As a scaler who's been in the community since 2022, I have witnessed the rise and fall of multiple scaling systems, some that stuck around and some that weren't accepted or used, but regardless of all of that, I'll be listing a short description of how the most commonly lived scalings in the community from the least reliant on narrative to the most. And include takes that are commonly seen in each scaling (not that it means that those takes are objective by the scalings' rules).

1. Stop's System:

This scaling method uses 0 narrative at all, it makes it so that every single part of any process for feats has to be explained within the source material without any outside inferences, if there isn't enough information on how a feat works, then the interpretation for it is that nothing happened wherever there's a lack of concrete on-screen explanation for it. In this scaling, only feats are valid, if a statement is on-screen, it still isn't valid if it wasn't demonstrated on-screen as well.

Example of the usage of the scaling:

Takuya Yagami does certain actions in Y2V3 (got blackmailed by Tsubaki)
He states in Y2V4.5 that he planned those actions (To indirectly manipulate the first-years)

Stop's system interprets Y2V3 as Tsubaki outsmarting Takuya and Y2V4.5 as Takuya being delusional about his loss, as his process for manipulating her stems over multiple volumes and he never explains it.

Common takes in this scaling (mainly from the creator):

Novels Sherlock >= Akiyama extreme diff
Yokoya > Kiyotaka mid diff
Light >= Ryuuen/Takuya/Nagumo extreme diff
Yumeko > Takuya/Lelouch/Yuuichi mid diff
Suzune = Takuya > BB/Mello/Near
Kokichi >= Takuya
Yuuichi > Johan > Ryuuen > Takuya >= Nagumo
(If you're confused, keep in mind Stop's Scaling doesn't use A > B > C logic)

2. Logical Scaling (EN):

Similar to Stop's Scaling with the only difference is allowing inferences regarding knowledge even if it isn't shown being studied on-screen if the character applies and explains said knowledge on-screen.

3. *Methodology Scaling*:

Successor to Stop's Scaling, it allows minimal inferences for feats, but just like Stop's Scaling, all statements are invalid, even if they're absolutely logical or just impossible to deny.

Adversity upscales a character only via the opponents' methodology.

Common takes in the scaling:

Yokoya > Kiyotaka mid - high diff (creator's take)
Takuya >= Nagumo >= Ryuuen (creator's take)
Mary > Kirari
Suzune > Johan/RJ no diff

4. *Endur's Scaling*:

(Will wait for Endur to explain it fr fr)

5. Complexity Scaling:

Mainly used by Japanese scalers, it focuses mainly on how complex the character's actions are and how complex the actions of their opposition are (which includes the complexity required to understand and counter them), and also how complex the situation is.

This scaling allows almost all interpretations that can stay consistent with the story even if they don't make much sense.

The logic behind the actions isn't considered much, so a complex strategy that pays off is valued higher than a simple strategy that gives the same result even if the former is illogical and the latter is logical.

Takes commonly seen in this scaling include:

Kokichi > Baku
Yokoya > Takuya > Lalo

6. Logical Scaling (JP):

Mainly used by Japanese scalers, the working mechanism of it is still largely not understood by English scalers; commonly seen takes in this scaling are:

Akiyama > Baku high - extreme diff
Kiyotaka > Fyodor mid diff

6. *Narrative Scaling (Logical Deviation)*:

WIP

***7. Proven Ability*:**

WIP

8. Narrative Scaling ("Normal" Scaling):

The main scaling used in the community, often called "Normal Scaling" due to how common it actually is.

This sort of scaling via common belief takes "everything" into account, it allows for all types of interpretations with only little emphasis on consistency.

Small feats don't push the character's ability much and if they have one even assumed feat for a category it overrides their ability and anything below that doesn't enhance their skill much if at all.

This scaling is often misused and applied in the same way Cosmology Scaling is despite being inherently different in nature.

Process doesn't matter in Narrative Scaling and there is no way to debunk a character doing a feat on-screen even if it's downright illogical in nature or impossible logically.

9. Cosmology Scaling:

Often misused between Narrative Scalers, this scaling actually puts emphasis on the strength of the verse intellectually via association between all the characters, with everything else following the same logic as Narrative Scaling.

In Cosmology Scaling, awareness from characters can overflow into their ability to outsmart, and characters sharing the same universe share some of the scaling as well. This is how a normal NPC in one verse can be way smarter than competent characters in other verses, even if they don't have any feats that are associated with outsmarting or intelligence in general.