~ A guide to SCD community terms for scaling, debating, and comparing characters. ~

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> Full-Scale IQ (FSIQ) :

- *is a total score derived from a set of standardized tests or subtests designed to assess human intelligence.*

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- **(FRI) Fluid Reasoning** is a measure of logical and quantitative reasoning, the ability to solve quantitative problems and think logically.

- **(VSI) Visual Spatial** is a measure of visual spatial processing and visual-spatial problem solving.

- **(VCI) Verbal Comprehension** is a general measure of verbal concept formation (verbal reasoning ability) and depends on semantic knowledge.

- **(WMI) Working Memory** is a measure of working memory capacity, the ability to hold and manipulate information in the mind.

- **(PSI) Processing Speed** is a measure of processing speed and thinking speed, the ability to analyze and solve problems quickly.

> Emotional Intelligence (EI) :

- *is defined as the ability to perceive, use, understand, manage, and handle emotions.*

- **(EP) Perception** is the ability to detect and decode emotions in faces, images, voices, and cultural artifacts, including the ability to identify one's own emotions. *(Inter/Intra ; EP / **ER**)*

- **(EU) Understanding** is the ability to understand the language of emotions and appreciate the complex relationships between emotions; the ability to be sensitive to small differences between emotions; and the ability to recognize and describe how emotions develop over time.

- **(EE) Engagement** is the ability to use emotions to facilitate various cognitive activities such as thinking and problem solving; the ability to take full advantage of one's changing moods to best suit the task at hand.

- **(EM) Management** is the ability to regulate emotions both in oneself and in others; the ability to use and manage emotions, even negative ones, to achieve intended goals. *(Inter/Intra ; **EF** / EM)*

> Social Intelligence (SI) :

- *is the ability to understand one's own and others' actions.*

- **Awareness** is the ability to understand and empathize with the emotions and views of others.

- **Facility** is the ability to behave effectively in social situations.

- **Leadership** is the ability of a person, group, or organization to "lead," influence, or direct other people, teams, or entire organizations.

- **Charisma** is a personal quality of presence or charm that other people find psychologically compelling.

> Adversity Quotient (AQ) :

- *is a score that measures the ability of a person to deal with adversities in their life.*

- **Stress Tolerance** is a person's perceived ability to cope with negative emotional and/or other aversive states (e.g., physical discomfort), as well as the behavioral act of coping with anxious internal states caused by some type of stressor.

- **Mental Fortitude** is the ability to maintain resilience, control and adaptability under conditions of stress, difficulty and uncertainty.

- **Impulse Management** is the ability to control and regulate one's immediate, emotional or impulsive reactions.

- **Cognitive Discipline** is the ability to consciously and systematically manage one's thoughts, attention, and mental processes in order to accomplish tasks and improve cognitive abilities.

- **Perseverance** is a personal volitional quality characterized by the ability to overcome external and internal obstacles, aimed at steady development, despite difficulties and obstacles, achieving the realization of the goal.

> General Intelligence (GI) :

- *is the ability to perceive or infer information; the ability to retain that information as knowledge to be applied to adaptive behavior in an environment or context.*

- **Fluid** is the ability to solve novel reasoning problems and is correlated with a number of important skills such as comprehension, problem-solving, and learning.

- **Crystallized** is the accumulated experience and the ability to use the learned knowledge and skills; the ability to deduce secondary relational abstractions by applying previously learned primary relational abstractions.

> Sensory :

- *is a biological system used by an organism for sensation, the process of gathering information about the surroundings through the detection of stimuli.*

- **Observation** is a method of scientific research that consists in active and intentional perception of an object, during which knowledge is acquired about the external sides, properties and relations of the object under study.

- **Perception** is the organization, identification, and interpretation of sensory information in order to represent and understand the presented information or environment.

> Psychology :

- *is the study of mind and behavior.*

- **Cold Reading** is a set of techniques in which a person, without prior knowledge, receives any amount of information (through observations) and uses this information to make assumptions with high probability, picking up signals about whether their assumptions are in the right direction, thanks to which can obtain the required amount of information about a person and use it for their own purposes.

- **Hot Reading** is a technique in which the reader uses pre-obtained information about a person to mislead him or use this information in order to find out even more, thereby ingratiating himself with the victim.

- **Warfare** is the designation of any action performed primarily by psychological methods to elicit a planned psychological response in others.

- **(STP) See Through People** is a person's ability to see through the superficial or external aspects of others and understand their character, emotions, motivations, or true intentions.

- **Profiling** is the process of compiling a cognitive-behavioral profile/portrait of an individual in order to predict behavior, identify risks, and select communication/negotiation strategies and tactics.

- **Insight** is a sudden conscious finding of a solution to a problem that is the result of prolonged unconscious thought activity.

> Foresight :

- *is the ability to predict, or the action of predicting, what will happen or what is needed in the future.*

- **Prediction** is a prediction made on the basis of general knowledge or by examining statistical data and past patterns.

- **Anticipation** is acting to influence the events you predicted, such as setting traps or developing tactics to match the events you predicted.

> Manipulation (MAN) :

- *is defined as subterfuge designed to influence or control another, usually in an underhanded manner which facilitates one's personal aims.*

- **Direct** is the use of direct, unambiguous techniques and methods of controlling a person, most often involving the use of threats.

- **Indirect** is the use of non-direct, covert and invisible manipulation techniques and methods that most often attempt to induce feelings of guilt or obligation in the victim.

- **Logical** is controlling others through logical arguments or laws; manipulating and controlling laws and arguments for personal gain.

- **Emotional** is playing with another person's feelings, which helps to create weaknesses in the victim that can be used to one's advantage.

> Deception (DEC) :

- *is the act of convincing one or many recipients of untrue information.*

- **Misdirection** is the act of misleading a person or directing their views or beliefs in the wrong direction or misconception about something or someone.

- **Fabrication** is the state or action of making up or creating a falsehood to deceive someone.

- **Disguise** is a deliberate merging with one's surroundings so as not to stand out or draw attention to oneself.

- **Concealment** is the creation of falsification of events with the intent to deceive others, to make them believe something that is not real.

- **Bluffing** is a lie designed to intimidate someone, which obscures the true information by giving out a very different, more hyperbolized one.

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

- **(AS) Acting Skills** is playing out a fake performance to hide intentions / mislead others and convincingly portray some personalities.

- **(IC) Information Control** is to influence the creation, dissemination and access to information in order to achieve the preservation of power, to shape public perception,

to be able to prevent the spread of knowledge about sensitive topics to others, while retaining as much knowledge about these topics/situations as possible.

> Thinking (THK) :

- *is a conscious cognitive process that can occur independently of sensory stimulation.*

- **Linear** is a type of thinking in which a person consistently and logically analyzes information and draws conclusions based on cause and effect relationships.

- **Non-Linear** is a type of thinking that does not follow a straightforward logical sequence of steps, but instead involves consideration of many different factors and their interrelationships.

- **Divergent** is a thought process used to generate creative ideas by exploring many possible solutions.

- **Convergent** is the ability to give the "right" answer to questions that do not require new ideas or to choose the most effective solution to a problem.

- **Critical** is the analysis of available facts, evidence, observations, and arguments in order to form a judgment by the application of rational, skeptical, and unbiased analyses and evaluation.

- **Abstract** is the ability to form abstract concepts and operate with them; the ability to go beyond the usual system of coordinates and rules of worldview, abstracting from external reality and trying to concentrate solely on the study of a thought or idea.

- **Analytical** is the ability to look at information, whether qualitative or quantitative, and find patterns in it.

- **Associative** is a mental process that involves linking or associating one idea, thought, or concept with another, often seemingly unrelated idea or concept.

> Reasoning (RSN) :

- *is the ability to consciously apply logic, drawing conclusions from new or existing information in order to find the truth.*

- **Deductive** is the process of constructing valid inferences; most often it is reasoning from general rules to particular cases.

- **Inductive** is any of various methods of reasoning in which broad generalizations or principles are derived from a body of observations.

- **Abductive** is a form of logical inference that seeks the simplest and most likely conclusion from a set of observations.

- **Intuitive** is a reasoning process in which a conclusion is drawn on the basis of feelings or some abstract knowledge ("I know him for sure" and the like).

> Strategy :

- *is a general plan to achieve one or more long-term or overall goals under conditions of uncertainty.*

- **Control** is the process of monitoring, evaluating, adjusting and managing the implementation of a strategy in order to achieve its objectives.

- **Alignment** is how well you can make elements revolving your strategy align with each other in order to make your strategy more harmonious.

- **Resilience** is a measure of how well your strategy withstands resistance.

- **Complexity** is the number of layers and tactical overlaps in your strategy; how difficult it is to understand your strategy in order to counter it.

- **Efficiency** is defined as the ability to execute your strategy and achieve your goals by using a cost effective approach, with the least amount of time and resources sacrificed.

- **Effectiveness** is the degree of success in your strategy, it focuses on the end result of the strategy and looks at how potent your strategy was in achieving the desired result.

- **Shielding** is how well you can cover for any discrepancies in your strategy that may cause it to collapse.

- **Adaptability** is the ability to adapt to foreseen and unforeseen conditions, situations and tactics that arise as part of your strategy.

> Planning :

- *is the process of thinking regarding the activities required to achieve a desired goal.*

- **Preparation** is the character's ability to logically coordinate various tactics and/or strategies over the life of the plan.

- **Accuracy** is the level of accuracy with which plans, strategies, goals or predictions are developed and implemented in a particular activity, and is a measure of how well your plans or strategies have met their objectives.

- **Versatility** is the character's ability to adapt and modify plans to deal with unexpected changes or problems.

- **Invincibility** is the process of developing plans, strategies, or actions to create measures that maximize the reliability, stability, safety, and successful achievement of goals or objectives.

- **Intricacies** is the intricacies of your plans and their interplay, where the outcome of one tactical planning affects the implementation of the overall strategic planning.

- **Formulation** is a measurement of a character's ability to develop a logically coherent plan in a relatively short period of time.

- **Contingency** is the ability to create plans designed to achieve an outcome different from the normal (expected) plan.

- **Coverage** is the character's ability to consider as much as possible when designing a scheme; this includes various outcomes, variables, potential hazards, and minimizing any uncertainties during the life of the plan by providing safeguards.

> Tactics :

- *is a conceptual action or short series of actions with the aim of achieving a short-term goal.*

- **Potency** is a character's ability to effectively utilize his tactical capabilities and resources to achieve objectives and solve tactical problems.

- **Synergy** is the concept that combining various tactical elements, actions, or units into a coordinated strategy produces an outcome that is greater than the sum of the individual efforts of each part.

- **Flexibility** is the ability to adapt quickly and easily to changing circumstances, to make decisions in the moment and to switch quickly between different strategies or methods of action to achieve goals.

- **Management** is the process of making decisions and performing actions to achieve the organization's short-term goals and objectives.

- **Cunning** is the skill of skillfully planning things ahead or the ability to achieve a goal by deception or evasion.

- **Multitasking** is the ability to effectively perform multiple tasks, operations, or activities simultaneously or sequentially as part of tactical planning or task execution in a particular area.

> Methods :

- *are ways of accomplishing goals.*

- **Innovation** is the practical implementation of new ideas and methods of achieving goals.

- **Experience** is a set of knowledge, skills and methods acquired by a person in the process of interaction with the world outside him/her, as well as in the process of his/her own internal experiences, which he/she applies to achieve goals.