Endur Scaling

Credit to:
@endur
@biggyballs
@Beyond-Mid



Introduction

Endur Scaling is a branch of Proven Ability Scaling. However, there are a substantial amount of key differences between the two scalings, which warranted the creation of this one. This document will hopefully explain to the fullest the complete rules of how the scaling works and how to use it properly.

Rules of Endur Scaling

PA (Proven Ability) Scaling moves from the proven to the provable when evaluating feats, it operates under the idea of Empirical Evidence and Logical Proof, which is contradictory to Stop's scaling for example, which only emphasises Empirical Evidence and dismisses all logical evidence.

'I'll disclose shortly how to evaluate PA depending on the type of feat/statement presented, but first, I should elaborate on the fact that while scaling PA allows and heavily encourages interpretation and analysis, it does NOT support baseless assumptions like in Assumed Ability Scaling, known as Narrative or Normal Scaling otherwise; characters can never be scaled beyond what can be proven they can perform.

Any given character can be comfortably scaled to where their feats are, and more so, they can be scaled slightly higher in certain categories if it's provable without assumptions or vague interpretations that such scaling would be logically possible.

On-screen and off-screen feats hold the same degree of importance, though it's obviously easier to argue with on-screen feats, the only measurement of superiority between them is the quality of the feat itself'

This is an insert from Cento's document on **Proven Ability Scaling.** Endur's Scaling works the same way with the only difference being, it puts less of an emphasis on the 'Narrative' of characters.

This means that someone's ability won't be scaled from their implied narrative of being equal to another character unless they have the feats to back it up.

Setting of Endur Scaling

The Situation

Endur Scaling is limited to only determining the winner in a 'General Outsmarting Situation'. The reason is that the importance placed on specific categories relies on the situation staying constant. If you change the situation, then new categories will take more importance, which would then nullify the use of this scaling.

Now to explain what this 'General Outsmarting Situation' actually is.

Unlike a non-fixed situation, there are rules. The rules are not as strict as a fixed situation allowing room for categories such as manipulation however they're valued less than in non-fixed. This outsmarting scenario tests the general ability of a character by mixing the themes of FS + NFS. (General Outsmarting Situation = GOS)

Equalised Cosmology

Something quite exclusive to this scaling is the 'Equalised Cosmology' of the environment these characters will be scaled in. To put it simply, they will be put into a separate Universe with logic akin to our own world. This means feats must follow a sense of Logic and Reason to be applicable in this 'Equalised Cosmology'. For Example, a strategy used by a character may have many layers to it, which in normal scaling, would attribute to that character's Strategy Complexity. However, in this scaling, if the layers themselves do not make sense or are not applicable in the world this scaling puts them in, then the feat

will not be recognised at all. Any feats that are clearly controlled by narrative or plot convenience will not be seen as legitimate in this scaling.

Categories

Here the doc will list all of the categories that will be used in this type of scaling. They will be divided up into sections to minimise confusion. Each main category will have the factors that make it up below, next to the '='. At the end of each section, there will be a few notes describing how these categories will be scaled along with any additional remarks. The number in blue out of 100 represents its general importance in a GOS.

Intelligence Section

Fluid Intelligence
= Logical Reasoning + Learning Ability + Adaptability + CPI + NCPS + Abstract Reasoning
(100/100)

Crystallised Intelligence
= Overall Knowledge + Ability to recall/apply knowledge
(85/100)

General Intelligence
= Fluid Intelligence + Crystallised Intelligence

Emotional Intelligence Section

Emotional Management
(85/100)

Emotional Engagement
(83/100)

Emotional Facilitation
(83/100)

Emotional Perception
(80/100)

Emotional Understanding
(85/100)

Emotional Intelligence
= Emotional Management + Emotional Engagement + Emotional Perception + Emotional Understanding

The factors shown above will determine the distribution of categories in the Emotional Intelligence section. All factors will hold equal correlation to their respective category.

Manipulation Section

Direct Manipulation
(60/100)

Indirect Manipulation
(60/100)

Logical Manipulation
(70/100)

Emotional Manipulation
(55/100)

Manipulation
= Direct Manipulation + Indirect Manipulation + Logical Manipulation + Emotional Manipulation

Deception Section

Acting Skills
(85-90/100)

Misdirection
(85-90/100)

Strategic Deception
(70/100)

Information Control
(85-90/100)

Deception
= Acting Skills + Misdirection + S. Deception + V. Deception + Info Control

The most practical form of Deception in this scaling is Acting Skills due to the fact you don't need any external factors. Misdirection is a more effective form of Deception.

Strategy Section

Strategy Complexity
(100/100)

Strategy Control
(100/100)

Strategy Success Rate
(100/100)

Strategy Adaptability
(100/100)

Tactics
(100/100)

Strategy
= Strategy Complexity + Strategy Success Rate + Strategy Adaptability +

Strategy Control

Planning Section

Planning Coverage
(90-100/100)

Planning Preparation
(90-100/100)

Greater Limitations
(90-100/100)

Planning
= Planning Coverage + Planning Preparation + Greater Limitations

Foresight Section

Actual Anticipation
(100/100)

Logical Prediction
(95/100)

Setting Traps
(100/100)

Trap Evasion
(100/100)

Overall Foresight
= Actual Anticipation + Logical Prediction + Setting Traps + Trap Evasion

Actual Anticipation is a very rare category that will only be given to characters who display a proper ability to perfectly anticipate something, using a deductive process, or sometimes an Inductive Process.

Reasoning Section

Deductive Reasoning
(90/100)

Inductive Reasoning
(90/100)

Abductive Reasoning
(90/100)

Abstract Reasoning
(90/100)

Logical Reasoning
(90/100)

Logical Reasoning will not be treated as an ‘Overall Category’ in this section, but rather it will be awarded to the character who makes more sound and valid inferences in their reasoning. This means that a character can take 1 out of the 3 categories, but still take Logical Reasoning.

Methods Section

Fluid Methods
= Tactics + Strategy + Fluid Intelligence
(90/100)

Crystallised Methods
= Tactics + Strategy + Crystallised Intelligence
(90/100)

Methods
= Fluid Methods + Crystallised Methods

Miscellaneous Section

Observation
(75/100)

Perception
(60/100)

Creativity
(85/100)

Influence Building
(85/100)

Information Gathering
(85/100)

Cold Reading
(77/100)

Memory
= Short Term Memory + Long Term Memory + Working Memory
(70/100)

Adaptability
(90/100)

In total there is a maximum of 47 categories that can be used to judge who outsmarts in a GOS in Endur Scaling. There may be times where Memory and Adaptability have to be split into their respective sub-categories.

Priorities in Endur Scaling

As shown by the score out of 100, categories hold discrete values depending on how effective they would be in an outsmarting situation. In Endur Scaling, **Strategy** as a whole and **Overall Foresight** are the most important, hence their **100/100** rating.

It is important to note that these categories will not be treated numerically. Example being:

Just because **A** gets **25 points/categories** and **B** gets **22 points/categories,** it doesn't mean A automatically wins because 25 > 22. The value of each category will also be taken into consideration.

The idea behind **Strategy** and **Overall Foresight** being the most important in this scaling is that Strategy can be seen as a character's **Offence** whereas Overall Foresight would be their **Defence**. Having one and relying on other categories to fill in that gap is fine, but missing both puts you at a disadvantage in this scaling. This does not necessarily mean that taking both guarantees the win for a character though. If the other character overpowers in versatility then they could also win.

Conclusion

To put it simply, **Endur Scaling** is quite similar to **Proven Ability Scaling** with the main differences being, only **set amount of categories used**, **more importance placed on specific categories**, **Narrative holding less importance** and **Equalised Cosmology**. I decided to make this type of scaling as I heavily agreed with the way Proven Ability Scaling worked but I wanted to limit the number of categories being used. I also wanted to introduce the idea of placing more importance on specific categories than others, as many scaled by the number of categories a character got, instead of the value of categories that character got.
I hope people can come to respect this scaling along with Proven Ability Scaling and recognise it as being legitimate.