-Outsmarting- Scaling Guide

Made to facilitate comprehension, scaling and category distribution when editing.

OUTSMARTING - Definition and Principles:

"*to beat through cleverness and wit*"

Intelligence is a central characteristic living organisms possess, from the simplest cellular reproduction to the combined output of modern human society and its technological advancements. It represents a theoretical construct used to quantify an individual's ability to integrate information to overcome limitations and optimize its prior condition. A characteristic of intelligence is linearity and lack of individual nuance.

Smarts are an expansive step beyond the linear quantification of the simplest forms of intelligence, developing roots when factors that cannot merely be described by raw intelligence take form to influence certain outcomes of an internal process. Whether it is manifested through specialized skills that individuals do not share as genetic traits amongst themselves, or through the formation of emotion and complexity in decision making that individualize the concept of smarts among each individual, its distinction from intelligence is to be noted.

Because of the individuality "smarts" possess as an internal process, its raw impact on objective outcomes inside the immediate system and it being causally

traceable into a case of study, the concept of “smarts” has been attributed as a general mental quality; Thus, on paper, the more gifted and capable the individual is, the better they should perform across a plethora of systems. Ultimately, since smarts have objective impact in its respective environment, is considered an ability (or criterion of multiple abilities), is comparable amongst individuals, and represents an explanation over performance given, the term “to out-smart” was developed popularly to describe someone getting favorable results using their own mental abilities. As such, the gerund version of the verb, **“Outsmarting”,** refers to a case or instance where someone “out-smarted” another.

The study of **Outsmarting** looks over several core principles, such as formal logic, causal inferences, applied psychology, various forms of analysis, etc. - primarily looking to determine the wits of a person through logically grounded reasoning. Its uses are specialized, providing frameworks for fields such as game theory, evolution of psychology, historical analysis, theory of mind, organization, etc.

Fictional Outsmarting is a specific branch of Outsmarting Study, which focuses on determining a specific criteria related to the case of study, inside written fiction. Because fiction is an invention of the human mind, where an author establishes the rules of his respective work in its own, closed universe, formulation of arguments and evaluation requires a strictly diegetic approach. The endorsement of diegetics is necessary because importing physical laws or external logic into a self contained setting fundamentally distorts the parameters the characters operate within. Therefore, the analyst must respect the established narrative entirely as an epistemic authority, treating the author's parameters as absolute fact so long as the text remains internally coherent and does not require extra-diegetic intervention.

Forms of acceptable external intervention are strict, and limited to instances of clear narrative contradiction, warranted when a text presents an inconsistency so fundamental that, if left up to its literal portrayal, it shatters the internal coherency of the work in its most plausible interpretation in that state. In these cases, the analyst must apply the appropriate logical razoring to reestablish a coherent baseline for evaluation.

To conclude, **in fiction, Outsmarting is fundamentally a comparative interpretation of characters' performance within the total diegetic context of the story**.

Outsmarting Scaling - Introduction to Comparisons:

Within the framework of Outsmarting, "**Scaling**" is understood as the action of measurement performed by the analyst, a process of evaluating an individual's wit against another's.

Naturally, scaling should be performed in what is believed to be the best way to determine the outcome, however, because Outsmarting inherently involves individual nuance and is dependent on contextual variables that are highly debated upon, scaling cannot be treated as a rigid metric. Instead, it functions as both a rigorous case study and a form of analytical expressivity, driven by **Argumentation** as the primary means of expression and intellectual empowerment.

The process of scaling can be divided into five smaller processes - **Interpretation, Categorization, Evaluation, Transcription and Comparison.** The first three can be understood as the phase of building the character's profile in outsmarting, which is done strictly In-Verse, while the latter two construct the matchup, and can be done either In-Verse or Cross-Verse depending on the characters used.

(!) - A shared aspect of these processes is that they are all integrally constructed by the analyst using their own argumentation, as part of individual scaling. There is no template or default metric in regards to selection of interpretation, choosing the formatting, constructing the evaluation, contextualizing the matchup and directly establishing the rules of comparison. It is all context driven relevant to the specific matchup, and all responsibility falls on the scaler to do it correctly. As such, **scaling requires the analyst to express and defend their mental model.**

This distinction of phases allows the scaler to proceed without backtracks or gaps in comprehension:

Phase 1: Character Profile
Before a character can be compared to an external opponent, their mental capabilities must be established within the boundaries of their own narrative.

Interpretation: The foundation where the analyst selects all data from the source material and logically defines what actually occurred. In the case of outsmarting **- all forms of narrative delivery possess epistemic equality.** Whether an argument is derived from depictions, statements, or from other implications, interpretation is the act of isolating these valid pieces of information and defining the character's actions within their established universe.

Categorization - The process of defining a core set of traits to broaden the accuracy of the evaluation and establish relevant metrics of comparison. Once the categories have been standardized, a character's abilities can be categorized in accordance with the established metrics.

Evaluation: The process of assessment, purely based on argumentation.

A character profile works as a baseline that carries over to other matchups (besides the factors of specific matchup altering conditions which requires re-evaluating a character under specific conditions/scenarios, if desired to). Once you have evaluated a character, you should know how to scale the character individually without comparing them in a matchup.

Phase 2: Matchup Scaling

Transcription: A transition step where the analyst formalizes the evaluation of a character into specific criteria for a specific context branded as relevant for the outsmarting matchup. It covers the establishment of the parameters of the scenario. Because ability metrics differ among individuals, during the transcription process, the analyst defines the rules of engagement.

Comparison: The final synthesis. The analysis to determine which character's profile would logically overcome the other's within the defined boundaries.

While scaling serves as a form of expressivity, it must maintain its own structural integrity and adhere to a well defined construct. This entails upholding the basic definition of fictional outsmarting, ensuring that diegetic logic is never broken by external biases.

In the following segment, I will present my personal study and interpretation of an analytical model of outsmarting scaling that can be used for processing, using various criteria to reach concrete conclusions about outsmarting matchups across defined scenarios:

Personal Scaling Model - Structural Breakdown:

My interpretation of fictional outsmarting centers on determining a “general” outcome defined by analysing a matchup across all of its logically possible conditions to manifest by creating a structure that can modify everything that defines a matchup and can utilize a character’s arsenal against another's.

This structuring's aim is to help the scaler, myself, make a mental model of the characters performing in a respective scenario using valid arguments by setting the conditions, making the general distribution, getting the outcome, then cycling to the next decided scenario utilizing the concluded data.

For this task, I have compiled a set of Scaling Parameters to facilitate my evaluation of matchups by making my personal scaling both flexible and consistent. There are four parameter classes used, all housing their own subset:
- Determinants - INDEPENDENTLY established before the matchup distribution, they deal with predisposed factors which can influence the distribution in various ways.
- Quantificators - Primary process of measurement and validation to reach a conclusion, within the context established by the determinants.
- Multipliers - Provide contextual adjustment on the quantificators utilizing factors established by the determinants and quantificators.
- Evaluators - Depiction of the results.

1. Determinants:

- Scenario Setting = The specific environmental, temporal and logistical context where the matchup takes place, in addition to the selected matchup type imposed on the characters.

- Add-Ons = Any external variables, resources, or specific handicaps intentionally introduced by the analyst into the scenario.

- Winning Condition = The pre-defined threshold required to declare victory within the specific scenario.

- Predisposed Tiering = The presupposed conditions that align the appropriate categories and baseline multipliers before ability distribution occurs. It is a factor done after both characters have been fully profiled. Involves the assessment of the characters as part of a general tier. In the case of a clear gap in character tiering where a winner can be assumed without doing a distribution, the categories relevant to the higher character's tiering should be used instead.

2. Quantificators:

- Ability Distribution = The mapping of a character's mental capabilities across the standardized categories and subcategories.

- Feat Framework = A grading used to assess the quality of a specific feat based on a series of relevant factors enhancing its contextual weight. It is not a rigid checklist, it is argumentatively adaptive to its respective category applied.

- Scenario Proficiency = A spectral evaluation of a character's proficiency in scenario axes and their tendency to align towards one extreme or the other. Allows analysis of a character's scenario-related strong points and weak points acting as modifiers on the matchup.

3. Multipliers:

- Category Multipliers = The enhancing factor (e.g., 1.0x, 1.5x) assigned to specific categories, inherently modified by the Determinant Parameters. There

is no rigid ruleset of how the multipliers are affected by the previous parameters, it is entirely left up to the scaler's judgement.

- Matchup Advantage = The countering factor where one character's specific arsenal facilitates victory and serves as a potential winning condition.

4. Evaluators:

- Outcome = The definitive declaration of the victor based on the fulfillment of the Winning Condition.

- Matchup Difficulty = The assignment of a precise margin of victory or a degree of exertion required by the victor to achieve the outcome.
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 absolutely every aspect. Character A should still be able to guarantee victory even if they were to self-sabotage several times over or to place themselves at a massive disadvantage.

Very Low Diff – Character A's victory would provide no challenge at all. Even their basic skill set would be enough to ensure victory. At this point, even if Character A were to put themselves 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 – Character A is superior to Character B in 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 – Character A would not need to put forth their full effort to guarantee victory and would find no strain in optimal condition.

High Diff – Character A would need to utilize their full arsenal, but without reaching their full scaling potential or effort. Doing so would guarantee their victory. Margins of error are significantly more costly and can allow Character B to gain winning positions.

Very High Diff – Character A would need to use their full skillset and reach their full scaling potential and effort, however, doing so will be enough to ensure their win. It will take Character A's best depictions to argue a win against Character B.

Extreme Diff - Character A's victory would be no 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, or vice versa.

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.

Ability Distribution

Representing the source of all compositions presented below.
(1.0x Multiplier) - Multiplier established in outsmarting structure.
* - Optional Subcategories - Used only in presence of respective feats.

Structure:

Category
Subcategory -

(Wechler's Adult Intelligence Scale 5 - General Factor - [IQ])
(1.0x Multiplier)

Full Scale Intelligence Quotient

Or known as "FSIQ", is an intelligence Scaling concept stemming from the General Factor Theory of Intelligence, which is used in psychometrics to determine how intelligent an individual is.
The standard that is used from General Factor theory into a practical quantification, is done through a specific IQ test, these lay out the proper assignments and criteria of evaluation done while respecting g theory. Examples include the Stanford Binet and the Wechler's Scaling tests, both coming in various models which improve as time passes.
The standard IQ test used for scaling is the one by Wechler, specifically WAIS-V (featuring 5 primary indexes in the form of WMI, PSI, VSI, FRI, VCI). While only some subtests of various indexes are FSIQ determinants, SCD prefers a more expansive view of ability that is not burdened by realistic constraints during testing.

Working Memory Index

WMI measures one's ability to take in, retain, and recall pieces of information. Working memory is a mental control process characterized as a system which can actively retain quantities of information for a short period of time. New information in working memory is temporary. It is either encoded into long-term memory, or it decays or is replaced. Information in working memory has a short duration of around 20+ seconds unless we rehearse it or attend to it.

Working Memory is involved to a degree in any cognitive task, as they all require information storage. Feats in working memory, either taking in info, retaining it for periods of time, or recalling information from LTM, are measured based on how much information was worked with and how little the timeframe of the execution/memory storage was.
For a complete distillation of the category, WAIS-5 uses specific primary and secondary subtests to measure WM:

Digit Sequencing - assessing one's ability to recall and manipulate sequences of numbers they were given to listen to. (Auditory + Verbal)

Running Digits - assessment measuring auditory working memory that requires both extreme flexibility in information processing and a progressive shift of attention. (Auditory + Verbal)

Spatial Addition - assessing one's ability to hold a mental image of a design in mind, track its relative spatial position, and mentally combine or subtract visual stimuli without physical manipulation. (Visual + Non-Verbal)

Processing Speed Index

PSI measures the speed and accuracy of visual identification, decision making, and decision implementation. Emphasis is put on all 3 of the mentioned tasks if they can be together, as the more of these a specific feat carries, the more correlated with what PSI is.
Active processing of information via thinking or using cognitive processes beyond just retaining information in one's memory is an ideal example of processing speed involving perception, decision making, and implementation. In Processing Speed, there are 3 relevant subtests used which measure one's capacity in the index:

Coding - assessment through viewing a series of numbers written in rows on a page, then drawing a corresponding symbol under each number as rapidly as possible.
Symbol Search - assessment through scanning a visual row in a limited period of time to quickly determine if a target symbol matches an array of options.
Naming Speed Quantity - assessment measuring numerical processing fluency and the ability to rapidly visually recognize, group, and label quantities.

Verbal Comprehension Index

VCI measures the individual's ability to access and apply acquired word knowledge, meaning accessing their vocabulary, expressing themselves in a meaningful manner, and applying reasoning skills to information presented verbally. It also demonstrates the breadth and depth of knowledge acquired from one's environment, as it measures the retrieval from long-term memory of such information.
VCI has 4 relevant subtests (Primary and Secondary):

Similarities - assessment through viewing a set of words and then describing how they are specifically similar. It primarily involves use of verbal analogies. So, feats of solving verbal puzzles usually provide primary scaling for this subtest.
Vocabulary - assessment through understanding the meanings of words. Generally measures specific word knowledge and understanding in a single language, and does not encompass general linguistic skills.
Information - assessment of general cultural knowledge, long-term memory, and acquired facts.
Comprehension - assessment of environmental knowledge, knowledge of general principles, practical judgment in various situations encountered daily, social maturation, and development of moral conscience.

Fluid Reasoning Index

FRI measures one's ability to detect conceptual relationships and use reasoning to identify and apply rules.

Matrix Reasoning - assessment through analyzing colored matrices and visual patterns with something missing, and then selecting the missing piece from a range of options. Matrix Reasoning measures visual processing, abstract reasoning, and problem solving. Most importantly, it has a very high use of Inductive Reasoning.
Figure Weights - assessment through presenting several balance scales with objects placed on each scale to make them balance, with one side of one scale left blank. The individual will select an item from a list of objects that can be placed in the blank space to balance that particular scale. These items also become increasingly complex as the subtest progresses. It has a high use of both Inductive and Deductive Reasoning.
Set Relations - assessment identifying patterns and deductive relationships

among abstract visual shapes. It heavily measures pure deductive reasoning and logical thinking.
Arithmetic - assessment of one's numerical accuracy, logical reasoning, and mental arithmetic ability. This is a supplemental subtest with high correlation for not only FRI, but WMI as well. Additionally, it has a very high use of Deductive Reasoning.

Visual Spatial Index

VSI measures the individual's ability to evaluate details and understand and manipulate visual/spatial relationships.

Block Design - assessment through analyzing and synthesizing an abstract design and reproducing that design from colored plastic blocks. Spatial visualization and analysis, simultaneous processing, visual-motor coordination, and nonverbal concept formation are involved.
Visual Puzzles - assessment through selecting 2D figures from a group that can be arranged in order to match a presented figure. The shapes can be flipped and rotated as necessary, but the shapes are visually evaluated and their arrangement is determined without physical manipulation. This is a timed subtest, with the shapes becoming more complex as it progresses. This subtest involves Observation, working memory, and abstract reasoning, as well as the same qualities in Block Design.

(Salovey's Ability Model EI - [EQ] - MSCEIT 2)
(1.3x Multiplier)

Emotional Intelligence

EI is an intelligence concept stemming from the Mayer and Salovey Ability Model, which conceptualizes emotional intelligence strictly as a cognitive ability rather than a personality trait. It is the ability to monitor one's own and others' feelings and emotions, to discriminate among them, and to use this information to guide one's thinking and actions. The standard used to translate this theory into a practical quantification is the MSCEIT 2, where the importance of interpersonal intelligence is rated over its intrapersonal counterpart due to a higher correlation with problem-solving within using emotion.

The four branches of Emotional Intelligence:

Emotional Perception - The baseline ability to accurately recognize and decode emotional information in self and others.

Inter - The ability to perceive emotions in other people through senses, some examples being their vocal cues, facial expressions, language, and behavior. This also includes identifying dishonest emotional expressions, discriminating between accurate and inaccurate emotional displays, and understanding how emotions are displayed depending on context and culture.

Intra - The capacity to identify emotions within one's own physical states, feelings, and thoughts, alongside the ability to accurately express those emotions when desired.

Emotional Understanding - Measures the capacity to comprehend emotions on a conceptual level, examples include the ability to analyze teleo-causal relationships of emotions, comprehend emotional language, and recognize how feelings combine and progress over time.

Inter - The ability to comprehend nuances of emotion in others, recognize likely transitions among their emotional states and forecast emotional changes under certain conditions. It also involves appraising external situations that elicit emotions and recognizing cultural differences in emotional evaluation.

Intra - The internal capacity to determine the antecedents, meanings, and consequences of one's own emotions. This includes affective labeling, recognizing the relationships among emotions, and differentiating between overarching moods and emotional states.

Emotional Facilitation - Measures how effectively an individual channels or weaponizes emotional states to optimize cognitive processing and guide behavior.

Inter - The capacity to generate or leverage emotions as a means to relate to the experiences of another person, as well as the ability to channel interpersonal emotional resonance to influence social dynamics. This involves utilizing projected emotional states to foster mutual perspectives, guide interactions, or strategically drive someone toward a specific cognitive conclusion or action.

Intra - The ability to prioritize thinking by directing attention according to present feelings and selecting problems based on how one's ongoing emotional state might facilitate cognition. This includes leveraging mood swings to generate different cognitive perspectives and generating emotions as an internal aid to judgment and memory.

Emotional Management - Measures the ability to regulate psychological states to achieve specific strategic goals.

Inter - The active capacity to effectively manage other people's emotions in order to achieve a desired outcome. This involves evaluating and executing interpersonal strategies to strategically maintain, reduce, or intensify another person's emotional response, whether by soothing distress, inciting action, or steering their psychological state.

Intra - The ability to effectively control one's own emotions to achieve a desired outcome by using approaches to maintain, reduce, or intensify an internal emotional response. This requires monitoring emotional reactions to determine their reasonableness, engaging with helpful emotions while disengaging from unhelpful ones, and staying open to both pleasant and unpleasant feelings for the information they convey.

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

Social Intelligence

SI is an intelligence concept measuring the capacity to navigate complex social relationships and environments. Rooted in psychometric dichotomies such as Edward Thorndike's original dual criteria of "understanding" and "managing" human relations, it conceptualizes social intelligence as a 2 category system. It separates the internal cognitive processing of social information (awareness) from the external behavioral application required to interact with or influence social dynamics (execution).

Social Cognition - Measures the capacity to perceive and interpret social information on a conceptual level. Examples include the ability to accurately read situational cues, implicitly understand unwritten cultural and social rules, model the mental states and intentions of collective groups (ToM), and infer social hierarchies and shifting interpersonal allegiances within an environment.

Social Integration – Measures the behavioral capacity to seamlessly insert oneself into, adapt to, or manipulate social environments. Examples include the ability to adapt self-presentation to fit diverse contexts, cultivate rapid rapport, manage external impressions, synchronize interpersonal behaviors, and exert influence over group dynamics, collective morale, or cultural norms to achieve intended outcomes.

(CORE Model Foundation - [AQ])
(1.1x Multiplier)

Adversity Capacity

AC is a psychometric model stemming from Paul Stoltz's Adversity Capacity theory, which measures an individual's mental resilience when confronted with forms of friction, crises, and failure. It evaluates the active ability to process, compartmentalize, and dismantle adversity without suffering degradation in other cognitive faculties.

Control – Measures the applied capacity to influence an adverse situation. Examples include maintaining cognitive agency during a crisis, resisting learned helplessness, and altering variables to mitigate negative impacts rather than submitting to the environment.
Ownership – Measures the degree of accountability assumed for resolving a situation, regardless of its origin. Examples include maintaining a strong internal locus of control regarding the solution, initiating recovery efforts, and rejecting passivity in favor of immediate problem solving.
Reach – Measures the ability to compartmentalize setbacks and prevent them from contaminating other psychological areas. Examples include limiting the internal damage of a localized failure to select mental compartments, maintaining absolute clarity in parallel tasks, and stopping a specific deficit from escalating into panic.
Endurance – Measures the psychological stamina to sustain optimal cognitive functioning through prolonged friction. Examples include maintaining a rational perspective on the nature of a crisis, resisting mental or physical fatigue during hardship, and preserving focus despite continuous pressure. The more prolonged the adversity is, the more impressive the endurance capacity is.

(Cattell Theory of Intelligence - Enhanced)

(1.0x Multiplier)

General Intelligence

General Intelligence is rooted in Raymond Cattell's model, which traditionally divides cognitive capacity into two interacting vectors: fluid and crystallized intelligence. This particular category is a deviation of the original, which has been enhanced by introducing a third structural pillar. This addition specifically accounts for biological/metaphysical assets that dictates the baseline efficiency of the other two intelligences.

Crystallized Intelligence - Measures the depth, breadth, and retrieval efficiency of acquired knowledge and accumulated experience. It represents a character's repository of learned information. Examples include mastery over specialized fields, expansive vocabulary, and memorized procedural skills. It also dictates how effectively an individual can retrieve and apply historical information to navigate familiar situations.

Fluid Intelligence - Measures the capacity to analyze novel problems, identify patterns, and extrapolate logical solutions independent of prior learning. It represents raw processing power in newfound scenarios. Examples include applied deductive reasoning and the ability to conceptualize unfamiliar systems.

Cognitive Assets - Measures the architectural advantages that facilitate cognitive function for both fluid and crystallized processes. Examples include accelerated neuroplasticity, expanded memory retention capacities, enhanced mental bandwidth, resistance to cognitive load, etc.

(1.0x Multiplier)

Observation

Observation is the baseline capacity to gather and process environmental stimuli. It dictates the raw data intake an individual relies on before higher-order cognitive processing can occur.

Visual - Measures the capacity to detect and process optical stimuli with high precision. Examples include perceiving minuscule details in a surrounding area and tracking rapid movements.

Auditory - Measures the capacity to detect, isolate, and analyze acoustic information. Examples include isolating specific vocal frequencies within a chaotic environment and interpreting spatial layouts through sound reverberation.

Proxyreceptive - Measures the capacity to perceive environmental data through kinetic shifts, involving the senses of touch, taste and smell. Examples include detecting changes in air pressure or determining various nuances of taste. This allows an individual to map their immediate surroundings or anticipate unseen movements without relying on sight or sound.
(*) Extrasensory - Measures the capacity to gather stimuli through supernatural, or non-physical channels. Examples include perceiving unseen energy signatures, reading localized auras, and detection through a specialized sixth sense. This subcategory operates outside standard biological limits and is utilized only when specific fictional abilities are present.

(1.1x Multiplier)

Perception

Perception measures the cognitive capacity to interpret raw information gathered through Observation. It dictates how efficiently an individual transforms environmental stimuli into a coherent transductive layout before engaging in higher-order reasoning.

Resolution - Measures the precision and acuity with which an individual distinguishes minute details within a stimulus. Examples include isolating structural flaws and parsing densely layered information without losing mental clarity. It determines the depth of meaning extracted from a single focal point.
Invariance - Measures the capacity to consistently identify concepts despite distortions in orientation, scale, or context. Examples include recognizing heavily obscured variables and maintaining a stable model of a rapidly shifting target. This prevents cognitive deception by illusions or alterations.
Synthesis - Measures the ability to merge information fragments into a cohesive mental picture without the use of H-O reasoning. Examples include assembling clues into a complete sequence and integrating distinct sensory inputs simultaneously.
Reframing - Measures the flexibility to deliberately alter a perceptual lens and interpret data from a completely novel angle. An example is inverting the perceived context of a threat to uncover an advantage.

(1.6x Multiplier)

Thinking

Thinking measures the active cognitive processes used to organize information, generate ideas and evaluate. It dictates various mind frameworks an individual can deploy to interact with internal knowledge and external stimuli before arriving at a final judgment.

Critical - Measures the capacity to evaluate the soundness, validity, and structural integrity of information. Examples include verifying the factual reliability of a premise, inferring potential points of failure, and accurately weighing the practical risks of a decision before execution.

Abstract - Measures the capacity to reason effectively in scenarios lacking concrete parameters, established precedents, or tangible metrics. Examples include navigating highly ambiguous environments, forming operational concepts out of incomplete or shapeless data, and extrapolating principles from unfamiliar variables.

Applicative - Measures the capacity to translate broad theories, knowledge, or conceptual advantages into practice. An example is weaponizing a known environmental rule to force a specific outcome and adapting knowledge into actionable tactics.

Systematic - Measures the capacity to process environments, organizations, or opposing strategies as interconnected networks. Examples include identifying the pillar of an opponent's plan and exploiting a single pressure point to trigger a framework collapse.

Associative - Measures the capacity to link variables to synthesize a new approach. Examples include drawing immediate parallels between an opponent's current behavior and past patterns, or combining two seemingly unrelated resources to generate an improvised solution.

Convergent - Measures the capacity to filter variables down to a single conclusion. Examples include reasoning through noisy information to isolate a loophole and deducing an opponent's exact objective from a wide range of potential actions.

Divergent - Measures the capacity to extrapolate multiple viable solutions from a single starting variable. Examples include formulating distinct strategies on the spot and rapidly branching a plan to account for constraints.

Lateral - Measures the capacity to solve problems through non-sequential methods. Examples include shifting the perspective away from the obvious focal point and using unconventional concepts to break established patterns.

Holistic - Measures the capacity to comprehend a system as a complete entity rather than isolated parts. Examples include understanding how a localized action affects the entire environment and analyzing a scenario based on total

context.

(1.4x Multiplier)

Reasoning

Reasoning measures the formal logical processes used to evaluate premises, extrapolate conclusions, and construct arguments. It dictates how an individual handles evidence and variables to arrive at a judgment.

Deductive - Measures the capacity to apply general rules or established premises to specific instances to extract logically certain conclusions. The conclusion is guaranteed to be true if and only if the initial variables are true. Examples include determining an exact location by systematically eliminating all other spatial possibilities, or applying a known environmental law to predict an immediate outcome.

Inductive - Measures the capacity to synthesize specific observations into generalized rules or overarching theories. It generates probabilistic conclusions based on accumulated evidence and recognized patterns. Examples include observing specific reactions to various stimuli to map an overall behavioral baseline, or predicting future shifts based on past data.

Abductive - Measures the capacity to formulate the most plausible hypothesis from an incomplete set of observations. It processes information by working backward from an effect to infer the most rational cause, focusing on a degree of cogency when logical certainty is impossible. Examples include reconstructing the sequence of events at a scene with missing evidence, or deducing a motive based on a mere contradiction.

(1.1x Multiplier)

Analysis

Analysis measures the efficiency of the specific approaches an individual employs to break down, organize and extract value from information or complex systems.

Deconstruction - Measures the approach of systematically breaking down information into its foundational components. Examples include isolating the individual tactics of a strategy to identify lapses in judgement, or dismantling a multistep argument to isolate its core premises.

Tracing - Measures the approach of following threads of information across a sequence. Examples include tracking a chain of events backward to pinpoint an exact origin point, or monitoring a continuous flow of data to infer a

destination.
Probing - Measures the approach of applying controlled stimuli to a target to extract hidden information from the resulting reaction. Examples include executing a minor feint to expose an opponent's priorities, or deliberately testing a boundary to measure response times.
Mapping - Measures the approach of conceptually charting the connections between multiple variables. Examples include plotting the interpersonal nodes within a social network, or outlining the architecture of an environment to visualize total coverage.
Classification - Measures the approach of organizing unstructured data into distinct hierarchies, types, or categories based on shared attributes. Examples include sorting threats by severity and grouping resources based on their utility.

(1.3x Multiplier)

Insight

Insight measures the capacity to manage, structure, and optimize the reasoning process itself. It dictates how efficiently an individual directs their logical frameworks to arrive at accurate conclusions.
Calibration - Measures the ability to select and apply the correct reasoning approach (deductive, inductive, or abductive) based on the specific constraints and available data of a situation. Examples include the initiative to make an early abductive inference upon the possibility without waiting for additional information when put in a time constraint.
Integration - Measures the capacity to link multiple distinct reasoning processes into a cohesive inferential chain. Examples include synthesizing initial inductive observations into a hypothesis, and then proving it through a sequence of deductive steps to form a sound argument.
Conditioning - Measures the ability to update and reorganize an established reasoning process upon the introduction of new information. Examples include applying Bayesian updating to instantly adjust the probability of a previously held conclusion as novel variables and contradictory evidence emerge.
Expertise - Measures the accelerated application of reasoning fueled by domain specific familiarity. Examples include teleo-causal affinity to instantly grasp the purpose behind an opponent's action, or possessing structural affinity to rapidly decode a mechanical system.
Heuristics - Measures the deployment of efficient mental shortcuts and

cognitive models to arrive at rapid conclusions. Examples include using rules of thumb to bypass rigorous analysis and make functional judgments during time constrained or data poor scenarios.

(1.5x Multiplier)

Foresight

Foresight measures the capacity to project future outcomes and trajectories, allowing an individual to navigate variables and future states.

Anticipation -Measures the proactive and generally offensive application of foresight where an individual actively takes steps to force, guide, or set up a specific future outcome. Examples include maneuvering an opponent into a predetermined sequence of moves, or preemptively placing resources to exploit an event the individual is bringing about.

Prediction - Measures the passive and reactive capacity to accurately infer future events or choices based on current trajectories and variables. Examples include calculating the natural progression of an environmental hazard, or forecasting an opponent's next decision without interfering upon it until necessary.

Preclusion - Measures the active and defensive application of reactive foresight utilized specifically to prevent or neutralize adverse outcomes. Examples include deploying a countermeasure precisely as an opponent schemes an attack or neutralizing a threat just before unwanted damage will happen, in this case the damage was precluded.

Obviation - Measures the capacity to handle future uncertainty by accounting for all viable possibilities rather than committing to a single foreseen outcome. It is a safeguard that can be proactive or reactive. An example is structuring a framework of outcomes that remains sound regardless of which specific choice an opponent makes.

(1.1x Multiplier)

Mental Warfare

Mental Warfare measures the capacity to assault or defend the psychological stability and cognitive agency of individuals during conflict. It is a skillset oriented category.

Coercion - Measures the capacity to force compliance or dictate actions through the application of pressure, threats, or removal of alternatives. Examples include compelling a target to make a disadvantageous choice by holding a resource hostage or engineering a scenario where all other options

result in unacceptable losses.
Mind Control - Measures the subjugation of a target's cognitive autonomy. Examples include employing extreme psychological conditioning to entirely strip away independent free will, or scheming to indirectly hijack another entity's thoughts.
Inducement - Measures the capacity to guide a target into willingly executing an action through temptation, incentives, or appeals to their baseline nature. An example includes manipulating a target's desires so they advance an agenda, believing the decision was their own.
Exploitation - Measures the weaponization of a target's pre-existing cognitive biases or psychological traumas. Examples include leveraging a known phobia to paralyze someone's decision making, or using their insecurities to bait them into a predictable mistake.
Reinforcements - Measures the defensive application of mental warfare utilized to fortify the psychological state of oneself, allies, or proxies. Examples include destroying doubt to maintain collective morale during a crisis, or anchoring a specific belief to defend a proxy against enemy coercion.

(1.3x Multiplier)

Manipulation

Manipulation measures the capacity to influence or control the actions, thoughts and perceptions of others to achieve a strategically advantageous outcome.
Direct - Measures the capacity to influence a target through direct interaction or explicit communication. An example includes guiding a conversation to plant a specific idea.
Indirect - Measures the capacity to influence a target covertly, without direct confrontation. An example includes orchestrating events that push the target toward a specific decision.
Logical - Measures the capacity to manipulate a target by appealing to their reason. An example includes structuring a negotiation where the mathematically "optimal" choice secretly benefits the manipulator.
Emotional - Measures the capacity to manipulate a target by exploiting their feelings and psychological states. Examples include feigning vulnerability to elicit sympathy or baiting someone into anger to cloud their judgement.
Methods - Measures the application of specific psychological techniques and structures used to execute manipulation. Examples include gaslighting to

destabilize a target's grip on reality, employing persuasion and negotiation tactics, or adopting acts like the White Knight to manufacture trust.

(1.4x Multiplier)

Deception

Deception measures the capacity to intentionally mess with truth, information and induce false conclusions within an opponent's judgement. It is the ability to force an adversary into operating on incorrect variables.

Misdirection - Measures the drawing of a target's attention onto a different factor on stake in comparison to their objective. Examples include alerting a secondary threat from the main focus to draw resources away or scheming to ensure the opponent looks at the right variables at the wrong time.

Fabrication - A method oriented category that measures the creation and calibration of novel variables, evidence and scenarios into an environment to be used as misdirection. An example includes constructing a falsity that the opponent mistakenly accepts as reality.

Concealment - Measures the suppression of accurate variables, true intentions or resources. Examples include omitting details or indulging in schemes that prevent information gathering in a particular area.

Masking - A method oriented category which measures the projection of a false baseline or identity to distort or conceal the truth. Examples include traditional acting, decoys, limiting one's own processing speed to present a limitation of ability or deliberately losing minor engagements to trick an observer into miscalculating.

Sophistry - Measures the deceptive weaponization of communication. Examples include bluffs, constructing arguments that are structurally valid but built on false premises or using semantics to alter rules without the opponent noticing.

(1.0x Multiplier)

Unpredictability

Unpredictability measures the capacity to bypass or break an opponent's forecasting with their current information. It dictates how effectively an individual can operate outside of recognizable patterns or expected behavioral norms.

Volatility - Measures the capacity to intentionally fluctuate pace, objectives or

behavior patterns to prevent the establishment of a baseline. Examples include abandoning a winning position to execute a more complex strategy without explicit reason or introducing deliberate randomness into a system so that an opponent's reasoning fails to map a coherent line.
Creativity - Measures the capacity to generate novel and unconventional solutions that defy standard implementations. Examples include repurposing a specialized resource for an entirely unrelated objective, or inventing a spontaneous strategy that has no previous precedent for the opponent to reference.
Asymmetry - Measures the capacity to operate outside of standards and expected tradeoffs. An example includes attacking an opponent's structural foundation using methods that fundamentally ignore the agreed upon rules of engagement.
Risk Management - Measures the capacity to evaluate and execute statistically dangerous maneuvers that an opponent would instantly dismiss as unviable. Examples include willingly absorbing a seemingly fatal blow to secure an unexpected counteraction, or staking an entire operation on a chance to blindside a risk-averse adversary.

(1.2x Multiplier)

Psychology

Psychology measures the capacity to process and apply methods to influence the mental frameworks of individuals. It dictates how effectively one can utilize the human element of an engagement.
Theory of Mind - Measures the capacity to accurately model the mental states of others. Examples include empathising with an individual's point of view to anticipate their exact rationalizations and recognizing the specific info gaps between what you know and what another individual believes to be true.
Psychoanalysis - Measures the capacity to fully break down an opponent's psychological architecture to uncover subconscious drivers through a posteriori. Examples include identifying repressed traumas & insecurities that dictate an opponent's behavior and tracing their decisions back to a basic psychological root.
Profiling - Measures the capacity to generalize a psychological baseline from limited data or historical evidence. Examples include constructing an accurate model of an opponent's habits and moral boundaries based purely on the remnants of their past actions or an environmental footprint.
Reading - Measures the capacity to decode immediate physiological and

behavioral cues to determine a target's current mental state using techniques like Cold Reading and Hot Reading.
Conditioning - Measures the capacity to alter a target's responses or habits over time through controlled stimuli. Examples include employing operant conditioning to implant a subconscious psychological trigger, or establishing an artificial pattern to train an opponent to instinctively react in a desired manner.

(1.1x Multiplier)

Influence Skills

Influence Skills measure the capacity to command social resources. As a category, it dictates an individual's ability to project their strategic will outward and synchronize collective action to achieve objectives.
Leadership - Measures the capacity to assert authority and direct the actions of a group. Examples include sustaining collective morale and discipline during difficult scenarios and enforcing coordination across diverse subordinate elements to ensure operation.
Allocation - Measures the capacity to distribute resources to maximize efficiency. Examples include assigning subordinates to specific roles that align well with their aptitudes and redistributing assets to cover for sudden vulnerabilities.
Networking - Measures the capacity to build, maintain, and weaponize a web of interpersonal connections. An example includes leveraging factions under a single connected cause.
Narrativization - Measures the capacity to construct and propagate storylines and use them to shift perception on a grand scale. Examples include framing a defeat as a necessary heroic sacrifice to gather public support and synthesizing a motive to bind individuals together to a singular cause.
Accumulation - Measures the capacity to build and project leverage over time. Examples include making oneself a pillar within a foreign hierarchy or shifting the norms of an environment so they inherently favor one's own objectives.

(1.3x Multiplier)

Subversion

Subversion measures the capacity to undermine an opponent's operational systems. It dictates how effectively an individual can dismantle and influence an adversary's framework using either direct or indirect approaches.
Proxies - Measures the capacity to utilize intermediaries to execute operations

on one's behalf. Examples include launching an attack through an expendable third party to mask origins or operating through a puppet agent to outscheme an adversary without exposing oneself..
Info Control - Measures the capacity to regulate the flow of intelligence within an environment. Examples include selectively leaking partial truths to bait a specific response or severing an opponent's contacts to force them into making controlled decisions.
Setting Traps - Measures the capacity to engineer hazards that trigger based on an opponent's anticipated actions. An example includes leaving a valuable resource vulnerable to lure an adversary into a danger zone.
Breaching - Measures the capacity to compromise established defenses of any kind. An example includes using a blind spot in an opponent's sensory perimeter to set a trap.

(1.4x Multiplier)

Tactics

Tactics are the implementation of a single set of coordinated and closely linked actions directed toward a specific, immediate goal. It dictates how effectively an individual can execute localized schemes and operational maneuvers to secure a designated objective.
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

Strategy measures the implementation of multiple coordinated sets of actions unified under a coherent set of logic to achieve an objective. Strategy is the active deployment that links disparate tactics to a desired outcome.
The borders of a single strategy are defined by two parameters: primary objective consistency and logical coherence (the central mechanism and assumptions connecting the actions to the outcome remain intact). Adjusting specific methods represents a shift in tactics within the same strategy, however, if the core approach used to pursue the goal fundamentally changes, the original strategy ends.
Logistics - Measures the capacity to coordinate the supply, movement, and sustainment of resources across multiple tactical fronts. Examples include maintaining a continuous flow of assets to support prolonged operations, and positioning necessary tools in advance so sequential tactical phases can execute without delay.
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 -

(1.3x Multiplier)

Adaptability

Input -
Output -

(1.5x Multiplier)

Judgment

Decisions -
Awareness -
Intuition -
Metacognition -
Modality -

(1.1x 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 -

Editing Categories:

This section is a hub for category sections to be used for specific distributions as ease of access. It also serves as a guide for specific forms of distribution designed for specific edits with various sizes.

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. Modern Composition

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

Full Scale:
- 32 Row Distribution

II. Classic Composition

- High Detail Distribution
- Low Detail Distribution

-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
Sensory
Thinking
Reasoning
Foresight
Manipulation
Deception
Subversion
Tactics
Strategy
Planning
Counteraction
Judgement
Matchup

24 Row Distribution

General Intelligence
Emotional Intelligence
Social Intelligence

Adversity Capacity
Sensory
Analysis
Thinking
Reasoning
Foresight
Subversion
Manipulation
Deception
Influence Skills
Psychology
Tactics
Composition
Counteraction
Strategy
Planning
Prevention
Adaptability
Judgement
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
Influence Skills
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 -
Decisions - Awareness - Intuition - Metacognition - Modality -	Observation - Perception -	Anticipation - Prediction - Obviation -
Direct Manipulation - Indirect Manipulation - Logical Manipulation - Emotional Manipulation - Manipulation Methods -	Misdirection - Fabrication - Sophistry - Masking - 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 - Applicative Thinking - Abstract Thinking - Convergent Thinking - Divergent Thinking-	Deductive Reasoning - Inductive Reasoning- Abductive Reasoning-	Proxies - Info Control - Setting Traps -

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 - Divergent Thinking- Lateral Thinking- Holistic Thinking-	Deductive Reasoning - Inductive Reasoning- Abductive Reasoning-
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 - Clarity - Inscrutability -	Field Countering - Behavioral Countering - Operational Countering -

-Specialized Scaling-

Specialized Scaling Model — Advanced Tiers

Justification: As Outsmarting ascends into intersystemic scales, the parameters of conflict outgrow categories inherently designed to measure general human smarts. When characters reach Advanced Tiers, intellect ceases to operate merely within a system and begins to operate as a function upon the system itself, interfacing with metaphysics, axioms, narrative authority, etc.

Consequently, regular tiering's distinctions lose relevance when evaluating minds that process information cross-systemically. The **Specialized Distribution** uses cognitive composites while introducing categories necessary to measure intellect across higher order realities.

A character part of Advanced Tiering is any character that is able to warp reality to pose it as an outsmarting advantage. A character in Advanced Tiering is transcendent into the meta-conceptual.

16 Row Distribution - Specialized:
Intelligence
Psychology
Epistemics
Memetics
Teleology
Causality
Logic
Systemics
Scheming
Manipulation

Reach
Arsenal
Adaptability
Metaphysics
Authority
Resistances
Matchup

Endnote:

Thanks for reading. 🙂