# Introducing Methodology Scaling

## What is it exactly and why is it needed?

Methodology Scaling is in short, a direct and spiritual succesor of Stop's Scaling which is looking to improve and explain in more detail aspects of Stop's Scaling which turned out to be tricky to implement due to either lack of specification or people not understanding Stop's intentions with the scaling, as well as make it more accessible to anyone to use this scale for outsmarting battles.
The reason for the name change is because of Stop not wanting association with Stop's Scaling as a symbol anymore, as well as pretty much parting from the Smart Characters community and any responsibility to care for the system. Stop's Scaling acted as a reason for him to stay inside it, but with him showing multiple times his intention to leave indefinitely, he agreed to "sell" Stop's Scaling to me fr, as well as change it's original name.

## How does it work?

First of all, and most importantly, is to make sure that people understand what this covers and to not misunderstand this scaling as "Onscreen only" or "Realistic only" and like any scaling system, Methodology Scaling shares what makes something a scaling “system” and not a particular different view on Feats, Statements and Narrative respectively, such as having strict requirements and limitations while still being opinionated and NOT working around one person’s take.
The possible difference of opinions in the scaling is something totally inevitable since the opinions of matches in the scaling is not decided by its creator (as misunderstood with Stop's Scaling in the past), the standards and criteria of what is logically accepted is defined by the person using the scaling as long as it is within the boundary of the definition of Methodology Scaling itself, hence making it subjective from this aspect.
For example, this essentially means you can totally have Gonen > Akiyama as an opinion and you’re free to argue it, even if that opinion is likely very hard to argue.

Methodology Scaling, going by its name, views the values of outsmarting in methodology exclusively, similar to Stop's.
While in comparison, some degree of importance is given to the circumstantial result of a feat, and it being taken into account in a character's wit, this scaling completely neglects it for the sake of Methodology.
This creates a huge difference, as this targets the adversity of an outsmarting scenario. Methodology Scaling doesn't take into account the conditions of the setting such as "life and death scenario, immensely large scale operations, setting effectivity, supernatural" as anything making one's actions more impressive, not at all.
However, one focus is trying to maintain a balance between Fixed Situations and Non Fixed Situations and trying to give neither scenario an advantage, treating characters which specialize in one equally as long as their showcased abilities are able to be scaled under the restrictions of this scaling. This however will still hurt characters who rely on their scenario implications to boost their stats.
To be more detailed, let's talk about the meaning of SITUATION/SCENARIO in Methodology Scaling. This it can mean 2 things respectfully:

- The exclusive scenario implication, for example, a mental outsmarting battle can happen at small scales such as a poker game or at big scales such as intergalactic warfare. What makes it different from the difficulty of the situation is that this should be considered a background for a scenario and nothing more, certainly not a factor of bumping difficulty. This was mentioned above already.
- The practical difficulty of the methodology is what the character is DIRECTLY facing based on the what he has to do in order to adapt, act and perform in his outsmarting match, that is coming from a direct factor, for example very smart opponents who can match one's abilities and specific unfavorable conditions, limitations in comparison.
  This interest in the practical difficulty of Methodology goes both ways, if you outsmart only feat-less characters or those who prove themselves to be idiots, even if your approach is very smart, this WILL be taken into account. If you did something very smart and well explained but it relied on your opponent being retarded, that is a valid argument to downplay it.
  Basically, if you tactically make the opponent do the mistake, then it's fine.
  But if you expect them to do it on their own, then it's bad.

So in one phrase, the quality of one's feats is judged on the process entirely, achievement is pretty much irrelevant in methodology scaling. You can have feats like curing cancer in one day or stopping WW3 as an infant, if these insane abilities have no process and just pretty much are unexplained feats be it on or offscreen, they almost have no value, they'd just act as statements. One important thing to mention is that this is only the case when feats have no way to be interpreted or explained logically using statements or narrative from other characters with it making sense.

Here is why Onscreen and Offscreen, while not treated as entirely the same thing, each have value attributed to them. Methodology Scaling promotes analysis on the set of actions, strategies, methods of unexplained Onscreen feats and unexplained Offscreen feats which have direct indication in their writing.They will be considered equal to explained Onscreen and Offscreen feats.

Looking at the commonly described "unrealistic characters" it's not so simple, because Methodology Scaling imposes limitations to a human's understanding of concepts presented by a character in outsmarting. If a character's feats rely on him abusing the fact that he scales using concepts people can't understand, then they don't amount to anything, this doesn't mean that because of this one unrealistic character is doomed. For example, even if concepts in some scenarios or games can't be entirely comprehended, if the character still has methods intelligible by the reader there is no reason to downplay the methods themselves.
Hence why from this I can say that Off Screen is technically equal to On Screen in importance, but practically they don't have the same status.

Let's also talk about statements, which are not completely overlooked. Their main purpose is to cover an interpretation of a character's feats through the use of narrative clues, as a very important aspect of them is to properly showcase or explain one's methodology.
General statements covering ability are available, but will be considered inferior to Onscreen and Offscreen Feats even if they are worse than the statement under normal conditions.
(Note that :- Statements will have equal importance when scaling Knowledge and Memory but they should be bound to logic).

Now to specify this again, when it comes to statements (and NOT feats), no assumptions of abilities will be tolerated at all, even if logical or downright obvious. This strictly refers to statements beyond their explanation and grasping of a specific detailed ability to an obvious degree, such restriction does not exist to comprehending feats.
This is something very important to mention, as one person can confuse the encouraged "Logical Interpretation of methodology" with the restricted "Assumption of ability through statements".

This is why a metric system like FSIQ can’t be incorporated into Methodology and instead we use the General Intelligence model.

Methodology Scaling is very young, and its definition will be prone to receive upgrades as it begins to solidify itself as a valid system of scaling smart characters.