Thinking:

Linear—thinking, the principle of which is based on reasoning collected in a chain in direct sequence

Non-linear—thinking, the principle of which is based on a chain of reasoning that can be disrupted in its chronological order

Divergent—thinking, the principle of which is based on searching for as many possible solutions to a problem as possible

Convergent—thinking the principle of which is based on taking a certain idea for solving a problem for its further development

Abstract—thinking and reasoning about broad abstract concepts, definitions

Concrete—thinking and reasoning about narrow specific concepts, definitions

Vertical—thinking in which strict adherence to the plan in the order of the algorithm is mandatory

Horizontal—thinking in which strict adherence to the plan is not necessary; departure from the plan and further return to the desired point are allowed

Critical—thinking based on considering information from the point of view of reliability, exposure to criticism and doubt

Lateral—non-standard thinking associated with the choice of unconventional methods for solving problems and achieving goals

Reasoning:

Deductive—reasoning in direct order; from the general to the particular case (model: A-B-C, where A, B, C are inferences)

Inductive—reasoning in reverse order; from a particular case to the general (model: C-B-A)

Abductive—reasoning in mixed order; from general to general / from special case to special case (model: C-A-B / B-A-C)

Logical—general ability to draw up a series of cause-and-effect inferences; sum deductive + inductive + abductive

Analogical—inference to a particular case based on another particular case due to analogy and some similarity of cases

Decompositional—reasoning based on simplifying one complex problem by decomposing it into a group of simpler problems

Gardner's theory (intelligence):

Logical-mathematical—logical reasoning ability (note: not always related to mathematics, as the name might suggest)

Visual-spatial—ability to visualize objects in n-dimensional space, perceive the volumes and sizes of objects in space

Verbal-linguistic—ability in general linguistic and public speaking abilities, understanding languages and using verbal communication effectively

Interpersonal—ability to empathize, perceive and understand people's emotions, intentions and feelings, as well as their worldview

Intrapersonal—ability to self-knowledge and self-awareness, as well as understanding and controlling one's own feelings and emotions

Existential—ability to reason on topics of global, broad problems of humanity, as well as general philosophical abilities

Bodily-kinesthetic—ability to control the body, facial expressions, a general understanding of one's body and its characteristics (note: theoretical knowledge of one's body is more important than the practical use of good body control)

Naturalistic—ability to understand flora and fauna, the surrounding world; predisposition to productive activities

Cattell's theory (intelligence):

Fluid—ability to solve problems with no / very little experience in solving them

Crystallized—ability to solve problems with experience in solving them, as well as the ability to make the most of the experience gained

Observation:

Connection the dots—the ability to identify a connection between two or more facts or phenomena

Pattern recognition—the ability to find analogies and similarities between two or more events or phenomena

Adaptability:

Cognitive—the main type of adaptability associated with flexibility of thinking (associated with fluid intelligence)

Strategical—ability to develop strategies to achieve goals while solving diversely complex problems

Social—ability to adapt one's own behavior to a person / group of people in order to achieve concrete goals

Physical—ability of the body to get used and adapt to prolonged physical activities over time, to acquire certain skills that require a good level of body control (note: this category has nothing to do with outsmarting or overall intellect)

Memory:

Voluntary—process of memorizing information voluntarily, with some effort and attention

Involuntary—process of remembering information involuntarily, without making an effort

Long-term—ability to remember information for a long period of time and use it later. Is an indicator of the dependence of the quality of information storage depending on time

Short-term—ability to remember and use information in a short period of time. It is an indicator of how much information a person is able to retain in his head for a given period of time (conditionally 30 seconds)

Full Scale Intelligence Quotient (FSIQ):

Fluid Reasoning Index (FRI)

Verbal Comprehension Index (VCI)

Visual-Spatial Index (VSI)

Working Memory Index (WMI)

Processing Speed Index (PSI)

FRI—general ability for breadth of reasoning. Fluid reasoning index includes:

1. Fluid intelligence
2. Logical reasoning
3. Abstract thinking
4. Learning ability
5. Problem solving
6. Cognitive adaptability

VCI—general linguistic and oratory abilities (≈verbal-linguistic intelligence). Verbal comprehension index includes:

1. Comprehension—general intuitive ability to understand verbal speech and correctly comprehend words, as well as to understand the structure of the mechanism of any verbal language
2. Vocabulary—general vocabulary in different languages
3. Information—general knowledge of language sciences in different languages
4. Similarities—ability to correctly express analogies and similarities between phenomena / objects through verbal speech (the usual use of synonyms and contextual synonyms is also taken into account)

VSI—ability to visualize objects in n-dimensional space (≈visual-spatial intelligence)

WMI—ability to short-term memorize and use information (≈short-term memory)

PSI—ability to comprehend a certain amount of information per unit of time

Emotional Quotient (EQ):

Emotional Understanding (EU)—general ability to empathize and understand the emotional state and intentions of others

Emotional Perception (EP)—general ability to recognize manifestations and changes in a person's emotional state

Emotional Management (EM)—general ability to control one's own emotions in various situations

Emotional Engagement (EE)—general involvement of a person in a particular activity, enthusiasm, motivation to solve a problem

Social Quotient (SQ)

Self Awareness—ability to self-knowledge as an individual, as well as to understand your own emotions, desires and worldview (≈intrapersonal intelligence)

Social Awareness—ability to empathize, a set of understanding of social norms and values (≈interpersonal intelligence)

Self Management—ability to be socially adaptable, control one's own emotions and behavior

Relationship Management—ability to control relationships with a person/group of people and contribute to their development in a positive direction

Planning:

Aim—planning characteristic that evaluates the plan's ability to achieve a specific goal and solve a problem (or get closer to a goal and solve a problem)

Process—ability to generally organize a plan correctly and set goals for solving a problem

Coverage—planning characteristic that evaluates the volume of tasks to be solved and goals achieved with one plan

Contingency—planning characteristic that evaluates the calculation of the plan for all possible but non-obvious outcomes of events

Invincibility—planning characteristic that evaluates the thoughtfulness of a plan in terms of fewer loopholes in it

Accuracy—planning characteristic that evaluates the number of details taken into account in the plan

Risk assessment—general ability to analyze possible outcomes of events in different situations in order to select the most profitable solution to a problem or achieve a goal

Strategy:

Efficiency—characteristic of a strategy that evaluates its cost to achieve a goal or solve a problem

Effectiveness—characteristic of a strategy that evaluates its ability to achieve a goal or solve a problem as optimally as possible

Foresight—characteristic of a strategy based on predicting specific events or phenomena for use in this strategy

Shielding—ability to generally correctly organize a strategy and set a goal to solve a problem

Complexity—characteristic of a strategy, which is an indicator of the overall complexity and multi-stage nature of the strategy

Manipulation:

Direct—method of manipulation based on direct, immediate interaction with the victim
Indirect—method of manipulation based on indirect interaction with the victim through a third party
Individual—method of manipulation based on the control of one specific person through a series of specific actions
Mass—method of manipulation based on the control of a group of people through a series of specific actions (note: if a group of people is controlled by a manipulator in such a way that each one is manipulated separately, then this is individual manipulation)
Logical—method of manipulation in which a person / group of people is controlled by the manipulator by influencing the situation or some circumstances, thereby forcing the victim to take specific actions in order to achieve a certain result
Emotional—method of manipulation based on the emotional impact on a person/group of people in order to achieve a certain result
Verbal—method of manipulation in which the manipulator controls a person/group of people through verbal speech
Love bombing—method of manipulation based on showing care and affection for a person in order to gain trust and further control over this person

White Knight—method of manipulation based on creating a problem so that the manipulator can demonstrably solve it, thus presenting himself in the image of a “White Knight” and winning the trust of a person / group of people
Seduction—method of manipulation that involves the process of deliberately luring a person, striving for a close relationship

Deception:

Verbal—ability to deceive a person / group of people through verbal speech
Non-Verbal—ability to deceive a person/group of people through facial expression, gaze and body language
Misdirection—ability to distort the perception of reality by creating circumstances that lead the victim to the wrong conclusion
Fabrication—providing a person / group of people with a non-existent falsehood to achieve a concrete goal

Foresight:

Prediction—ability to foresee a specific phenomenon based on available information and intuition
Anticipation—ability to foresee a specific phenomenon, based on available information, observed experience and its clear analysis
Traps Evasion—ability to foresee the presence of a possible danger and avoid it

Social Engineering:

Info Gathering—ability to collect general information about a specific phenomenon or object

Info Control—ability to correctly maintain the confidentiality of information and its proper distribution if necessary

Reading:

Cold—set of techniques and skills necessary to create the feeling that the person using this technique knows more than he actually does

Hot—set of techniques and skills necessary to create a sense of supernatural knowledge about a phenomenon or object about which information has been previously collected

Sociality:

Social Skills

Teamwork

Public Speaking Skills

Charisma

Acting Skills

Empathy

Leadership (direct / indirect)

Other Categories:

Methods

Tactics
Intuition
Perception
Cunning
Unpredictability
Calculations
Analytical Skills
Problem Solving
Learning Ability
Experience
Smartness
Creativity
Academics
Knowledge
Calculations
Versatility
Psychology
Psychoanalysis
Influence
See Through People (STP)
Decision Making