Cognition Scaling

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Cognition scaling is a scaling system that values a character's thought process, line of reasoning, and evaluations. It mainly stems from these ideas:

- Intelligence is based on the line of thinking a character construes prior to executing their feat. For this scaling system to scale a feat in the first place the character's thoughts and reasoning must be completely accessible, or their thought's must be implied.

- A character's intelligence is based on how logical their chain of reasoning follows per feat and how a character's thoughts evaluate through any possible premises and assess the situation/problem, concluding in some sort of action. As well as how well they understand the effects their actions bring, and how these effects will benefit towards their goal.

- Whether a feat is onscreen or offscreen or even a statement is irrelevant to whether it can be scaled, if there is some kind of thought process shown or implied. It is scalable under this system. But offscreen feats with an implied thought process will be inherently ranked lower than an onscreen feat where we have knowledge of the character's cognition constantly.

- Conclusions without the methodology of how it occurred is not scalable. For example, Alakazam being stated to have 5000 IQ scales nowhere. If this were to be scalable under Cognition Scaling. If we knew the questions on the IQ test, and Alakazam's thoughts while writing it were known. Then it would be scalable.

- A character while reasoning should hold a balanced perspective and assess through every premise logically. If a character does x strategy without any prior thinking, it is no better than choosing from a random number generator. Regardless of complexity, effectiveness, creativity, or how difficult it is to counter, it will not scale high or even be scalable at all.

- Intuition can be used, but it must be based on some kind of evidence or other factor pointing towards the direction, even if it does not prove it beyond a reasonable. It can't just think or do something because they feel it and it happens to be right or work.

- Reasoning can be quantified by how often their line of thinking reasons correctly, and the amount of premises the character evaluated logically before making a decision.

- The more correct and logical their chain of thought, the more premises assessed by a character in a logical and systematic sense. And the more deeply they understand the effects their action will cause, and how it will benefit them, the more impressive a feat is.

- How intense, life-threatening, or high-stakes the situation a character is in or how intelligent their opponent is, is irrelevant to their scaling. A feat is purely measured through a character's individual performance in accordance with the criteria. Rather than the situation they've been put in.