matter when taking into account how much stronger bear Atreus is, being able to maul and rip apart Valkyries that can trade blows with Kratos. So even if you argue human & wolf form Atreus is Wall level or below (at least during early & mid-game), he's definitely far, far more powerful in bear form.
12. Kratos struggling to lift a monolith against someone "far stronger than anyone he ever fought" - Ah, now this one would get ya if you weren't reading closely. To start with the monolith, it's pretty easily dismissible due to pushing & lifting the far, far larger temple later in the game and personally I think it's referring to Kratos using as much of his strength as he can while still holding back. But the bigger thing here is ***Kratos isn't going all out against Baldur, nor does he think he's the strongest being he's ever faced.*** Read the text carefully:

The power ***this man*** controlled seemed far greater than any Kratos had encountered in his past life.

...

> Five paces later he stopped. A low rumbling sounded. It could not be. That was impossible. ***No mortal could survive that.***

Kratos wasn't saying to himself that Baldur was the strongest being he ever fought, but rather Baldur was ***the strongest mortal he had ever fought*** and was briefly confident he had killed him at one point, which was a far cry from the effort he put into putting down Zeus.

Part 3: All-Stars Battle & Shovel Knight Scaling

Idk why this is brought-up, but for some reason the album brings up All-Stars Battle being a giant anti-feat now for Kratos? While Ragnarok does imply it happened and is canon to Kratos' journey, it's a bit of a stretch to assume everyone in All-Stars is their normal selves plucked directly from their games. If we did this for other games then Little Mac would be Multiversal & higher via Smash scaling or RWBY would be Outerversal via Persona scaling from Cross Tag Battle.

Shovel Knight is easier to dismiss. In his boss fight, Kratos has dialogue yelling at Athena and wondering if this is a trial while still using the Blades of Chaos. By the end of the fight, Kratos makes reference to the gods as if they're still alive, meaning this fight happens before the events of God of War I during his years of service under the Olympians. In other words, ***mortal Kratos***.

Part 4: Miscellaneous Stuff

This section is mostly stuff I couldn't fit into the categories above:

- Concept and story art that don't make it into the game or any canon materials are, by default, non-canon. Scans that apply: [1], [2]
- The album brings up a few enemies from GoW III are threats to Kratos. Imo this is less of Kratos being weak and more of a feat for the strength of Olympus' forces. We see in Ascension that the gods actively choose warriors that can grow in strength to such a degree that they're capable of wielding divine weapons, can ascend them to demi-god level, and can beat the likes of a younger Hercules when working together. If Olympians are capable of casually handing out this strength to random mortals that they favor, then it makes sense their armies shouldn't be infinitely weaker. Scans that apply: [1], [2],
- The album brings up that some random Cyclops can shatter Onyx shields easily. This is just weird as the guide says the Cestus can't break the shields even though you've yet to fight Hercules by that point in the game. Plus Kratos kills that Cyclops anyways so... yeah. This one is just weird.
- The album brings up some traps, mechanisms, and even architecture can harm the likes of Kratos and Zeus. Given it's Olympus and there's at least two master craftsmen like Hepheastus and Daedalus within it, I think it's fair to say all the mechanisms within Olympus are meant to keep off other divine beings. The whole theme of God of War is the cycle of vengeance with every generation of deities being overthrown by the next. It makes sense that the Olympians would be prepared to fight beings on their level when the time came. At the very least it makes sense to scale all the structures in Olympus to

or above the Olympians own soldiers, who as I mentioned above shouldn't be infinitely weaker than the gods. Scans that apply: [1], [2], [3], [4]
- A guide mentions Hercules thought he could kill Kratos by making him fall over to his death. Honestly I've got nothing for this one. It's just contradictory of what we know of Olympian level characters, with Kratos demonstrating Olympians have zero issue falling from Olympus down onto the earth. I think it's more likely Hercules was just getting desperate and just wanted Kratos off of him.

Conclusion

I might've missed a few scans, but they should all fall under the categories above. Gotta mention that for every one of these "anti-feats", the novels and games focus on larger ones. I don't really care if you buy into Uni or not, but Wall level is just insulting.

If you disagree with any explanations I've used here or think I've missed something, feel free to discuss in the comments below!