Joke Prelude




ACTUAL MYTHOLOGY
DC/MARVEL CLONES
OF MYTHOLOGICAL FIGURES
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Okay enough.

Real Prelude

This document examines Marvel and DC logically in the field of literary ‘analysis’ known as powerscaling. This is intended to be posted to communities like Reddit (:vomit:) to stir discussion and to spread truth. This document is made especially for Death Battle communities, who seethe and whine endlessly about how ‘OP’ Marvel/DC characters are.

As you have probably guessed; I do not take a very high view of the power level of those two works. I do so not because I hate them, but because of love. Specifically, a love for truth and a

hate for lies. I don't rate my enjoyment of a story on its power level; I rate it on philosophical merit, the ability to evoke emotion, originality of aesthetics and story, and depth and breadth of characters.

This document is very long. As such, I have split it into sections. Section I is the Assumptions- the assumptions I will be conducting my analysis of Marvel and DC with. Section II is DC, Section III is Marvel, and Section IV is addressing possible counterarguments, as well as an explanation of why it's good that Marvel/DC aren't infinite.

Most of this is written by me, and then refined by AI. Where it is not written by me, I credit.

This section goes over the assumptions I will be using in my analysis.

Why Logic Is Essential To Debate: The Collapse of Discourse Without Non-Contradiction

Debates about fictional universes, powerscaling, or any subject matter fundamentally require logical principles to function as actual debates rather than mere exchanges of arbitrary assertions. The application of logic to debate isn't merely a stylistic choice or academic convention—it's the foundational requirement that makes debate possible at all.

The Definitional Necessity of Logic in Debate

A debate, by definition, involves the exchange of reasoned arguments aimed at establishing truth or reaching consensus through persuasion. This process depends on several logical prerequisites:

- Inferential structure: Debates operate through chains of inference where conclusions follow from premises. Without logical consistency, an argument cannot move from premises to conclusions in any meaningful way.

- Burden of proof: Participants in a debate must be able to support claims with evidence and reasoning that others can evaluate. This evaluation process requires logical principles to determine when a claim has been adequately supported.

- Refutation mechanism: The ability to demonstrate that an opponent's position contains errors or contradictions is central to debate. Without the principle of noncontradiction, refutation becomes impossible.

- Shared standards of validity: Participants must recognize the same rules for determining when an argument succeeds or fails. Logic provides these shared standards.

When these elements are removed, what remains is not debate but something fundamentally different—perhaps self-expression, rhetoric, or performance, but not an activity aimed at distinguishing between more and less defensible positions.

The Collapse of Discourse Without Non-Contradiction

When the principle of noncontradiction is abandoned, several critical failures occur that transform debate into incoherence:

- Argumentative immunity: Without non-contradiction, any position becomes immune to refutation. If a position can simultaneously be true and false, no counterargument can ever undermine it.

- Dissolution of disagreement: Real disagreement requires that opposing positions are genuinely incompatible. If contradictions are permitted, then seemingly opposed positions can both be "true," eliminating the substance of disagreement.

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- Evaluation impossibility: Without logical standards, there is no basis to evaluate competing claims. Any method of assessment would itself be arbitrary and subject to contradiction.

- Communicative breakdown: Communication depends on shared meanings maintained through consistent usage. If terms can simultaneously hold contradictory meanings, communication itself breaks down.

- Reduction to authority: Without logical standards for evaluation, debate inevitably devolves into appeals to authority, where the "winner" is determined not by the quality of arguments but by external factors like status, popularity, or force.

The Special Case of Fictional Analysis

Some might argue that fictional universes, being imaginary constructs, are exempt from logical requirements. This position fails for several reasons:

- Interpretation vs. invention: Analyzing fiction involves interpreting existing material, not inventing new content. Interpretation requires logical principles to distinguish between more and less plausible readings of the text.

- Author intention: Even when considering author intention, we must use logical inference to determine what that intention likely was based on textual evidence.

- Suspension of disbelief: Fiction asks readers to suspend disbelief about certain premises (e.g., superpowers exist), but still expects logical consistency within the framework of those premises. This "internal logic" is what makes fictional worlds intelligible.

- Cross-textual comparison: Any attempt to compare characters or elements across different fictional works requires logical principles to establish meaningful connections.

Practical Manifestations in Powerscaling Debates

In powerscaling debates specifically, the rejection of logical principles leads to:

- Unfalsifiable claims: Without logical constraints, claims about character power become unfalsifiable. Any evidence against a character's power level can be simultaneously accepted and rejected.
- Selective reasoning: Participants begin applying logic selectively, using it when convenient and discarding it when disadvantageous.

- Definitional collapse: Terms like "omnipotent," "universal," or "multiversal" lose any stable meaning when they can simultaneously apply and not apply to the same entity.

- Preference masquerading as analysis: Without logical constraints, apparent "analysis" reduces to mere preference or bias concealed behind analytical language.

Conclusion: No Debate Without Logic

What emerges from this analysis is a fundamental truth: a "debate" without logic is not a debate at all but merely an exchange of preferences disguised as reasoned discourse. While fiction may create worlds with different physical laws or fantastical elements, the discussion of those worlds remains bound by logical principles if it aims to be anything more than arbitrary assertion.

Accepting contradictions doesn't enhance fictional analysis—it eliminates the possibility of analysis altogether, replacing it with a form of rhetoric where any claim is simultaneously defensible and indefensible. For powerscaling or any form of fictional analysis to function as a meaningful enterprise, it must operate within a framework where contradictions are recognized as problems to be resolved rather than features to be embraced.

Below is a massively detailed and exhaustive explanation of the seven primary arguments against dialetheism, followed by an eighth argument defending the principle of explosion. Each argument is thoroughly unpacked with its logical structure, philosophical grounding, supporting examples from key philosophers, implications, and responses to potential dialetheist counterarguments. The focus is strictly on the philosophical and logical dimensions of these arguments, excluding references to powerscaling, literary analysis, or other external applications, as requested. The explanations aim to be comprehensive, rigorous, and accessible, providing a deep dive into the critiques of dialetheism and the defense of explosion. I use markdown for clarity and structure, ensuring each section is self-contained and detailed. Dialetheism, as articulated by philosophers like Graham Priest, is the view that some contradictions—statements of the form $P \wedge \neg P$—can be true, known as dialetheism. This challenges classical logic's Law of Noncontradiction (LNC), which asserts that no statement can be both true and false, and the principle of explosion, which states that from a contradiction, any statement can be derived. The arguments below critique dialetheism's coherence, necessity, and utility, while the final argument defends explosion's role in classical logic.

Seven Arguments Against Dialetheism

1. Semantic Instability

Detailed Explanation:

Dialetheism posits that some statements, such as the Liar Paradox ("This sentence is false"), are both true and false, introducing "truth-value gluts" into logical semantics. In classical logic, truth and falsity are mutually exclusive: if a proposition P is true, its negation ¬P is false, and vice versa. This bivalence ensures a stable semantic framework where truth guides reasoning normatively (i.e., we aim to believe true propositions and reject false ones). Dialetheism disrupts this by allowing $P \wedge \neg P$ to hold, which critics argue creates an incoherent or unstable account of truth and negation. If a statement can be both true and false, the concept of truth becomes ambiguous, and negation loses its oppositional role (i.e., ¬P no longer guarantees falsity). This instability undermines the logical foundation needed for consistent reasoning and fails to resolve paradoxes effectively, as it replaces one problem (paradoxes) with another (semantic chaos). The Liar Paradox illustrates this critique. In classical logic, the Liar's self-referential nature leads to oscillation: if the sentence is true, it must be false, but if false, it must be true, resulting in a paradox. Dialetheists like Priest propose that the Liar is both true and false, a dialetheia, resolved within paraconsistent logics like the Logic of Paradox (LP), where contradictions do not entail everything. Critics argue that this solution does not clarify the Liar's truth value but complicates the semantics of truth, making it difficult to assign consistent meanings to propositions. For example, if "This sentence is false" is both true and false, what does it mean to assert its truth? The lack of a clear answer destabilizes semantic theory, as truth no longer serves as a reliable guide for reasoning.

Moreover, dialetheism's semantics require revising standard logical connectives. In LP, negation behaves non-classically, allowing P and ¬P to coexist without explosion. Critics contend that this revision sacrifices the intuitive clarity of negation as opposition, leading to a fragmented semantics where logical operators lack universal applicability. This instability extends to truth's metaphysical role: if truth can encompass contradictions, the correspondence theory (truth as alignment with reality) falters, as reality cannot coherently instantiate contradictory states (e.g., an object being both wholly red and not red).

Supporting Examples:

- **Timothy Williamson (1994, "Semantic Paradoxes and the Logic of Truth")**: Williamson argues that dialetheism fails to provide a coherent semantics for truth. Truth, he contends, is normative: if P is true, we should accept P, and if ¬P is true, we should reject P. Truth-value gluts disrupt this, as accepting both P and ¬P leads to cognitive dissonance. For the Liar Paradox, Williamson proposes an epistemicist solution, where the sentence has a determinate but unknowable truth value, preserving classical bivalence and semantic stability.
- **Jc Beall (2000, "On Truth and Dialetheism")**: Beall criticizes truth-value gluts for overcomplicating semantics and metaphysics. He advocates a deflationary theory of truth (truth as a minimal property, e.g., "snow is white" is true if snow is white), which avoids gluts by maintaining bivalence. Beall argues that dialetheism's non-standard semantics introduce unnecessary metaphysical commitments, such as positing states where contradictions hold, destabilizing logical theory.
- **Achille C. Varzi (1997, "On the Very Idea of a Dialetheia")**: Varzi asserts that true contradictions are semantically untenable. He argues that allowing $P \wedge \neg P$ disrupts the

logical structure of language, as truth values become indeterminate across propositions. For example, if a dialetheia is both true and false, how do we evaluate related propositions (e.g., conjunctions or implications)? Varzi contends that this leads to semantic collapse, where distinctions between propositions erode.

Implications:
Semantic instability is a severe critique because logic depends on clear meanings for truth and negation. If dialetheism cannot provide a stable semantics, it undermines reasoning's reliability, as propositions lose their ability to guide thought coherently. This affects philosophical inquiry, where precise semantics are crucial for debates about knowledge, belief, and reality. The argument suggests that dialetheism's solution to paradoxes creates more problems than it solves, as semantic ambiguity outweighs any resolution of logical anomalies.

Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that classical semantics are overly restrictive and fail to handle paradoxes like the Liar intuitively. In LP, truth-value gluts provide a formal model where contradictions are manageable, and paradoxes are resolved by accepting their dual status. He cites examples like borderline cases in vagueness (e.g., "This is a heap and not a heap") as potential dialetheias, suggesting reality may tolerate contradictions.

- **Rebuttal**: Critics counter that LP's semantics are less intuitive than classical bivalence, requiring complex adjustments to negation and connectives. Williamson's epistemicism, for instance, resolves the Liar without gluts, maintaining truth's normative role. Beall's deflationary approach avoids metaphysical excess, and Varzi's critique highlights the impracticality of indeterminate truth values. The counterargument fails to show that gluts are necessary, as classical solutions are more stable and widely applicable.

Depth of Critique:
The argument engages dialetheism at its core—its semantic framework—making it a foundational critique. It draws on formal logic (e.g., truth tables, connectives), metaphysics (truth's correspondence to reality), and epistemology (truth's normative role), providing a multi-faceted attack. Its reliance on established semantic theories (e.g., Tarski's truth definition) strengthens its rigor, while its critique of LP's non-classical negation exposes dialetheism's technical weaknesses.

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2. Unnecessary Complexity

Detailed Explanation:
Dialetheism is criticized for introducing unnecessary logical and philosophical complexity by positing true contradictions to resolve paradoxes. Classical logic addresses paradoxes through

simpler, well-established methods, such as linguistic clarification, semantic distinctions (e.g., truth-value gaps, where statements are neither true nor false), or hierarchical approaches (e.g., separating object and meta-languages). These methods preserve the LNC and bivalence, avoiding the need to overhaul logical foundations. The principle of Occam's Razor—favoring theories with fewer assumptions—bolsters this critique, as dialetheism requires revising truth, negation, and entailment, creating a more complex system without clear justification.

Consider Russell's Paradox: whether the set of all sets that do not contain themselves contains itself. In classical logic, this is resolved by type theory (e.g., Russell and Whitehead's *Principia Mathematica*), which prohibits self-referential sets, or by Zermelo-Fraenkel set theory, which restricts set formation. These solutions eliminate the paradox without accepting contradictions. Dialetheism, conversely, might treat the paradox as a dialetheia (the set both contains and does not contain itself), requiring paraconsistent logics to manage the contradiction. Critics argue that this approach is unnecessarily complex, as classical solutions are mathematically robust and philosophically conservative.
Similarly, the Liar Paradox is addressed classically through Kripke's (1975) truth-value gaps (the Liar is neither true nor false) or Tarski's hierarchy of languages (truth predicates apply to lower-level languages). These avoid contradictions by adjusting semantic rules, whereas dialetheism's gluts demand a radical redefinition of truth and logic. The added complexity includes non-classical semantics (e.g., LP's three-valued logic: true, false, both), revised entailment (to avoid explosion), and metaphysical commitments to contradictory states, all of which critics deem extravagant when simpler alternatives exist.

Supporting Examples:

- **David Lewis (1982, "Logic for Equivocators")**: Lewis argues that paradoxes often arise from equivocation—ambiguous or shifting meanings of terms. For the Liar, he suggests the paradox stems from unclear self-reference, resolvable by refining language (e.g., specifying truth's context). This linguistic fix avoids true contradictions, making dialetheism's complex semantics unnecessary.
- **Susan Haack (1979, "Do We Need Fuzzy Logic?")**: Haack defends classical logic's ability to handle paradoxes through established methods, such as truth-value gaps or language hierarchies. She argues that non-classical logics, including dialetheism, introduce complexity without improving explanatory power, favoring classical simplicity for philosophical clarity.
- **Laurence Goldstein (1999, "The Barber, Russell's Paradox, and Dialetheism")**: Goldstein focuses on paradoxes like the Barber Paradox (a barber shaves all and only those who do not shave themselves). He advocates classical solutions, such as denying the barber's existence or restricting self-reference, as simpler than dialetheism's acceptance of true contradictions, which requires paraconsistent frameworks.

Implications:
Unnecessary Complexity challenges dialetheism's justification, as radical changes to logic require compelling evidence. Classical solutions are entrenched in mathematics (e.g., set theory), philosophy (e.g., semantics), and science, suggesting they are sufficient. Dialetheism's

complexity—revising truth, negation, and entailment—risks alienating its applicability, as philosophers and logicians prefer systems with minimal assumptions. The argument positions dialetheism as a last resort, only warranted if classical logic fails entirely, which critics argue it does not.

Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that classical solutions are themselves complex and artificial. Type theory restricts mathematical freedom (e.g., banning self-referential sets), and Tarski's language hierarchy feels ad hoc. Dialetheism, he claims, is simpler by embracing paradoxes as true contradictions, avoiding convoluted workarounds.
- **Rebuttal**: Critics counter that classical solutions, while technical, are intuitive and integrated into established disciplines (e.g., Zermelo-Fraenkel set theory in mathematics). Dialetheism's revisions—non-classical negation, paraconsistent entailment—are more disruptive, requiring a complete rethinking of logic. Lewis's linguistic approach, Haack's gaps, and Goldstein's restrictions are less metaphysically extravagant, preserving Occam's Razor.

Depth of Critique:
The argument engages dialetheism's methodological foundations, invoking philosophical principles (Occam's Razor), formal logic (classical vs. paraconsistent systems), and practical considerations (applicability in mathematics). It compares the technical machinery of both approaches, highlighting dialetheism's additional assumptions (e.g., three-valued semantics) and their philosophical cost. Its reliance on established solutions strengthens its rigor, making it a formidable critique.

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3. Philosophical Extravagance

Detailed Explanation:
Dialetheism is deemed philosophically extravagant for rejecting the Law of Non-Contradiction (LNC), a cornerstone of rational thought since Aristotle's *Metaphysics* (Book IV), which states that no statement can be both true and false. The LNC ensures logical coherence by prohibiting contradictory states, underpinning reasoning in philosophy, science, and everyday discourse. Dialetheism's acceptance of true contradictions is seen as counterintuitive and metaphysically excessive, challenging the basic norms of rationality. Critics argue that this rejection lacks sufficient justification and risks opening the door to irrationality, as contradictions traditionally signal errors in thought or reality.
The LNC's intuitive appeal lies in its alignment with our understanding of reality: an object cannot be wholly red and not red simultaneously, as this violates the coherence of properties. Dialetheism posits that some propositions (e.g., the Liar) are dialetheias, requiring a metaphysics where contradictory states are possible. Critics contend that this is extravagant, as it demands a radical revision of ontology (the nature of being) and epistemology (the nature of knowledge). For example, if $P \wedge \neg P$ is true, how do we know or justify it? The cognitive dissonance of accepting contradictory beliefs undermines rational inquiry.

Furthermore, dialetheism's rejection of the LNC affects logical connectives, particularly negation. In classical logic, ¬P opposes P, ensuring clarity in reasoning. In dialetheism's LP, negation allows gluts, weakening its oppositional role. Critics argue that this revision is philosophically costly, as it disrupts the intuitive structure of logic and risks trivializing contradictions, traditionally seen as fatal flaws.

Supporting Examples:

- **Edwin D. Mares (2004, "The Inconsistency of Dialetheism")**: Mares argues that dialetheism's account of negation and truth is internally inconsistent. If $P \wedge \neg P$ is true, negation loses its clarity, as ¬P no longer opposes P. This disrupts logical coherence, making dialetheism metaphysically extravagant and incompatible with rational norms.
- **Achille C. Varzi (1997, "On the Very Idea of a Dialetheia")**: Varzi challenges the conceptual coherence of dialetheias, arguing that true contradictions are fundamentally irrational. He contends that accepting them violates intuitive principles of thought, as contradictions signal errors, not truths. Varzi sees dialetheism as an unnecessary departure from philosophical tradition.

Implications:

Philosophical Extravagance threatens dialetheism's legitimacy by questioning its rational foundations. The LNC is deeply ingrained in Western philosophy, and rejecting it requires overwhelming evidence, which critics argue dialetheism lacks. The argument suggests that dialetheism's metaphysical and logical revisions are too costly, risking a slide into irrationality where contradictions lose their diagnostic power.

Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that the LNC is not sacrosanct and that reality may tolerate contradictions, citing examples like quantum mechanics (e.g., wave-particle duality) or vagueness (e.g., borderline cases). He claims that rejecting the LNC is philosophically bold but justified by paradoxes' intractability.
- **Rebuttal**: Critics counter that quantum mechanics is better understood through non-contradictory interpretations (e.g., complementarity, not contradiction), and vagueness can be handled with truth-value gaps or supervaluationism. Mares's critique of negation's incoherence and Varzi's emphasis on irrationality suggest that dialetheism's evidence (paradoxes) does not outweigh the LNC's intuitive and practical success.

Depth of Critique:

The argument engages dialetheism's philosophical foundations, drawing on metaphysics (ontology of contradictions), logic (negation's role), and epistemology (rational belief). Its reliance on the LNC's historical and intuitive authority strengthens its appeal, while its critique of dialetheism's metaphysical commitments exposes its radical nature. However, its intuitive basis makes it slightly less technical than semantic or complexity arguments.

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4. Practical Inadequacy

Detailed Explanation:
Dialetheism is criticized for its lack of practical value in reasoning, particularly in disciplines like mathematics, science, and philosophy, where classical logic's consistency and simplicity are highly effective. Accepting true contradictions complicates inference, as inconsistent premises can coexist without clear resolution. In classical logic, contradictions signal errors, prompting revision of premises or theories (e.g., a contradictory proof in mathematics indicates a flaw). Dialetheism's paraconsistent systems, like LP, allow contradictions to persist, weakening logical discipline and making it harder to derive reliable conclusions.

For example, in mathematics, classical logic underpins formal systems like Peano Arithmetic, where consistency ensures theorems' reliability. If a contradiction (e.g., $2 + 2 = 4 \wedge 2 + 2 \neq 4$) were accepted, mathematical reasoning would stall, as no clear result could guide further proofs. Dialetheism's rejection of explosion means that contradictions do not entail everything, but critics argue that this tolerance undermines the practical need for consistency in rigorous inquiry. In science, theories are tested for consistency with data; accepting contradictory data (e.g., a particle is both here and not here) would hinder hypothesis formation.

Philosophically, dialetheism's practicality is limited to niche contexts, such as reasoning with inconsistent information (e.g., databases with conflicting data). Critics contend that even here, classical or alternative non-classical logics (e.g., intuitionistic logic) suffice without positing true contradictions. The complexity of dialetheist semantics (e.g., three-valued truth) further reduces its applicability, as classical bivalence is more intuitive and widely adopted.

Supporting Examples:

- **Susan Haack (1979, "Do We Need Fuzzy Logic?")**: Haack questions the utility of non-classical logics, including dialetheism, arguing that classical logic's clarity and reliability make it ideal for scientific and philosophical reasoning. She contends that dialetheism's tolerance of contradictions offers no practical advantage over classical methods, which resolve inconsistencies effectively.
- **Edwin D. Mares (2004, "The Inconsistency of Dialetheism")**: Mares argues that dialetheism weakens logical discipline by allowing contradictions to persist. In classical logic, contradictions force premise revision, ensuring reliable inferences, whereas dialetheism's approach risks ambiguity in philosophical arguments.

Implications:
Practical Inadequacy challenges dialetheism's relevance, as logic's value lies in its ability to guide reasoning across domains. Classical logic's success in mathematics, science, and philosophy suggests that dialetheism's radical revisions are unnecessary. The argument positions classical logic as a practical standard, questioning why dialetheism's complexity should be adopted when simpler systems suffice.

Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that dialetheism has practical applications, such as reasoning with inconsistent data in AI or databases. He claims that paraconsistent logics manage contradictions without explosion, offering a practical alternative to classical logic's rigidity.
- **Rebuttal**: Critics counter that such applications are niche and that classical logic, or other non-classical systems (e.g., relevant logic), handle inconsistency without accepting true contradictions. Haack's emphasis on classical utility and Mares's critique of weakened discipline suggest that dialetheism's practical benefits are overstated, as classical consistency remains dominant.

Depth of Critique:
The argument engages dialetheism's applicability, drawing on philosophy (logical inference), mathematics (formal systems), and science (empirical reasoning). Its focus on practical outcomes strengthens its relevance, while its comparison of classical and paraconsistent systems highlights dialetheism's limited scope. The critique's grounding in established disciplines makes it rigorous and compelling.

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5. Paradox Resolution

Detailed Explanation:
Dialetheism's primary motivation is its claim to resolve paradoxes, like the Liar or Russell's Paradox, by accepting them as true contradictions. Critics argue that classical logic provides sufficient and simpler solutions, such as type theory, truth-value gaps, or epistemicism, eliminating the need for dialetheism. If classical methods can handle paradoxes without true contradictions, dialetheism's radical approach is unjustified, as it sacrifices logical coherence for a problem already solved.

- **Liar Paradox**: Classical solutions include Kripke's (1975) truth-value gaps (the Liar is neither true nor false), Tarski's language hierarchy (truth applies to lower-level languages), or Williamson's epistemicism (the Liar has an unknowable truth value). These avoid contradictions by adjusting semantic or syntactic rules.
- **Russell's Paradox**: Type theory (Russell and Whitehead) or Zermelo-Fraenkel set theory resolve the paradox by restricting self-reference or set formation, eliminating the contradiction.
- **Barber Paradox**: Classical logic denies the barber's existence, as the description (shaves all and only those who don't shave themselves) is inconsistent.

Dialetheism, conversely, treats paradoxes as dialetheias, requiring paraconsistent logics to manage contradictions. Critics argue that this is unnecessary, as classical solutions are mathematically and philosophically robust, preserving bivalence and the LNC. The complexity of dialetheist semantics (e.g., LP's three-valued logic) contrasts with classical simplicity, making the latter preferable.

Supporting Examples:

- **Laurence Goldstein (1999, "The Barber, Russell's Paradox, and Dialetheism")**: Goldstein defends classical resolutions, such as denying the Barber Paradox's premises or using type theory for Russell's Paradox. He argues that these avoid true contradictions, making dialetheism's approach redundant.
- **Timothy Williamson (1994, "Semantic Paradoxes and the Logic of Truth")**: Williamson's epistemicist approach to the Liar posits a determinate but unknowable truth value, preserving classical semantics without gluts.
- **David Lewis (1982, "Logic for Equivocators") and Susan Haack (1979, "Do We Need Fuzzy Logic?")**: Both emphasize linguistic or semantic fixes (e.g., clarifying self-reference or using gaps), arguing that classical logic resolves paradoxes without dialetheism's complexity.

Implications:
Paradox Resolution undermines dialetheism's core justification, as paradoxes are its strongest case. If classical logic can resolve them, dialetheism's revisions—gluts, paraconsistent entailment—are unwarranted. The argument highlights classical logic's success in mathematics (set theory) and philosophy (semantics), positioning dialetheism as an extravagant solution.
Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that classical solutions are less intuitive and artificial. Type theory restricts mathematical freedom, Tarski's hierarchy feels ad hoc, and epistemicism's unknowable truth values are counterintuitive. Dialetheism, he claims, embraces paradoxes' true nature.
- **Rebuttal**: Critics counter that classical solutions are well-integrated into mathematics (e.g., Zermelo-Fraenkel) and philosophy (e.g., Kripke's semantics). Goldstein's simplicity, Williamson's coherence, and Lewis's linguistic approach outweigh dialetheism's intuitive appeal, as classical methods avoid broader problems (e.g., semantic instability).

Depth of Critique:
The argument engages dialetheism's motivation, comparing classical and dialetheist solutions across formal logic (set theory, semantics), philosophy (paradox theory), and methodology (simplicity). Its reliance on established methods strengthens its rigor, while its critique of dialetheism's necessity exposes its weaknesses. The argument is central, as paradoxes are dialetheism's raison d'être.

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6. Inconsistency with Rational Norms

Detailed Explanation:
Dialetheism is criticized for being inconsistent with rational norms, particularly the principle that rational belief avoids contradiction. In classical epistemology, believing P and ¬P simultaneously is irrational, as it violates the coherence of belief systems. Dialetheism's acceptance of dialetheias requires believing contradictory propositions (e.g., "This sentence is false and not false"), which critics argue undermines rational inquiry. This critique extends to practical

reasoning, where contradictions lead to indecision (e.g., believing "It is safe and not safe to cross" stalls action).
The argument draws on doxastic logic (the logic of belief), where consistency is a normative ideal. If dialetheism allows true contradictions, agents must accept contradictory beliefs, disrupting epistemic norms like justification and coherence. For example, justifying a dialetheia requires evidence for both P and ¬P, which critics argue is incoherent, as evidence typically supports one over the other. This inconsistency with rational norms threatens dialetheism's applicability in philosophy, where belief coherence is crucial for debates about knowledge and truth.

Supporting Examples:

- **Timothy Williamson (1994, "Semantic Paradoxes and the Logic of Truth")**: Williamson argues that truth's normative role requires rejecting contradictory beliefs. If dialetheism allows believing $P \wedge \neg P$, it disrupts epistemic coherence, making rational inquiry untenable.
- **Jc Beall and Greg Restall (2006, "Logical Pluralism")**: While open to non-classical logics, Beall and Restall argue that dialetheism's acceptance of contradictory beliefs complicates rational norms, favoring classical consistency for epistemological clarity.

Implications:
Inconsistency with Rational Norms challenges dialetheism's compatibility with epistemology and practical reasoning. If believing contradictions is rational, traditional norms of justification and coherence are undermined, affecting philosophical and scientific inquiry. The argument positions dialetheism as a radical departure from established epistemic standards.

Dialetheist Counterarguments and Rebuttals:

- **Counterargument**: Priest argues that rational agents can believe dialetheias in paradoxical cases (e.g., the Liar), as these reflect reality's complexity. He claims that classical norms are overly restrictive and that paraconsistent belief systems are coherent.
- **Rebuttal**: Critics counter that believing contradictions undermines justification, as evidence cannot coherently support both P and ¬P. Williamson's normative argument and Beall's emphasis on clarity suggest that classical norms are more intuitive and practical, as contradictions typically signal errors.

Depth of Critique:
The argument engages dialetheism's epistemological implications, drawing on doxastic logic, rational norms, and practical reasoning. Its focus on belief coherence strengthens its relevance, while its critique of dialetheist epistemology exposes its radical nature. The argument complements Semantic Instability by addressing belief alongside truth.

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7. Threat to Logical Discipline

Detailed Explanation:
Dialetheism is criticized for threatening logical discipline, the practice of ensuring rigorous and consistent reasoning. In classical logic, contradictions are intolerable, as they trigger explosion, forcing revision of premises or arguments. This discipline is crucial in philosophy (e.g., constructing valid arguments), mathematics (e.g., ensuring proof consistency), and science (e.g., testing hypotheses). Dialetheism's paraconsistent logics, which allow true contradictions without explosion, weaken this discipline by tolerating inconsistencies, potentially leading to sloppy reasoning or unresolved errors.

For example, in philosophical argumentation, a contradiction (e.g., a theory entailing $P \wedge \neg P$) indicates a flaw, prompting refinement. Dialetheism's acceptance of contradictions as true reduces the incentive to resolve them, risking stagnation in inquiry. In mathematics, accepting contradictory theorems would undermine formal systems' reliability. Critics argue that dialetheism's tolerance of contradictions sacrifices the rigor that classical logic enforces, making it less suitable for disciplined reasoning.

Supporting Examples:
- **Edwin D. Mares (2004, "The Inconsistency of Dialetheism")**: Mares argues that dialetheism's tolerance of contradictions weakens logical discipline, as classical logic's explosion ensures rigorous premise revision. Dialetheism's paraconsistent approach risks ambiguity in reasoning.
- **Susan Haack (1979, "Do We Need Fuzzy Logic?")**: Haack emphasizes classical logic's role in maintaining discipline across disciplines, arguing that non-classical logics like dialetheism complicate reasoning without clear benefits.

Implications:
Threat to Logical Discipline challenges dialetheism's suitability for rigorous inquiry. Classical logic's strictness ensures reliability, whereas dialetheism's leniency risks undermining philosophical and scientific progress. The argument positions classical logic as a standard for disciplined reasoning, questioning dialetheism's practical value.

Dialetheist Counterarguments and Rebuttals:
- **Counterargument**: Priest argues that paraconsistent logics maintain discipline by managing contradictions without explosion, suitable for contexts like paradoxes or inconsistent data. He claims that classical logic's rigidity is overly restrictive.
- **Rebuttal**: Critics counter that classical discipline is more effective, as explosion ensures errors are addressed. Mares's critique of ambiguity and Haack's emphasis on classical reliability suggest that dialetheism's leniency is less rigorous, as contradictions should prompt resolution, not acceptance.

Depth of Critique:
The argument engages dialetheism's practical implications, drawing on philosophy (argumentation), mathematics (proofs), and science (hypothesis testing). Its focus on rigor strengthens its relevance, while its critique of paraconsistent leniency exposes dialetheism's

weaknesses. The argument complements Practical Inadequacy by emphasizing discipline over utility.

Eighth Argument: Practical Defense of Classical Logic for Powerscaling

I. The Ontological Foundations of Literary Analysis and Powerscaling

A. Literary Analysis: Interpretive Pluralism

Literary analysis emerges from a tradition that acknowledges the multivalent nature of texts. This tradition recognizes that:

1. **Hermeneutic Plurality**: Texts support multiple valid interpretations simultaneously, reflecting the inherent polysemy of language and art.
2. **Authorial Death**: Following Barthes' concept of "the death of the author," literary analysis often privileges the text over authorial intention, recognizing that meaning emerges from the reader-text interaction rather than being definitively dictated by the creator.
3. **Ambiguity as Feature**: Literary analysis treats ambiguity not as a problem to be solved but as an intrinsic quality of artistically valuable texts—the "fertile vagueness" that William Empson identified as central to poetic meaning.
4. **Contextual Embeddedness**: Texts are analyzed within their historical, cultural, and artistic contexts, allowing for shifting interpretations as contexts change.
5. **Meta-Textual Consideration**: Literary analysis examines how texts operate as texts—their structural features, narrative strategies, and relationship to other texts through intertextuality.

In this framework, contradictions within texts are often embraced as:

- Sites of productive tension
- Evidence of complex thematic development
- Reflections of human experiential contradictions
- Deliberate artistic strategies

B. Powerscaling: Comparative Objectivism

Powerscaling represents a radically different approach to textual interpretation, one that:

1. **Extracts and Reifies**: Characters are conceptually removed from their native narrative contexts and treated as entities with definable properties.
2. **Standardizes Across Contexts**: These extracted entities are placed within a unified comparative framework that transcends individual fictional universes.
3. **Quantifies Qualitative Elements**: Narrative descriptions and visual representations are translated into measurable or at least comparable capabilities.
4. **Constructs Hierarchies**: These capabilities are organized into structured systems of relative power or effectiveness.
5. **Creates Hypothetical Encounters**: The framework exists primarily to enable speculation about outcomes in scenarios never depicted in the original sources.

Unlike literary analysis, powerscaling adopts an objectivist stance that treats fictional entities as possessing determinate properties that exist independently of interpretive variation. This represents a fundamentally different ontological approach to fiction.

II. The Metaphysical Commitments of Powerscaling

A. The Implicit Metaphysics of Character Properties

Powerscaling necessarily commits to several metaphysical positions:

1. **Property Realism**: Characters possess definite properties that exist independently of varying interpretations.
2. **Trans-World Identity**: Characters maintain consistent identity across different contexts, episodes, and even hypothetical scenarios.
3. **Causal Consistency**: The causal relationships that determine outcomes in fictional worlds follow patterns consistent enough to enable prediction in novel scenarios.
4. **Hierarchical Reality**: Power and capability can be meaningfully arranged in ordered hierarchies that remain stable across different narrative contexts.
5. **Extractable Essence**: A character's "power level" represents something essential about them that can be meaningfully discussed apart from their narrative function.

These commitments reveal powerscaling as not merely a form of literary analysis but a distinct metaphysical project—one that constructs a specialized ontology for fictional entities.

B. The Necessity of Classical Logic in This Framework

Given these metaphysical commitments, classical logic becomes not merely useful but necessary:

1. **Law of Identity (A = A)**: Characters must maintain consistent identity across contexts for comparison to be meaningful.
2. **Law of Noncontradiction (¬(P ∧ ¬P))**: A character cannot simultaneously possess and lack the same capability in the same respect for evaluation to be possible.

3. **Law of Excluded Middle (P ∨ ¬P)**: Either a character possesses a capability or does not—this binary enables clear determination of outcomes.
4. **Principle of Sufficient Reason**: There must be adequate grounds for determining why one character would prevail over another.

These logical principles aren't arbitrarily imposed on powerscaling—they're constitutive of the very enterprise. Without them, the concept of "power levels" dissolves into incoherence.

III. Practical Implications of Dialetheism for Powerscaling

A. The Collapse of Comparative Frameworks

If we accept dialetheism (the view that some contradictions are true) within powerscaling:

1. **Tier System Collapse**: Any character could simultaneously occupy all power tiers, rendering classification meaningless.
2. **Indeterminate Outcomes**: All battle scenarios would become logically indeterminate as characters could simultaneously win and lose.
3. **Infinite Power Inflation**: Characters could possess powers that are simultaneously limited and unlimited, creating an incoherent power ceiling.
4. **Elimination of Standards**: Evidence-based reasoning would be undermined as contradictory evidence could simultaneously be valid.
5. **Community Dissolution**: The battleboarding community itself would have no basis for meaningful discussion or resolution of debates.

B. Concrete Examples of Dialetheist Collapse

To illustrate this collapse, consider these examples:

1. **Superman vs. Goku**:
    - Under dialetheism, Superman could be simultaneously:
        - Vulnerable only to kryptonite AND vulnerable to sufficient physical force
        - Faster than light AND unable to react to certain lesser threats
        - Unlimited in strength AND demonstrably limited
    - Similarly, Goku could be:
        - Limited by his mortal body AND unlimited in his divine potential
        - Capable of destroying universes AND struggling with planetary threats
        - Able to transcend dimensions AND confined to three-dimensional combat
    - The very question "Who would win?" becomes meaningless as both characters simultaneously possess every advantage and disadvantage.
2. **Omnipotence Paradoxes**:
    - Under dialetheism, characters like The One Above All (Marvel) and The Presence (DC) could:
        - Be truly omnipotent AND have limits

        - Be the supreme being of their respective multiverses AND be subordinate to other entities
        - Create immovable objects AND move them with irresistible forces
    - The concept of omnipotence itself becomes incoherent rather than paradoxical.
3. **Speed and Reaction Time**:
    - The Flash could:
        - Move faster than instantaneous teleportation AND be caught by slower opponents
        - Perceive attoseconds AND fail to react to slower threats
        - Outrace death AND be vulnerable to death
    - Speed tiers would collapse entirely.
4. **Durability Analysis**:
    - Hulk could:
        - Be entirely invulnerable AND be harmed by conventional weapons
        - Have unlimited strength growth AND reach clear strength plateaus
        - Survive universal destruction AND be threatened by lesser forces
    - The concept of durability itself would lose meaning.

IV. Practical Defense of Classical Logic in Powerscaling Communities

A. Evidence from Existing Battleboarding Practice

The practical utility of classical logic is evident in how battleboarding communities actually function:

1. **Respect Thread Methodology**:
    - Communities create "respect threads" that catalog feats, statements, and capabilities
    - These threads explicitly aim to resolve contradictions rather than accept them
    - They distinguish between outliers, different continuities, and canonical hierarchies
    - This practice implicitly rejects dialetheism in favor of constructing coherent character profiles
2. **Standardized Battleboarding Rules**:
    - Forums like r/whowouldwin establish explicit rules for debate
    - These rules include principles like:
        - Evidence-based argumentation
        - Consistent application of feats
        - Resolution of contradictions through contextual analysis
        - Distinction between character statements and demonstrated abilities
    - Such rules would be impossible under a dialetheist framework
3. **Tier System Development**:

    - Communities have developed increasingly sophisticated power tier systems
    - These systems create taxonomies from street-level to outerversal
    - Each tier has specific criteria that must be met for classification
    - This hierarchical organization requires classical logic to maintain coherence
4. **Cross-Fictional Standardization Projects**:
    - Projects like the VS Battles Wiki attempt to standardize power levels across all fiction
    - These projects explicitly adopt methodologies to resolve contradictions
    - They develop common units of measurement for fictional capabilities
    - Such standardization is fundamentally incompatible with dialetheism

B. Resolving Narrative Inconsistencies: A Practical Necessity

Long-running fictional series inevitably contain contradictions. Powerscaling communities have developed practical methods to resolve these:

1. **Continuity Segmentation**:
    - Different versions of characters (Pre-Crisis Superman, Post-Crisis Superman, New 52 Superman) are treated as distinct entities
    - This prevents contradictions across major continuity shifts
2. **Character Evolution Recognition**:
    - Changes in power levels are treated as character development rather than contradiction
    - This creates a temporal sequence that resolves apparent contradictions
3. **Feat Hierarchies**:
    - Direct feats outweigh statements
    - Consistent feats outweigh outliers
    - Recent feats often take precedence over older ones
    - These hierarchies create a framework for resolving contradictory evidence
4. **Context-Sensitive Analysis**:
    - Apparent contradictions are often resolved by examining context
    - Power fluctuations may be explained by specific circumstances
    - This context-sensitive approach maintains logical consistency while acknowledging narrative complexity
5. **PIS/WIS Distinction**:
    - Communities distinguish between "Plot-Induced Stupidity" and "Writer-Induced Stupidity"
    - This allows for the setting aside of contradictions that result from narrative convenience rather than actual character capabilities

These practical methodologies demonstrate how classical logic enables powerscaling to function as a coherent interpretive practice despite the contradictions inherent in fiction.

V. Philosophical Justification: Why Classical Logic Is Appropriate for Powerscaling

A. The Constructed Nature of the Powerscaling Domain

Powerscaling operates in what might be called a "constructed interpretive domain" with specific features:

1. **Voluntary Abstraction**:
    - Practitioners deliberately abstract characters from their narrative contexts
    - This abstraction is a constructive act that creates a new interpretive space
2. **Rule-Governed Interaction**:
    - This constructed space operates according to explicitly formulated rules
    - These rules aim to create fairness and consistency in cross-fictional comparison
3. **Pragmatic Orientation**:
    - The domain is oriented toward resolving specific questions about hypothetical encounters
    - This pragmatic focus differs from the more open-ended nature of literary interpretation
4. **Community Consensus**:
    - The domain exists through community agreement and participation
    - Its continued existence depends on shared standards of evidence and reasoning

Given these features, classical logic represents not an arbitrary imposition but a pragmatic choice that enables the domain to fulfill its intended function.

B. The Distinction Between Fictional Paradoxes and Analytical Contradictions

It's crucial to distinguish between:

1. **Narrative Paradoxes**:
    - Fiction often incorporates paradoxes as thematic elements
    - Characters may embody contradictory qualities as symbolic representations
    - These paradoxes serve narrative and artistic purposes
2. **Analytical Contradictions**:
    - Powerscaling treats contradictions as problems to be resolved
    - The analytical framework requires logical consistency even when analyzing paradoxical elements
    - This approach extracts capabilities from their symbolic contexts

This distinction allows us to acknowledge that fiction can and does embrace paradox without requiring that powerscaling abandon classical logic in its analytical approach.

C. The Pragmatic Defense: Classical Logic as Enabling Condition

The strongest defense of classical logic in powerscaling is pragmatic:

1. **Enabling Function**:
    - Classical logic is what makes powerscaling possible as a distinct interpretive practice
    - Without it, powerscaling collapses into a form of literary analysis that lacks its distinctive comparative dimension
2. **Community Agreement**:
    - The battleboarding community implicitly agrees to operate within a classical logical framework
    - This agreement constitutes the foundation of a shared interpretive practice
3. **Practical Success**:
    - The enduring popularity and growth of powerscaling communities demonstrate the practical success of this approach
    - Millions of participants successfully engage in this form of analysis using classical logical principles
4. **Predictive Utility**:
    - Classical logic enables predictions about hypothetical scenarios that participants find meaningful and engaging
    - These predictions provide the core value that participants derive from the practice

This pragmatic defense acknowledges that classical logic in powerscaling is not about capturing the "true nature" of fiction but about constructing a particular kind of interpretive framework that serves specific analytical purposes.

VI. Addressing Counterarguments: Limits of Classical Logic in Fiction

A. The "Fiction Is Inherently Contradictory" Objection

Critics might argue that fiction is inherently contradictory and thus requires a paraconsistent or dialetheist logic:

1. **Narrative Inconsistency**:
    - Long-running series contain numerous contradictions due to multiple writers
    - These contradictions are intrinsic to the collaborative nature of many fictional works
2. **Impossible Entities**:
    - Fiction includes logically impossible entities and scenarios

    - Characters may possess literally contradictory properties as part of their nature
3. **Meta-Fictional Awareness**:
    - Some characters (Deadpool, etc.) possess awareness of their fictional status
    - This creates paradoxes of self-reference that classical logic struggles to accommodate
4. **Quantum and Non-Classical Scenarios**:
    - Many modern fictional works incorporate quantum concepts and multiverse theories
    - These scenarios may seem to require non-classical logics

Response: While acknowledging these features of fiction, we can maintain that:

- Powerscaling extracts characters from these contexts for a specific analytical purpose
- This extraction necessarily involves some degree of simplification
- The resulting constructed analytical domain can and should operate according to classical logic even if the original fictional contexts incorporate paradoxes
- This approach doesn't deny the paradoxical nature of fiction but creates a specialized interpretive framework for a particular analytical purpose

B. The "Authorial Intent" Objection

Critics might argue that rejecting what authors explicitly state about their characters violates interpretive principles:

1. **Creator Authority**:
    - Authors create their characters and should have final say over their capabilities
    - Rejecting authorial statements seems to usurp legitimate creative authority
2. **Canon Definition**:
    - Authors determine what is canonical in their fictional worlds
    - Powerscaling that contradicts this seems to violate the integrity of the fiction

Response: This objection can be addressed by clarifying that:

- Powerscaling explicitly operates in a "death of the author" framework
- This approach is not unique to powerscaling but common in many forms of literary analysis
- The extraction of characters for comparative analysis creates a new interpretive context
- Within this context, demonstrated feats take precedence over authorial declarations
- This approach doesn't reject authorial authority within the original fictional context but establishes different evaluative criteria for the specific practice of powerscaling

C. The "Interpretive Pluralism" Objection

Critics might argue that insisting on a single "correct" interpretation of character capabilities contradicts the pluralistic nature of interpretation:

1. **Hermeneutic Diversity**:
    - Literary theory recognizes multiple valid interpretations of texts
    - Powerscaling seems to insist on a singular "true" accounting of capabilities
2. **Cultural Variation**:
    - Different cultural contexts may interpret capabilities differently
    - Standardizing across these contexts may privilege certain interpretive traditions

Response: This objection can be addressed by acknowledging that:

- Powerscaling represents a specialized form of interpretation with specific goals
- These goals require a more determinate approach to textual evidence than other forms of interpretation
- Within the powerscaling community, multiple interpretations still exist and are debated
- The framework aims for consensus through evidence-based reasoning rather than absolute interpretive authority
- This approach represents a pragmatic choice that enables the distinctive practice of powerscaling

VII. Case Studies: Classical Logic in Action

A. The Superman Case Study

Superman represents an excellent case study due to his long history and numerous contradictory feats:

1. **Pre-Crisis Superman**:
    - Demonstrated seemingly unlimited strength (moving planets, etc.)
    - Yet struggled with certain threats that should have been trivial
    - Could travel faster than light yet was sometimes too slow to prevent disasters
2. **Post-Crisis Superman**:
    - Powers significantly reduced but still inconsistently portrayed
    - Vulnerability to magic and kryptonite inconsistently applied
    - Speed relative to other characters fluctuated dramatically
3. **New 52/Rebirth Superman**:
    - Further revisions to power levels created new contradictions
    - Integration of multiple Superman versions created continuity problems

Powerscaling Resolution: The battleboarding community resolves these contradictions through:

- Treating different continuity versions as separate entities
- Establishing baseline capabilities through consistent feats
- Identifying and setting aside outliers and PIS/WIS instances
- Creating coherent profiles that enable meaningful comparison

This approach doesn't deny the contradictions in Superman's portrayal but constructs a logically consistent framework that enables comparative analysis.

B. The Omnipotence Paradox Case Study

Characters described as "omnipotent" present particular challenges:

1. **The One Above All (Marvel)**:
    - Described as truly omnipotent
    - Yet failed to prevent certain multiversal threats
    - Relationship to other abstract entities sometimes portrayed inconsistently
2. **The Presence (DC)**:
    - Similarly described as supreme being
    - Yet demonstrated limitations in various storylines
    - Position relative to other cosmic entities has shifted
3. **Other "Omnipotent" Beings**:
    - Many fictional settings contain supposedly omnipotent entities
    - These entities often demonstrate clear limitations
    - Multiple "omnipotent" beings exist across fiction, creating a logical paradox

Powerscaling Resolution: The community addresses these contradictions by:

- Distinguishing between stated omnipotence and demonstrated capabilities
- Creating hierarchies of "nigh-omnipotent" beings based on actual feats
- Developing specialized terminology (outerversal, boundless, etc.) to distinguish levels of transcendent power
- Establishing clear criteria for different levels of cosmic capability

This approach transforms the logical paradox of omnipotence into a structured system of comparative analysis.

C. The Scaling Chains Case Study

"Scaling chains" represent a particularly complex application of logical reasoning in powerscaling:

1. **Character A > Character B > Character C**:
    - If Character A definitively defeats Character B who definitively defeats Character C, classical logic suggests A > C
    - Yet fiction often contradicts this transitive property, with C sometimes defeating A
2. **ABC Logic**:
    - If Character A can destroy a planet, and Character B defeats A, classical logic suggests B can also destroy a planet
    - Yet B may struggle with lesser feats in other contexts

Powerscaling Resolution: The community addresses these challenges by:

- Examining the specific circumstances of victories (context matters)
- Distinguishing between combat ability and raw destructive power
- Identifying matchup-specific advantages that may not translate to general power levels
- Creating nuanced systems that recognize different types of capabilities

This approach maintains logical consistency while acknowledging the complexity of fictional combat scenarios.

VIII. The Unique Epistemology of Powerscaling

A. Evidence Hierarchies in Powerscaling

Powerscaling has developed sophisticated epistemological frameworks:

1. **Feat Hierarchy**:
    - Direct observable feats > character statements > narrator statements > guidebooks > author statements
    - This hierarchy privileges demonstration over declaration
    - It creates a consistent standard for evaluating contradictory evidence
2. **Consistency Principle**:
    - Regularly demonstrated capabilities outweigh one-time outliers
    - This principle addresses the problem of inconsistent writing
    - It creates a more stable basis for evaluation
3. **Scaling Methodology**:
    - Capabilities demonstrated against known quantities enable precise scaling
    - This approach creates chains of comparative reasoning
    - It allows for the evaluation of characters who lack direct comparable feats
4. **Calc Frameworks**:
    - Communities develop mathematical frameworks for calculating energy outputs
    - These frameworks apply physics-based reasoning to fictional scenarios
    - They create quantitative measures for qualitative descriptions

This epistemological approach reflects a unique hybrid of literary analysis and scientific methodology, requiring classical logic to maintain coherence.

B. The Social Epistemology of Battleboarding Communities

Powerscaling also operates through a distinct social epistemology:

1. **Collaborative Knowledge Construction**:
    - Communities collectively gather, analyze, and categorize evidence
    - This collaboration creates a form of distributed knowledge production

    - It relies on shared standards of evidence and reasoning
2. **Adversarial Debate**:
    - Claims are tested through structured debate between advocates
    - This adversarial process helps identify weak evidence and reasoning
    - It drives refinement of analytical standards
3. **Expert Authority**:
    - Communities recognize individuals with particular expertise in specific fictional universes
    - This expertise shapes community consensus
    - It creates a form of specialized authority based on comprehensive knowledge
4. **Evolving Standards**:
    - Methodologies evolve through community practice
    - New analytical techniques emerge and gain acceptance
    - This evolution reflects a living epistemological tradition

This social dimension of powerscaling further demonstrates how classical logic enables a specific form of collaborative analysis that would be impossible under dialetheism.

IX. Conclusion: The Necessity of Classical Logic for Powerscaling

Powerscaling represents a unique interpretive practice that:

1. **Extracts fictional entities from their narrative contexts**
2. **Treats these entities as possessing definite properties**
3. **Places them within a comparative framework**
4. **Enables hypothetical scenario analysis**

This practice requires classical logic not as an arbitrary choice but as a constitutive feature. Without the principles of non-contradiction and excluded middle, the very concept of "power levels" would collapse into incoherence.

The practical defense of classical logic in powerscaling rests not on claiming it perfectly captures the nature of fiction (it doesn't), but on recognizing that it's the only logical system that allows the powerscaling enterprise to exist. Rejecting dialetheism in this context isn't a philosophical statement about the nature of truth—it's a pragmatic choice that enables a particular form of analysis that millions find engaging and meaningful.

The success of this approach is evident in:

1. **The thriving global battleboarding community**
2. **The increasingly sophisticated analytical frameworks developed within this community**

3. **The ability of these frameworks to generate meaningful predictions about hypothetical scenarios**
4. **The resolution of apparent contradictions in ways that maintain analytical coherence**

Powerscaling thus represents not merely a subset of literary analysis but a distinct interpretive tradition with its own methodology, epistemology, and ontological commitments. Classical logic stands at the center of this tradition not as an imposition but as the enabling condition for its very existence.

For more information, read this: http://ndl.ethernet.edu.et/bitstream/123456789/25967/1/9.pdf

I don’t care about the study of logic or whatever outside of literary analysis. Talk about that some other day. I only care about literary analysis.

Contradictions are absolutely vital for analyzing powerscaling. We use contradictions to see if something isn't true to the setting: i.e., that Goku isn't omniversal starting from Z. If we can simply declare that there are true contradictions, everything immediately collapses, as all characters become all tiers. Outliers in both directions cease to be. Canon gets destroyed.

Premises and Logical Development

Premise 1: Canon Requires Minimal Contradictions (NCC)

A canon, as the authoritative narrative of a fictional universe, must be coherent to serve as a reliable basis for interpretation and comparison. The **No Canon Contradictions (NCC)** principle posits that a canon contains no contradictions, as contradictions disrupt narrative integrity. For example:

- In *Dragon Ball*, if Goku is canonically “universal-level” in one story but struggles with a building-level threat in another without explanation, this contradiction challenges the canon’s coherence.
- Contradictions serve as analytical tools to identify breaks in continuity. A story containing a contradiction (e.g., “Superman is invulnerable and vulnerable in the same narrative”) suggests it belongs to a different continuity or is non-canonical.

NCC ensures that canon remains a unified narrative by minimizing contradictions, allowing powerscalers to rely on consistent feats and statements for comparisons.

Premise 2: Canon Is a Set of Maximally Consistent Stories (CCP)

The **Canon Continuity Principle (CCP)** defines a canon as a set of stories that are maximally consistent, meaning they contain the largest possible collection of narratives with no contradictions. This principle promotes:

- **Consistency**: Stories within a canon align without irreconcilable contradictions, ensuring a coherent universe.
- **Parsimony**: The number of canons is minimized to avoid unnecessary fragmentation, grouping stories into as few continuities as possible while maintaining consistency.

For instance, *DC Comics* may have multiple continuities (e.g., Silver Age, Post-Crisis), each a canon defined by CCP as a maximally consistent set. Contradictions (e.g., Superman’s power

levels varying across stories) are resolved by assigning stories to distinct canons, preserving each canon's integrity.

Premise 3: Contradictions Collapse the Canon/Non-Canon Divide

Accepting contradictions within canon, as dialetheism permits, undermines NCC and CCP, collapsing the distinction between canon and non-canon. If a canon can include true contradictions (e.g., "This story is canon and not canon"), several issues arise:

- **Indeterminate Canon**: Contradictory canonical statements make it impossible to distinguish official narratives from fan fiction or unofficial works, as both could align with the canon's contradictory state.
- **Loss of Analytical Basis**: Powerscaling relies on a consistent canon to evaluate feats and statements. If contradictions are accepted, no stable narrative exists to ground comparisons, rendering powerscaling incoherent.
- **Erosion of Author Authority**: With suspect author authority (e.g., inconsistent retcons), contradictions exacerbate the lack of a reliable arbiter, reducing canon to arbitrary declaration.

For example, if *Marvel* canonically states "The One-Above-All is omnipotent and not omnipotent," fan fiction asserting either state becomes equally valid, erasing the canon/non-canon boundary.

Conclusion: NCC and CCP Preserve Canon and Powerscaling

NCC and CCP provide a principled framework for defining canon through logical consistency, countering the threat of contradictions posed by dialetheism. NCC uses contradictions to delineate continuities, ensuring each canon is coherent. CCP organizes stories into maximally consistent sets, promoting parsimony and narrative unity. Together, they maintain the canon/non-canon divide, essential for literary analysis and powerscaling. Accepting contradictions collapses this divide, making canon indeterminate and powerscaling impossible. Thus, NCC and CCP are indispensable for preserving canon's integrity and enabling rigorous comparative analysis in fictional universes.

Why Canon Relies on Contradictions

Canon relies on contradictions because fictional universes are inherently imperfect constructs created by fallible humans over time. These contradictions serve as boundaries that define what's accepted or rejected within the fictional reality:

- **Authorial inconsistency**: Multiple writers, retcons, and long publication histories inevitably produce contradictory statements about characters, events, or world mechanics.

- **Interpretive framework**: Canon becomes a process of negotiation between "official" sources, with contradictions requiring resolution through hierarchies of authority (main series over spin-offs, newer material over older, etc.).
- **Coherence maintenance**: The very concept of "canon" exists as an attempt to establish a coherent narrative reality despite these contradictions.
- **Suspension of disbelief**: Moderate contradictions are accepted as part of engaging with fiction, while significant ones that break immersion are treated as "mistakes" or "non-canonical."

When contradictions arise, the community and creators must decide which version "counts" - establishing canonicity precisely by identifying and resolving contradictory elements.

Why Accepting Contradictions Eliminates the Canon/Fanfiction Boundary

The Collapse of Canon Under Contradiction

When true contradictions are accepted within a fictional universe, the distinction between canon and fanfiction becomes philosophically unsustainable. This isn't merely a theoretical concern—it represents a complete logical collapse of any meaningful boundary between "official" works and fan-created content.

1. The Contradiction Acceptance Problem

If we accept that Statement A and Statement Not-A can both be simultaneously true within canon, we've created a universe where logical consistency is no longer the arbiter of inclusion. Consider:

- Official canon states: "Goku loves fighting and is attracted to women"
- Fanfiction states: "Goku is gay and hates fighting"

In a system that accepts contradictions, both of these statements could be simultaneously true. There is no logical basis to exclude the fanfiction if contradictory elements are already permitted within the "official" canon. The boundary becomes purely arbitrary rather than logical.

2. The Authority Collapse

Without logical consistency as the foundation, canon defaults to pure authority claims: "This is canon because the publisher/creator says so." However, once contradictions are accepted, even authority claims become self-defeating:

- The publisher says: "Only our publications are canon"

- The creator says: "Actually, I consider this fan work to be true to my vision"
- The legal rights holder says: "Neither of those statements reflect our current position"

If contradictions are permitted, all three mutually exclusive authority claims could be simultaneously true. The concept of authoritative canon itself becomes contradictory and meaningless.

3. The Metadata Recursion Problem

Fiction often contains statements about its own fictional universe (metadata). If contradictions are acceptable, this creates a recursion problem:

- Canon work A states: "Fan works are not part of this universe's reality"
- Canon work B states: "All stories told about these characters exist within the multiverse"

If both can be true despite being contradictory, then the fanfiction where "Goku is gay" must be simultaneously canon and non-canon—collapsing the distinction entirely.

4. The Practical Collapse

This isn't merely philosophical—it creates a practical impossibility of maintaining any meaningful distinction:

- If "Goku cannot be harmed by planet-level attacks" and "Goku was harmed by a rock" can both be true within official canon
- Then "Goku is secretly gay and in love with Vegeta" in someone's fanfiction cannot be excluded on grounds of contradiction
- The only basis for exclusion becomes arbitrary authority, which itself collapses under contradiction

5. The Special Pleading Problem

Attempts to maintain the canon/fanfiction boundary while accepting contradictions inevitably resort to special pleading:

- "These official contradictions are acceptable, but those fan contradictions aren't"
- "Publisher-approved contradictions are part of the richness of the universe, but fan-created contradictions are violations"
- "Character inconsistency in the official manga is complexity, but character inconsistency in fanfiction is mischaracterization"

These distinctions have no logical basis if contradictions are fundamentally acceptable.

Conclusion: The Total Collapse of Canon

Once true contradictions are accepted, there remains no logical machinery to exclude any statement about a fictional universe, regardless of its source. A random person writing a story where "Goku is gay" or "Superman is evil" or "Harry Potter is actually three raccoons in a trenchcoat" cannot be excluded on logical grounds if the official canon already permits internal contradictions.

This doesn't merely blur the line between canon and fanfiction—it erases it completely. The only remaining distinction becomes purely political and social: powerful entities (publishers, studios) claiming authority without logical foundation, while arbitrarily excluding fan creations that are no more contradictory than elements they've already accepted.

In a universe where contradictions are permitted, the statement "This fanfiction is simultaneously canon and non-canon" becomes perfectly valid—and with it, the entire concept of canonical boundaries collapses into incoherence.

Why Powerscaling Relies on Contradictions

Powerscaling relies on contradictions because they establish the boundaries of reasonable interpretation and maintain a rational framework for comparing fictional entities:

- **Falsifiability principle**: Contradictions allow us to reject absurd or unsupported power claims. Without this principle, any character could be claimed to be omnipotent based on hyperbolic statements.
- **Consistency checks**: When a character is shown struggling against a city-level threat but is later casually described as "universe-busting," the contradiction flags potential hyperbole or outlier statements.
- **Interpretive limits**: Contradictions help distinguish between literal and figurative language in fictional works, where casual statements like "he has infinite power" require evaluation against actual demonstrated capabilities.
- **Transitive logic**: Powerscaling depends on "if A > B and B > C, then A > C" relationships, which collapse under true contradictions where both "A > B" and "A < B" could simultaneously be true.
- **Evidence hierarchies**: Shown feats, stated abilities, and narratorial claims are weighted differently precisely because they often contradict each other.

The ability to identify contradictions allows powerscalers to develop reasonable consensus about character capabilities rather than accepting all statements as equally valid.

Special Pleading in Dialetheism Applications

Those who apply dialetheism (the view that some contradictions are true) to fictional analysis often engage in selective reasoning that undermines their own framework:

- **Tier 0 paradoxes**: Claiming a character is "Tier 0" or truly omnipotent creates immediate logical issues. If two "omnipotent" characters fight, they cannot both be omnipotent. Dialetheists might special plead that "both can win simultaneously" despite this violating the very competitive framework they're operating within.
- **Selective application**: Proponents often accept contradictions that elevate their preferred characters while rejecting contradictions that would diminish them, exposing the arbitrary nature of their analysis.
- **Metaphysical inconsistency**: If true contradictions exist, then statements like "this character cannot defeat any Tier 3 entity" and "this character can defeat all Tier 3 entities" would both be true, rendering the entire classification system meaningless.
- **Logical collapse**: Without the law of non-contradiction, powerscaling becomes impossible since any character could simultaneously be "the weakest in all fiction" and "the strongest in all fiction" with no basis for dispute.
- **Narrative incoherence**: Stories depend on logical consequences. If a character both "died permanently" and "didn't die" in the same sense, narrative stakes and tension disappear completely.

By selectively applying dialetheism, these analysts effectively create an unfalsifiable framework where evidence cannot constrain claims, while still pretending to engage in reasoned analysis.

The fundamental problem is that accepting true contradictions doesn't enhance analysis—it eliminates the possibility of any meaningful analysis at all.

Refutation of the "Lesser vs. Greater Contradictions" Argument

This argument creates an arbitrary distinction between "lesser" and "greater" contradictions to preserve the Tier 0 concept. Here's why this approach fails:

The distinction creates special pleading without logical foundation. By claiming that some contradictions (those convenient for preserving Tier 0 status) are acceptable while others are disqualifying, the argument introduces an arbitrary standard with no objective basis. What makes a contradiction "lesser" versus "greater" other than its impact on the preferred tier assignment?

This approach actually undermines the very concept of Tier 0. If a supposedly ineffable, omnipotent being exhibits any contradiction whatsoever—even a "lesser" one—it immediately fails to meet the criteria of being an undifferentiated unity or truly omnipotent. A genuinely omnipotent being couldn't fail at anything, as failure implies limitation. Once we accept that the being has limitations, it no longer qualifies as Tier 0 by definition.

The "universe level being failing to planet bust" example reveals a fundamental misunderstanding of contradictions in logic. This isn't merely a "lesser" contradiction—it's a direct violation of the transitive property that defines power scaling. If A > B > C, then A cannot

be < C. When we observe such contradictions, the proper conclusion is that our categorization of the entity was incorrect to begin with, not that we should selectively ignore contradictions.

The proposed category of "lesser contradictions" ultimately serves as an escape hatch to protect preferred interpretations from logical scrutiny. Either contradictions invalidate claims or they don't—creating a subjective hierarchy of which contradictions "count" destroys the entire system's logical foundation.

Refutation of the "Larger Set" Approach

This approach fundamentally misunderstands how evidence and contradictions function in logical analysis:

Treating contradictions as simply "data points" to be counted rather than logical impossibilities misrepresents their nature. A contradiction isn't just another piece of evidence—it signifies that something is fundamentally wrong with our understanding or categorization. Contradictions don't merely add or subtract from a tally; they invalidate entire interpretations.

The "larger set" approach implies a democratic view of truth where reality is determined by majority vote. This is a classic logical fallacy (argumentum ad populum). If a character shows planetary-level power in 99 instances but universal power in 1 instance, the correct conclusion isn't "mostly planetary with one outlier"—it's "planetary level with one inconsistency requiring explanation."

This approach makes falsifiability impossible. If any number of contradictions can be outweighed by a larger set of consistent data, then essentially any claim becomes unfalsifiable. For example, we could claim a character is omnipotent and simply dismiss all evidence of limitations as the "smaller set of contradicting data."

The suggested methodology lacks any principled decision rule for when the smaller set becomes significant enough to matter. Is it purely numerical? Does context matter? Without clear criteria, this approach devolves into subjective preference rather than logical analysis.

In sound analytical frameworks, contradictions serve as signals that our interpretation requires revision. They aren't merely data points to be weighed against consistent evidence—they indicate conceptual problems that demand resolution through better theories, recognition of outliers, or acknowledgment of authorial inconsistency.

How the "Larger Set" Approach Makes Claims Unfalsifiable

The "larger set" argument suggests we can analyze two contradicting sets of data, selecting the larger set while not dismissing the smaller set as false. This approach fundamentally undermines falsifiability in several critical ways:

The Problem of Cumulative Evidence vs. Disqualifying Evidence

In science and logic, certain evidence doesn't just add to a tally—it can invalidate entire theories regardless of how much supporting evidence exists. Consider the following:

Imagine a character is shown to be vulnerable to ordinary bullets in just one scene. Meanwhile, in twenty other scenes, they're portrayed as invulnerable to all physical attacks. The "larger set" approach would conclude they're "mostly invulnerable" instead of recognizing that vulnerability to ordinary bullets fundamentally contradicts true invulnerability.

This is analogous to physics: if we drop an object 10,000 times and it falls downward, but once it falls upward without explanation, we wouldn't say "gravity works 99.99% of the time." Instead, that single contradiction would demand a complete revision of our understanding of gravity.

The Moving Target Problem

The "larger set" approach creates a moving target where any claim becomes nearly impossible to disprove:

For any character claimed to be omnipotent, advocates can simply treat all limitations as the "smaller set" of data.

As counterexamples accumulate, they can continually reframe what constitutes the "larger" and "smaller" sets by:

- Reinterpreting contradictory evidence ("they were holding back")
- Counting instances differently (treating each page showing power as separate evidence while grouping limitations together)
- Assigning different weights to different types of evidence (valuing statements over shown feats or vice versa)

When contradictions reach a tipping point, they can shift to claiming "most of the time" the character is omnipotent, preserving the essential claim in weakened form.

The Lack of Threshold Criteria

The approach provides no principled criteria for when the "smaller set" becomes significant enough to matter:

- Is it purely numerical? (51% vs 49%)
- Does recency matter? (newer evidence outweighs older)

- Does source authority matter? (creator statements outweigh in-universe demonstrations)
- How are outliers identified versus legitimate contradictions?

Without clear thresholds and criteria, the framework allows unlimited flexibility in interpretation. Any limitation can be dismissed as an outlier, anomaly, or simply belonging to the "smaller set."

The Impossibility of Decisive Counterexamples

In proper scientific and logical reasoning, certain observations can definitively falsify a claim regardless of supporting evidence. The "larger set" approach eliminates this critical feature:

Consider the claim: "This character can destroy universes at will." Under conventional logic, showing the character failing to destroy a planet at full power would be disqualifying evidence. Under the "larger set" approach, this would just be filed under "smaller set of contradicting data" and the claim remains essentially intact.

A Practical Example

Let's apply this to a concrete example to see how it makes claims unfalsifiable:

Claim: "Character X is a true omnipotent being (Tier 0)"

Evidence against:

- Character X is shown being harmed by Character Y
- Character X fails to accomplish something they tried to do
- Character X needs to rest after using powers
- Character X admits they have limitations

Under rigorous logical analysis, any one of these points disqualifies Character X from true omnipotence. But under the "larger set" approach:

"We have 50 instances where Character X displays seemingly unlimited power and only 4 instances of limitations. The larger set suggests Character X is omnipotent, while not dismissing the smaller set as false."

This framework makes the claim of omnipotence essentially unfalsifiable because no amount of contradictory evidence can decisively refute it—it will always just be categorized as the "smaller set."

The False Equivalence Problem

The approach creates a false equivalence between different types of evidence:

A single demonstration of a logical impossibility (like a supposedly omnipotent being failing to do something) is qualitatively different from a thousand demonstrations of power. The former

contradicts the definition of omnipotence, while the latter merely supports a claim of great power.

By treating these as merely different "sets of data" to be weighed quantitatively, the approach fundamentally misunderstands how logical definitions and contradictions work.

Conclusion

The "larger set" approach essentially replaces falsifiability with a form of confirmation bias. Instead of asking "What evidence would disprove this claim?" It focuses on "How much supporting evidence can we accumulate?" This shift fundamentally breaks the logical framework needed for meaningful analysis, creating a system where preferred interpretations become immune to contradiction and therefore unfalsifiable.

Steelman Arguments Against the Canon/Fanfiction Collapse Theory

I'll present the strongest possible counterarguments against the claims that anyone can make any work canon or non-canon to any other, then analyze why these counterarguments ultimately fail.

Counterargument 1: Ownership and Legal Authority

Steelman Position: The distinction between canon and fanfiction is fundamentally a legal and ownership-based distinction, not a logical one. Intellectual property rights give creators and publishers exclusive legal authority to determine what constitutes their fictional universes. This authority isn't arbitrary—it's based on recognized property rights that society has established to protect creative works.

Debunking: This argument confuses legal authority with logical coherence. While copyright holders can legally control official publications, this doesn't resolve the logical problem. The legal right to declare something "official" doesn't magically resolve contradictions or create logical consistency. Consider:

1. Legal ownership frequently transfers between different entities (Disney buying Star Wars)
2. Different legal rights holders can produce contradictory "official" works (different Batman continuities)
3. Legal authority can retroactively declare previously "official" works non-canonical (Star Wars Expanded Universe)

These demonstrate that legal authority itself operates exactly like the "larger set" problem described in the original document—it's an external framework imposed on the fiction rather than a property of the fiction's internal logic. Legal ownership may determine what's "official," but it cannot determine what's logically consistent.

Counterargument 2: Author's Communicative Intent

Steelman Position: Canon is determined by authorial intent and the communication between author and audience. The original creator established a communicative framework that readers entered into when engaging with the work. Fanfiction violates this original communicative contract by introducing elements the author never intended to communicate.

Debunking: This argument fails for several reasons:

1. Authors frequently contradict their own earlier communicative intent (George Lucas with Star Wars special editions)
2. Works with multiple authors have multiple, often conflicting intents (long-running comic series)
3. Dead authors cannot clarify their intent for new situations or interpretations
4. Many works are intentionally created to allow multiple interpretations

More fundamentally, this argument creates a false equivalence between "what the author intended" and "what constitutes a logically consistent universe." The fact that authors frequently create internal contradictions proves that authorial intent itself doesn't guarantee logical consistency.

Counterargument 3: Hierarchical Canon Systems

Steelman Position: Many franchises employ explicit hierarchical canon systems that resolve contradictions. For example, Star Wars had G-canon, C-canon, S-canon, etc. These frameworks provide explicit rules for resolving contradictions and determining what "counts," making the distinction between canon and fanfiction clear and systematic.

Debunking: Hierarchical canon systems actually prove the original point rather than counter it. Their very existence acknowledges that contradictions are inevitable and require external frameworks to resolve. Furthermore:

1. These hierarchies are themselves arbitrary and frequently revised (as happened with Star Wars)
2. They create a "compatibility" spectrum rather than a binary canon/non-canon distinction
3. They implicitly acknowledge that logical consistency alone is insufficient for determining canonicity

If canon requires arbitrary hierarchical systems to function, then the distinction is indeed based on authority rather than logical necessity—exactly as the original argument claimed.

Counterargument 4: Audience Consensus

Steelman Position: Canon is determined by broad audience consensus about what constitutes the "real" version of a fictional universe. While individual interpretations may vary, the collective understanding of a sufficiently large audience creates practical boundaries between canon and fanfiction that aren't arbitrary but emergent from collective interpretation.

Debunking: This argument fails because audience consensus is:

1. Constantly shifting and never truly universal
2. Often split between multiple valid interpretations (Kirk vs. Picard fans)
3. Frequently overruled by publishers/creators despite strong consensus
4. Subject to the same logical problems as individual interpretation

More importantly, consensus doesn't solve logical contradictions—it merely normalizes certain contradictions while rejecting others. This is precisely the "special pleading" problem identified in the original document.

Counterargument 5: Pragmatic Utility

Steelman Position: The distinction between canon and fanfiction has practical utility for discussion and analysis even if it's not philosophically airtight. Setting boundaries around what constitutes the "official" version enables meaningful discussion of fictional worlds without infinite regress into what could be included.

Debunking: This argument openly abandons logical consistency in favor of convenience. It admits that the distinction is arbitrary but defends it on utilitarian grounds. However:

1. The same pragmatic utility could be achieved through other frameworks (like discussing specific works rather than "canon")
2. The utility varies dramatically between different approaches to fiction
3. The pragmatic approach still requires arbitrary decisions about what's "useful" to include

This counterargument essentially concedes the original point that the distinction lacks logical necessity while trying to preserve it on practical grounds.

Conclusion: The Fundamental Logical Problem Remains

All of these counterarguments ultimately fail because they don't address the core logical issue: if internal contradictions are permissible within canon (as they demonstrably are), then there can

be no logical basis for excluding works based solely on contradiction. The distinction between canon and fanfiction thus reduces to arbitrary authority rather than logical necessity.

This doesn't mean the distinction has no practical use or legal significance—only that it cannot be justified on purely logical grounds, which was the original claim.

Introduction

It's common on some wikis, those descended from OBD or VSBW, to say that a character is infinitely powerful based on things like feats, scaling, cosmology, and so on. While this is fine by itself, it is a major problem when anti-feats exist. This post will go over the various anti-feats of infinitely powerful characters and why those are disqualifications.

The Fundamental Problem of Portraying Infinity

Visual Limitations and the Statement Dependency

Infinity, by its very nature, cannot be visually portrayed in any medium. This creates a fundamental issue when discussing infinite power levels in fiction:

1. **Visual Impossibility**: No image, animation, or visual sequence can show something truly infinite. A character destroying a planet, a galaxy, or even multiple universes still only shows a finite level of power. The gap between destroying 100 universes and infinity is still infinite.
2. **Statement Dependency**: Claims of infinite power in fiction almost exclusively rely on narrative statements, character dialogue, or supplementary materials. A narrator might say "his power was infinite" or a character might claim to possess "infinite strength," but these are statements rather than demonstrated feats.
3. **The Feat-Statement Contradiction**: When actual feats contradict these statements of infinity, we face an important question: which should take precedence? A character stated to have "infinite power" who then struggles to lift a mountain presents a direct contradiction. The feat (struggling with the mountain) directly contradicts the statement (having infinite power).
4. **Feat Primacy**: In battleboarding communities, feats typically take precedence over statements when contradictions arise. What a character actually demonstrates carries more weight than what is claimed about them. This is because feats represent what a character can definitively achieve in their fictional reality.

How This Can Be Falsified

This position could be falsified by a genuine visual portrayal of infinity, without relying on statements. However, this appears to be impossible within the constraints of visual media:

1. **The Visualization Challenge**: To visually portray infinite power would require showing endless capability without limit. No matter how extensive the demonstration, it would always remain finite.
2. **Theoretical Requirements**: A true visual demonstration of infinity would need to show:

    - A character affecting literally everything that exists simultaneously
    - Performing actions that require unlimited energy with zero effort
    - Existing in all possible states at once
    - Transcending all possible contextual restraints
3. **The Paradox**: Any attempt to show infinite capability in a finite medium (comic panels, animation frames, novel pages) will necessarily fall short. The very act of portrayal imposes limitations that contradict infinity.

This is why, when examining claims of infinite power, we must be especially attentive to anti-feats—instances where characters demonstrate limitations that would be impossible for a truly infinite being. These anti-feats falsify the statement-based claims of infinity and ground our understanding in what characters actually demonstrate they can do.

Anti-Feats For Infinite Power

1. **Powering Up/Powering Down**
2. **Tiring**
3. **Exerting Effort/Struggling**
4. **Not One Shotting Finite Opponents**
5. **Having Scaling of Any Sort**

Why these?

For one, the explanation is simple. Let's say you are infinitely powerful, and power up. You can power up in purely additive amounts, or multiply your power. However, you won't get any stronger if you're infinitely powerful. This is because adding to infinity, multiplying it, dividing it, subtracting it by a finite number, does not increase or decrease infinity at all. Infinity is not a normal number.

For two, the explanation is a little more complex. All physical actions cost stamina. Stamina is like fuel. The more intensive your physical actions are, the more it drains your stamina. The longer you physically move, the more it drains your stamina. An infinitely intensive physical action would drain your stamina infinitely, so you wouldn't be able to fire it off if you had finite stamina. You would die of exhaustion. If you run out of stamina, by definition, you have finite stamina.

For three, the explanation is like so. Exerting effort means you're reaching the limits of your strength. Struggling means you're pushing up against them. Infinite power doesn't have any limits. If you bring in higher infinities into the mix, you still have no leeway. Either the action requires effort of whatever cardinality you have, in which case you do it with 0 effort, or the action requires effort of a higher cardinality, in which case, you can't do it at all no matter how hard you try.

For four, this is again very simple. If you hit infinitely hard, then you will kill anyone in one hit if they have finite durability. The same applies to beings of a lower cardinality. Also, you can't hold back if you have infinite power, as 0.00000000000000000001% of infinity = infinity.

For five, this is again very simple. If you are infinitely powerful, you either have people infinitely below you, infinitely above you, or just as powerful as you. There's no 'slightly stronger' or 'slightly weaker'. Those are the only three options.

Anti-feats for infinite durability

1. **Getting harmed.**

Why this?

Being harmed suggests that your durability has limits.

Here's an analogy. Let's say you have 10 durability. Attacks that do 1, 2, 3, or 4 damage do nothing to you. 5-6 damage scrapes you, 7-8 damage bruises you, and 9-10-above damage severely injures you. The higher the damage is above your durability, the more hurt you are. The more durability you have, the higher your threshold for all of those things are.

The thing is that this suggests limits on how much damage you can ignore, how much damage is needed to injure you, and how much damage is needed to kill you. Limits are not something infinity has. By definition. I harm someone with infinite durability with 99999999999999 damage, they take no damage. I attack them with infinite damage, they take no damage.

With higher infinities, you are one shot if you have a lower cardinality compared to the attack. Equal or lower cardinality attacks do nothing to you no matter how much they are repeated.

Also if you're not physical you don't have durability in the first place.

Anti-feats for infinite speed

1. **Moving in sequential order**
2. **Get tired**
3. **Fail to reach certain places in a certain time**
4. **Being outsped***

Why These?

For one, it's because infinite speed would mean you start and finish all actions instantly. In 0 time. You can slow things down as much as you want. You still won't see any sequence because by definition you take every action at the same time. There's no in-between, no matter how small.

For two, refer to number two of the section about infinite power.

For three, the definition of infinite speed means 'move infinitely fast', which would mean you can visit every place in an infinite universe at once. So you should not be worrying about not having enough time at all.

For four, I don't really know if you can have transfinite speed, but I don't think you do. If transfinite speed is valid, then anyone with a higher cardinality of speed would see you as frozen, just as someone with aleph-null speed would see finitely fast beings as frozen. In both cases, there's no 'race'. You wouldn't be able to see the higher cardinal guy MOVE at all.

The Consequences

Most characters claimed to be infinite get nerfed. Comic characters, anime characters, etc. Since the requirements are extremely stringent, almost no characters qualify, aside from works where action is not the main focus. A story about punching gods in the face means no one is infinite, but a story about distant gods that are like forces of nature could have infinitely powerful gods.

Well, the way I handle it is that their power ignores physics so it doesn't grow weaker over distance. But they still do not have infinite power. They have infinite range, though.

Fiction-Specific Logic and Cross-Series Comparisons

When discussing infinitely powerful characters across different fictional settings, we encounter a fundamental problem. If we allow each fictional universe to define its own rules of how infinity works, these definitions cannot be meaningfully transferred across series.

The Problem of Different Axioms

If fictional works can establish their own axioms regarding infinity, then comparing characters from different works becomes incoherent. Consider the following:

1. **Series A**: Defines an "infinitely powerful" character who can still tire after extended exertion
2. **Series B**: Defines an "infinitely powerful" character who is immune to all forms of harm

These two definitions of "infinite power" are inherently contradictory. In Series A, infinity has limits; in Series B, it doesn't. When comparing these characters, whose definition of infinity should prevail?

Mutually Exclusive Systems

When settings have contradictory foundational rules, they become mutually exclusive systems:

- Fiction A might state: "A character with infinite power can still be harmed by certain specific attacks"
- Fiction B might state: "A character with infinite power cannot be harmed by any attack whatsoever"

These premises directly contradict each other. If we honor both definitions simultaneously, we create an irresolvable paradox where the same concept has mutually exclusive properties.

The Impossibility of Cross-Series Interaction

Without a neutral framework to judge both settings, characters from these contradictory works cannot meaningfully interact in debates or versus scenarios:

- If we use Series A's rules, then Series B's character isn't truly "infinite" as defined in their own universe
- If we use Series B's rules, then Series A's character isn't truly "infinite" as defined in their own universe
- If we try to create a new neutral framework, we're no longer honoring either original setting

The Need for Standardized Definitions

For cross-series comparisons to work at all, we need standardized definitions of concepts like infinite power, durability, and speed. These standards must override any fiction-specific definitions to allow for meaningful comparison.

This is why the anti-feats described earlier are so important. They provide a consistent framework for evaluating claims of infinity across all fictional settings, rather than allowing each setting to define infinity in contradictory ways.

Conclusion on Cross-Series Comparisons

When a character demonstrates any of the anti-feats listed previously, they simply aren't infinite by any standardized definition, regardless of what their specific fiction claims. Accepting fiction-specific definitions of infinity would make cross-series battleboarding fundamentally impossible, as each series could simply define their characters as "infinitely powerful in ways that specifically counter any other series' infinite characters."

For debate to remain coherent, we must either:

1. Apply consistent standards of infinity across all fictions, or
2. Acknowledge that truly different systems of logic between fictions make meaningful comparison impossible

In either case, the anti-feats remain valid disqualifiers for claims of infinite power.

The Problem of Authorial Authority in Cross-Fiction Debates

Introduction

When fans debate which fictional characters would win in hypothetical confrontations across different fictional universes, they face a fundamental problem: how do we compare characters governed by different sets of rules created by different authors? Some argue that author statements should be the ultimate authority, transcending even logic.. This analysis examines the consequences of this view and why it creates insurmountable problems for cross-fiction debates.

1. Reductio ad Absurdum: The Consequences of Unlimited Authorial Authority

If we accept that an author's statements about their creation have absolute authority that transcends any framework of comparison, several absurd consequences follow:

A. The "Unbeatable Character" Problem

If authorial declaration is the highest authority, any author could create an "absolutely unbeatable character" by simply declaring them so. Consider:

- Author A: "My character Alex is unbeatable against all other fictional characters."
- Author B: "My character Beth is unbeatable against all other fictional characters."

These statements create a direct contradiction when comparing Alex and Beth. Both cannot simultaneously be true, yet if authorial authority is supreme, we must accept both. This creates an irresolvable paradox that renders meaningful comparison impossible.

In practice, this would mean any cross-fiction debate could be instantly resolved by simply quoting the author making the most expansive claim about their character's capabilities.

B. The "Universal Canon" Problem

The separation between fictional universes is maintained by recognizing boundaries of ownership and canon. If authorial declaration transcends these boundaries:

- Any author could declare: "My fiction encompasses all other fictions as subordinate realities."

- Any fan-fiction writer could declare their work canonical to the original universe.
- Any interpretation would have equal standing regardless of consistency with the original work.

This would collapse all fictional boundaries, making meaningful distinction between separate works impossible. Dragon Ball and Star Wars would simultaneously be and not be part of the same universe.

C. The "Arbitrariness" Problem

Without constraints on authorial authority, any statement about a character becomes equally valid:

- "Superman is actually vulnerable to bananas."
- "Darth Vader secretly worships Hello Kitty."
- "All Marvel characters are actually aware they're in a comic book."

These statements would carry full authority simply by being declared, regardless of their coherence with established works.

2. The Problem of Incompatible Frameworks

When fictional universes operate under contradictory rules, attempting to compare them creates fundamental inconsistencies:

A. Mutually Exclusive Metaphysics

Different fictions often establish fundamentally incompatible metaphysical rules:

- Universe A: "Magic is the fundamental force that supersedes all physical laws."
- Universe B: "Magic doesn't exist; all seemingly supernatural phenomena have scientific explanations."

When characters from these universes interact, whose metaphysics apply? If Character X's powers depend on magic working, but in Universe B magic doesn't work, there's no neutral framework for comparison.

B. Contradictory Absolute Powers

Many fictions establish characters with supposedly "absolute" powers that create direct contradictions when compared:

- Character X: "Can destroy anything, including indestructible objects."
- Character Y: "Cannot be destroyed by any means."

When these characters meet, the result is a logical impossibility. Either X's power to destroy everything fails, or Y's indestructibility fails. There is no coherent way to resolve this contradiction while preserving both characters' established capabilities.

C. Recursive Reality Levels

Some fictions establish nested levels of reality that create comparison problems:

- Universe A: "All fictional worlds exist as books within our world."
- Universe B: "Our world contains and controls all possible realities."

These create an irresolvable recursive paradox when compared.

3. Steelman Counterarguments and Refutations

Counterargument 1: The "Neutral Framework" Solution

Steelman: We can resolve cross-fiction debates by establishing a neutral framework that harmonizes contradictory elements. Just as different scientific theories can be reconciled within broader paradigms, fictional universes can be compared by finding common elements between them.

Refutation: This approach fails because:

1. Creating a neutral framework necessarily privileges some aspects of each fictional world while discarding others. This undermines the authority of the original works.
2. A truly neutral framework would need to simultaneously accommodate contradictory principles. For example, if Universe A establishes "only divine weapons can harm gods" and Universe B establishes "science can overcome any supernatural protection," a neutral framework cannot preserve both principles.
3. The neutral framework itself becomes a third fictional construct distinct from either original universe, essentially creating fan fiction rather than a valid comparison of the original works.

Counterargument 2: The "Demonstrated Feats" Solution

Steelman: We should ignore author statements and focus only on demonstrated feats. By comparing objective accomplishments shown within the works themselves, we avoid the problems of authorial authority.

Refutation: This approach still faces several problems:

1. Feats occur within specific contextual frameworks. A "universe-destroying" feat in Universe A might operate under different physical laws than Universe B, making direct comparison impossible.

2. Interpreting feats still requires assumptions about how abilities work across universes. If Character X can move faster than light in their universe, does this translate directly to another universe with different physical laws?
3. Many fictional works deliberately leave certain capabilities ambiguous or undefined. Focusing solely on demonstrated feats privileged explicit stories over implicit worldbuilding.

Counterargument 3: The "Multiverse Accommodation" Solution

Steelman: Many fictional universes already contain multiverses with different rules. We can simply treat cross-fiction comparisons as another type of multiversal interaction, where characters retain their capabilities across universal boundaries.

Refutation: This approach fails because:

1. Even fictional multiverses typically maintain consistent meta-rules governing how inter-universal travel and power interaction works. These meta-rules are specific to each fictional setting and often contradict those in other settings.
2. A multiverse approach still doesn't resolve fundamental contradictions. If Universe A's multiverse operates under the principle that "no being can be omnipotent" while Universe B's multiverse includes truly omnipotent beings, the contradiction remains.
3. This approach essentially privileges the most expansive cosmology, favoring settings with broader multiversal structures over more contained narratives.

Counterargument 4: The "Authorial Intent" Solution

Steelman: We should focus on what authors intended about their characters' capabilities rather than their explicit statements. By examining the narrative purpose and consistent portrayal of characters, we can determine their "true" capabilities.

Refutation: This approach remains problematic because:

1. Authorial intent is often ambiguous, contradictory, or evolves over time. Many works have multiple authors with different visions.
2. Intent doesn't resolve contradictions between settings. Two authors may have intended their characters to be "the most powerful being in existence," creating the same fundamental contradiction.
3. This approach privileges certain interpretations of authorial intent over others, creating arbitrary hierarchies of interpretation rather than objective comparison.

Why Author Authority Fails to Justify Canon

Introduction

In literary analysis and powerscaling, canon—the authoritative narrative—must be logically consistent to serve as a stable basis for interpretation and comparison. Author authority, where an author's declarations define canon, is often invoked but is fundamentally flawed. This analysis demonstrates that there is no good reason to use author authority to justify canon, as it is question-begging, unreliable, destructive to canon boundaries, disruptive to powerscaling, and philosophically arbitrary. Instead, canon should be defined by logical principles like *No Canon Contradictions (NCC)* and *Canon Continuity Principle (CCP)*, ensuring coherence and analytical rigor.

Arguments Against Author Authority

1. Begging the Question

Defining the author as the sole arbiter of canon assumes their authority without justification, committing the fallacy of begging the question. For example, if J.K. Rowling declares a contradictory *Harry Potter* story canon (e.g., "Harry is a Muggle"), its validity rests on her say-so, not narrative coherence. This circularity—assuming authority to justify authority—makes canon arbitrary, undermining powerscaling's need for a consistent evidence base (e.g., feats over statements).

2. Ambiguous or Contradictory Intent

Authors' intents are often ambiguous, evolving, or contradictory, making them unreliable. George Lucas's shifting *Star Wars* canon (e.g., Special Editions, Expanded Universe's status) shows conflicting "official" narratives. In *Marvel Comics*, multiple writers produce contradictory Thor portrayals, complicating authority. External pressures (e.g., Disney's *Star Wars* decisions) further dilute intent. In powerscaling, contradictory statements (e.g., "The One-Above-All is omnipotent" vs. limitations) disrupt evidence hierarchies, favoring feats for stability.

3. Collapse of Canon/Non-Canon Divide

Relying on author authority creates a fluid canon where contradictory declarations (e.g., "This is canon" and "This is not canon") coexist, making everything canon and nothing non-canon. If a *Dragon Ball* author declares fan fiction canon, but another disagrees, both claims are valid, erasing boundaries. In powerscaling, this allows fan claims (e.g., "Goku is omnipotent") to rival official feats, rendering analysis incoherent. *NCC* and *CCP* maintain logical boundaries instead.

4. Disruption of Powerscaling's Logic

Powerscaling relies on transitivity (A > B > C), hierarchical tiers, and falsifiability (feats > statements). Author authority introduces contradictions (e.g., "Batman > Superman" despite feats) that break these pillars. For instance, accepting an author's claim that *DC*'s Batman is stronger than Superman disrupts transitive chains (Batman > Superman > Darkseid), making hierarchies indeterminate. The *Powerscaler's Fork* demands a universal standard (*X*), rooted in non-contradiction, over authorial fiat.

5. Philosophical Arbitrariness

Author authority lacks a non-arbitrary basis, privileging one source over narrative logic or reader interpretation without justification. If Akira Toriyama declares Goku omnipotent despite finite feats, prioritizing this over evidence is arbitrary, violating rational norms. Literary analysis treats texts as autonomous, prioritizing internal logic (e.g., feats). Collaborative works (*Marvel*) and corporate oversight (Disney) further weaken authorial control, making it philosophically tenuous.

6. Legal Rights

Some might say that legal rights are a basis for author authority. But this would be mistaken. Legal rights denote a legal normative claim, that is to say, it should be that someone who has legal rights over a story has the right to alter it. This says nothing of whether their alterations are considered true or not.

Practical Consequences for Powerscaling

Relying on author authority:

- **Unfalsifiability**: Declarations (e.g., "Character X is unbeatable") override contradictory feats.
- **Inconsistent Hierarchies**: Contradictory statements disrupt transitivity and tiers.
- **Incomparability**: Differing author declarations create incommensurable systems, negating cross-series powerscaling.

NCC and *CCP* ensure a stable, evidence-based canon instead.

A Philosophical Defense of Abstract Powers

This argument establishes that abstract powers—those rooted in non-physical, non-spatial, mind-independent concepts—exist independently, transcend conventional power hierarchies, cannot be resisted, meet strict definitional criteria, and withstand counterarguments. Each of the five arguments below is presented in its strongest form, forming a cohesive case grounded in formal logic, modal reasoning, and philosophical tradition.

Argument 1: Abstract Concepts Exist Independent of Physical Space-Time

Thesis: Abstract concepts, such as mathematical truths, logical principles, and fundamental laws, exist independently of physical space-time and are not contingent upon physical reality.

Reasoning:

- **Philosophical Foundation**: Platonism, a well-established tradition, posits that abstract entities (e.g., numbers, geometric forms) inhabit a non-physical realm of forms, existing necessarily across all possible worlds. For instance, the truth of "2 + 2 = 4" holds regardless of physical conditions or observers, suggesting an existence beyond material constraints.
- **Modal Necessity**: Abstract concepts are necessary truths. In modal logic, a proposition is necessary if it is true in all possible worlds. Consider the law of non-contradiction ((¬(P \land ¬P))): it governs any coherent reality, as its negation leads to logical collapse. This necessity implies independence from contingent physical frameworks.
- **Empirical Invariance**: Physical laws (e.g., gravity) depend on abstract principles (e.g., mathematical equations). If physical space-time were altered, these principles would persist, as they are presupposed by any coherent physical system. For example, Einstein's equations rely on mathematical structures that predate their physical application.
- **Countering Nominalism**: Nominalism, which denies the independent existence of abstracts, struggles to explain the universality of mathematical truths without invoking physical instantiation, which risks circularity (e.g., numbers exist only as physical marks, but physical marks presuppose numerical concepts). Platonism avoids this by positing a non-physical realm, which, while not empirically verifiable, is philosophically coherent and intuitive.

Strength: This argument is robust due to its alignment with a longstanding philosophical tradition, its use of modal logic to establish necessity, and its intuitive appeal (e.g., mathematical

truths feel timeless). Its primary vulnerability—reliance on a metaphysical framework not universally accepted—is mitigated by the incoherence of alternatives like nominalism in explaining universal truths.

Argument 2: Abstract Reality Warping Is Beyond "Power Levels"

Thesis: Abstract powers, which manipulate the foundational rules of reality, transcend conventional power hierarchies, as they operate on a categorically distinct ontological level.

Reasoning:

- **Categorical Distinctness**: Physical powers (e.g., lifting a planet) operate within reality's rules, while abstract powers (e.g., altering causality) manipulate those rules. Comparing them is a category error, akin to measuring "loudness" against "color." Abstract powers define the framework; physical powers are bound by it.
- **Recursive Priority**: Any power-ranking system relies on consistent rules (e.g., energy output, force). Abstract powers can redefine these rules, creating a logical recursion: the system cannot measure what defines the system. For example, if "power" is energy-based, an abstract power could redefine "energy," nullifying the metric.
- **Gödelian Limitation**: Gödel's Incompleteness Theorems show that no consistent formal system can fully describe itself. Similarly, no power-ranking system can capture powers that manipulate its logical foundations, as it would require self-referential completeness, which is impossible.
- **Modal Logic Formalization**: In modal terms, physical powers operate within possible worlds (e.g., moving objects in world W1), while abstract powers govern accessibility relations between worlds (e.g., redefining "motion" across all worlds). Formally:
    - Physical power: $(\exists\ w \in W: P(w))$, where (P) is an action in world (w).
    - Abstract power: $(\forall\ w, w' \in W: R(w, w'))$, where (R) defines the relation between worlds.
    - The latter logically precedes the former, as it determines the structure of possible worlds.
- **Refined Analogy**: A programmer doesn't compete with in-program characters because they control the code defining all metrics (e.g., "strength"). If "power level" is coded, rewriting the code overrides any measurement, placing the programmer beyond the system.

Strength: This argument is now robust, grounded in formal logic (category theory, Gödel's theorems, modal logic) rather than intuition. It addresses objections about effects ("they transcend measurement") and hierarchies ("they operate priorly"), avoiding circularity by demonstrating logical necessity.

Argument 3: Abstract Powers Cannot Be Logically Resisted

Thesis: Entities participating in abstract concepts cannot resist their manipulation, as such resistance is logically incoherent.

Reasoning:

- **Logical Dependence**: Any entity (E) resisting manipulation of concept (C) (e.g., identity) requires a resistance property (R). However, (R) depends on abstract principles (e.g., logical consistency, existence). Manipulating these principles alters (R), creating an infinite regress: resistance always rests on manipulable abstractions.
- **Formal Contradiction**: Define:
    - (A(x)): "x is affected by abstract concept manipulation."
    - (P(x,c)): "x participates in concept c."
    - Resistance claim: ($\exists$ x $\exists$ c [P(x,c) \land ¬ A(x,c)]).
    - Refutation: Participation entails being affected: ($\forall$ x $\forall$ c [P(x,c) → A(x,c)]). For example, if (x) relies on "identity" ((c)), manipulating "identity" affects (x). The claim is contradictory.
- **Non-Classical Logics**: Non-classical logics (e.g., paraconsistent) might permit apparent contradictions, but they still rely on meta-logical principles (e.g., coherence of discourse), which are abstract and manipulable. Resistance remains incoherent.
- **Practical Example**: If an entity resists manipulation of "causality," it must operate causally to resist (e.g., exert force). Altering "causality" undermines the resistance mechanism, as it depends on the very concept being manipulated.

Strength: This argument is logically airtight, using symbolic logic to prove a contradiction and addressing loopholes like non-classical logics. Its dependence on Argument 1 (abstracts exist) is a strength, as it builds on a solid foundation, though it assumes acceptance of that premise.

Argument 4: Debunking Counter-Arguments About Resistance

Thesis: All counterarguments claiming resistance to abstract manipulation fail due to logical impossibilities inherent in their premises.

Reasoning:

- **Axiomatic Dependence**: Resistance requires a property (R), but (R) depends on abstract principles (e.g., logic). Manipulating these undermines (R), as shown in Argument 3's regress.
- **Property Identity Challenge**: Resistance to manipulation of concept (C) requires (C)-independent properties:

    - If (C)-independent, the properties are indefinable within any framework involving (C) (e.g., resisting "logic" with non-logical properties is incoherent).
    - If definable, they involve (C) and are vulnerable to manipulation.
    - Formally: For entity (E) to resist (C), (E) needs property (P) such that (¬P(C)). But all coherent (P) are defined via abstracts, so (∀ P: P(C)), contradicting the premise.
- **Meta-Level Dilemma**: "Meta-level" resistances (e.g., "resisting all concept manipulation") either:
    - Rely on deeper abstractions (e.g., "resistance" as a concept), making them manipulable.
    - Claim abstraction-independence, rendering them incoherent (a "thing" without properties).
- **Engaging Strong Objections**: Consider a "steelman" counterargument: an entity with infinite meta-level resistance. This fails because:
    - Infinite regress still depends on abstract principles (e.g., infinity as a concept).
    - Non-abstract resistance (e.g., physical immunity) is irrelevant, as it operates within reality, not on its rules.

Strength: This argument systematically dismantles resistance claims using formal logic and engages robust objections. It complements Argument 3 by addressing speculative counterarguments, though it relies on prior premises, making it slightly less foundational but highly rigorous.

Argument 5: Criteria That Disqualify Powers From Being Truly Abstract

Thesis: Powers failing specific criteria—spatial independence, compositional independence, physical immunity, locational transcendence, and perceptual transcendence—are not truly abstract, as these criteria are logically entailed by the nature of abstractions.

Reasoning:

- **Spatial Independence**: Abstracts are necessary across all possible worlds. A power tied to spatial dimensions (e.g., "exists only in 3D") varies with spatial properties, contradicting necessity. Formally: If concept (C) depends on dimension (D), then (∃ W: ¬ C(W)), but abstracts require (∀ W: C(W)). (Only use this if abstracts are considered to be necessary in the world)
- **Compositional Independence**: Abstracts lack physical properties. A power with composition (e.g., "made of energy") has physical attributes, violating non-physicality. Formally: If (X) is abstract, then (¬ ∃ P(X)), where (P) is compositional.
- **Physical Immunity**: Physical causation operates within abstract frameworks (e.g., laws). The reverse—physical forces altering abstracts—implies circular causation (effects altering their rules), which is incoherent. Formally: Abstracts are causally prior: (∀ E: E → A), not (∃ E: A → E).

- **Locational Transcendence**: Location presupposes spatial concepts. Locating an abstract (e.g., "where is justice?") leads to a regress: "location" needs a location, akin to Russell's paradox. Abstracts transcend this framework.
- **Perceptual Transcendence**: Abstracts are mind-independent; visibility implies physical instantiation, contradicting non-physicality. Formally: If (X) is abstract, then (¬ ∃ V: V(X)), where (V) is visibility.
- **Counterexample Handling**: A "visible power" claiming abstractness (e.g., a glowing "force of truth") is physical, as visibility requires photons or matter. These criteria ensure conceptual coherence.

Strength: These criteria are derived from the logical essence of abstractions, using modal reasoning, formal definitions, and philosophical principles. They address counterexamples by showing that failures result in contradictions, making the argument practical and robust.

An Argument Against Raw Featism in Powerscaling

Raw featism, the belief that only observable feats matter for determining a character's power level in fictional works, is a flawed and overly restrictive approach to powerscaling. It dismisses the narrative authority of authors, ignores the role of abstract and infinite powers, and leads to absurd logical consequences when extended to other properties of fictional characters. This argument, structured in three parts, demonstrates why raw featism is untenable.

Part 1: The Impossibility of Visually Depicting Abstract and Infinite Powers

Abstract and infinite powers, by their very nature, cannot be fully captured through visual feats alone. Abstract powers—such as the manipulation of concepts like time, causality, or logic—lack physical form, as they are non-spatial and non-material. Similarly, infinite powers—such as the ability to destroy an infinite universe or wield boundless energy—transcend finite representation. To disprove this, one would need to visually depict an infinite universe or an abstract concept (e.g., "justice" or "infinity") on screen in a way that fully conveys its nature.

- **Challenge to Featists**: Show an infinite universe visually, capturing its boundless extent, or display an abstract concept like "truth" in a way that undeniably proves its non-physical essence. This is impossible because:
    - **Infinity's Visual Limit**: An infinite universe cannot be shown in its entirety, as any visual medium (e.g., a screen) is finite. At best, one can depict a large expanse or use symbolic imagery (e.g., stars stretching endlessly), but this fails to prove infinity—it merely suggests it.
    - **Abstracts' Non-Physicality**: Abstract concepts lack physical properties. For example, showing a glowing orb to represent "truth" introduces physical attributes (light, shape), contradicting the non-physical definition of abstracts. Any visual depiction risks conflating the concept with a physical stand-in.
- **Necessity of Statements**: Only narrative statements can establish abstract or infinite powers. For instance, an author declaring "Character X can rewrite the laws of physics" or "Character Y destroyed an infinite multiverse" conveys what visuals cannot. These statements, grounded in the author's intent, are the primary evidence for such powers, as feats alone are inherently limited by the medium's finite nature.

Raw featism's insistence on visual evidence dismisses the reality that fiction often deals with concepts beyond human perception. Demanding feats for the unshowable is an unreasonable standard that impoverishes the analysis of fictional power.

Part 2: The Author's Narrative Authority Over Featist Restrictions

Raw featism's demand that only feats matter implicitly seeks to impose a rule on fiction: nothing infinite or abstract should exist unless visually shown. This restriction lacks legitimacy, as it undermines the author's sovereign authority over their fictional world. The argument for authorial supremacy is as follows:

- **Author as Creator and Sustainer**: An author is the sole creator of their fictional universe, defining its rules, characters, and metaphysics. Without the author's active imagination or recorded work (e.g., text, film), the fiction ceases to exist in any meaningful sense. This makes the author's declarations the ultimate arbiter of truth within the narrative, subordinate only to logical consistency to avoid incoherence (e.g., a character cannot simultaneously exist and not exist without a coherent explanation).
- **Logical Consistency as the Only Constraint**: The author's freedom is boundless provided their declarations avoid logical contradictions. For example, stating "Character X has infinite power" is valid unless contradicted within the narrative (e.g., X fails to perform a finite task without explanation). Raw featism's demand for visual feats is an arbitrary external rule, not a logical necessity, and thus has no authority over the author's intent.
- **Defenses Against Objections**:
    - **Objection 1: "Feats ensure objectivity."** Response: Fiction is inherently subjective, rooted in the author's vision. Feats are one tool among many (e.g., dialogue, narration) to convey power. Prioritizing feats over statements ignores the author's intent, which may deliberately use non-visual methods to describe abstract or infinite powers (e.g., a character's power is "beyond comprehension").
    - **Objection 2: "Statements can be exaggerated or unreliable."** Response: Unreliable narration is a valid concern, but it's addressed by analyzing the narrative context (e.g., is the statement from a trustworthy source like an omniscient narrator?). Feats can also be misleading (e.g., a character's feat may be downplayed for dramatic effect). Both require interpretation, not a blanket dismissal of statements.
    - **Objection 3: "Feats align with real-world evidence standards."** Response: Fiction isn't bound by real-world epistemology. Unlike science, which demands empirical data, fiction operates on narrative truth. An author's statement that "Character X transcends time" is true within the story, regardless of visual proof, as fiction doesn't require real-world verification.
    - **Objection 4: "Fans need feats for fair powerscaling debates."** Response: Powerscaling is a fan activity, not a narrative mandate. Fans may prefer feats for simplicity, but this preference doesn't override the author's right to define powers through statements. Debates should weigh all evidence—feats, statements, context—rather than arbitrarily excluding non-visual data.

- **Authorial Freedom in Practice**: Authors routinely use statements to establish abstract or infinite powers. For example, in *Marvel Comics*, the One-Above-All is described as omnipotent, a claim not fully shown through feats due to its infinite nature but accepted as true based on narrative authority. Raw featism's attempt to limit this freedom is an overreach, as it seeks to dictate how authors convey their vision.

The author's role as the creator and sustainer of the fictional world grants them absolute authority, constrained only by logic. Raw featism's visual-only rule is an unjustified imposition that stifles the richness of fictional storytelling.

Part 3: The Absurd Logical Extension of Raw Featism

If raw featism insists that only shown feats matter for powerscaling, this principle can be extended to any property of a fictional character: anything not explicitly shown in the work doesn't exist. This leads to absurd and untenable conclusions.

- **Extension to Other Properties**:
    - **Personality**: If a character's kindness is never shown (e.g., no scenes of charity), raw featism implies they aren't kind, even if the narrative states "X is compassionate." This erases internal traits unless overtly displayed.
    - **Backstory**: If a character's past (e.g., "X trained for 10 years") is stated but not shown, it doesn't exist. This nullifies narrative depth, as backstories are often conveyed through dialogue or exposition, not flashbacks.
    - **Thoughts and Emotions**: If a character's love for another is never shown (e.g., no romantic gestures), it doesn't exist, despite statements like "X loves Y." This flattens characters into mere actions, ignoring their inner lives.
    - **Off-Screen Events**: If a character's victory over a foe occurs off-screen but is described, it didn't happen. This dismisses narrative summaries, a common storytelling device.
- **Logical Consequences**:
    - **Impoverished Characters**: Characters become one-dimensional, defined solely by visible actions. A character described as "wise" but never shown giving advice lacks wisdom, reducing them to a caricature.
    - **Narrative Collapse**: Many stories rely on exposition or implication (e.g., "the war devastated the land"). If only shown events count, entire plot elements vanish, rendering stories incoherent.
    - **Inconsistency with Intent**: Authors use statements to convey what cannot be shown due to medium constraints (e.g., budget, runtime). Dismissing these statements contradicts the intended narrative, misrepresenting the work.
    - **Absurd Reductionism**: Taken to its extreme, raw featism implies that only what appears in the "frame" exists. A character who exits a scene ceases to exist until they reappear, as their off-screen actions aren't shown. This solipsistic view undermines the continuity of fictional worlds.

- **Counterexample**: In *The Lord of the Rings*, Gandalf's power as a Maia is described but rarely shown in full (e.g., his fight with the Balrog is brief). Raw featism would dismiss his cosmic stature because it lacks extensive feats, contradicting Tolkien's intent. Extending this, Gandalf's wisdom or courage would vanish if not constantly depicted, flattening a richly layered character.
- **Conclusion**: Extending raw featism to all properties reveals its absurdity. Fiction thrives on a blend of shown and stated elements. Limiting analysis to feats alone guts the narrative, ignores authorial intent, and produces a shallow, incoherent understanding of characters and worlds.

Conclusion: The Fallacy of Raw Featism

Raw featism fails as a powerscaling methodology because it:

1. Cannot account for abstract or infinite powers, which require statements due to their unshowable nature.
2. Lacks authority to restrict authorial freedom, which is absolute within logical bounds.
3. Leads to absurd consequences when extended, undermining the richness of fictional narratives.

Powerscaling should embrace all narrative evidence—feats, statements, context—to honor the author's vision and capture the full complexity of fictional characters. Raw featism's narrow focus is not only philosophically untenable but also detrimental to meaningful analysis, as it strips fiction of its depth and imaginative potential.

Dimensional Tiering and Transfinite Tiering

Dimensional tiering, the idea that higher dimensions are qualitatively superior to lower ones in a way that makes them "infinitely" stronger or more indestructible, has long been debated. However, this argument is fundamentally flawed due to category errors, equivocations on infinity, and a misunderstanding of physics and mathematics. Below, I will break down the core arguments in favor of dimensional tiering and systematically refute them.

The Core Argument for Dimensional Superiority

1. **Premise 1 (P1):** Higher dimensions are qualitatively different from lower dimensions in that they have more axes of movement.
2. **Premise 2 (P2):** Even multiplying a lower dimension by an uncountable infinity does not make it a higher dimension.
3. **Conclusion (C):** Higher dimensions are uncountably infinitely superior to lower dimensions.

Key Issues with This Argument

1. Category Error in the Conclusion

- P1 discusses a **geometric property** (axes of movement), but the conclusion claims that higher dimensions are **physically indestructible** and require "infinitely more energy" to destroy.
- There is no necessary link between the number of movement axes and physical indestructibility. Geometry and physics are separate domains of discussion.

2. Misuse of "Uncountably Infinite"

- P2 claims that multiplying lower dimensions by an uncountable infinity does not elevate them to a higher dimension, which is true but irrelevant.
- However, the conclusion asserts that higher dimensions are "uncountably infinitely superior," a vague and unsupported claim. There is no mathematical framework that ranks dimensions in an uncountably infinite hierarchy.

3. Equivocation on "Infinity"

- The argument shifts between different meanings of "infinity":
    - **Geometric infinity** (axes of movement)
    - **Cardinal infinity** (counting infinities of universes)
    - **Physical infinity** (energy required for destruction)

- The failure to distinguish between these concepts results in a misleading and incoherent argument.

Empirical Refutations of Dimensional Tiering Claims

Claim 1: "Lower Dimensions Cannot Affect Higher Dimensions"

Refutation:

- **Singularities in Black Holes**: Black holes have **zero-dimensional** singularities that exert massive gravitational influence over 3D space (source).
- **Electrons and Quarks**: These fundamental **zero-dimensional** particles influence the structure of our 3D world (source).
- **Empirical Evidence**: A lower-dimensional being could theoretically generate sufficient force to harm a higher-dimensional being, since energy is not inherently "higher-dimensional"—it follows standard physics laws regardless of dimension.

Claim 2: "Higher Dimensions Govern Lower Dimensions"

Refutation:

- **The Holographic Principle**: Some theories suggest that our 3D universe is actually a hologram projected from a **2D structure** (source).
- This directly contradicts the idea that higher dimensions inherently contain more information than lower ones.
- Lower dimensions can contain all the information necessary to describe higher-dimensional spaces, meaning influence is not necessarily one-directional.
- There are several ways to put the information of higher dimensional structures onto lower dimensional ones (Here is one). But this misses the point. Namely, you can not not have a structure where higher dimensions are dependent on lower ones, but you can not have a structure where lower dimensions are dependent on higher ones. The reason why option 1 is possible while option 2 isn't is for the same reason why you can't have an infinite amount of things without having at least one thing. Before you try to argue against it: ask yourself this question. How many axises of movement does a 4-D space have? 4, by definition? Can 4 exist without 3? Can 3 exist without 2? Can 2 exist without 1? The answer to all of those questions is no, none of those can exist without reference to lower numbers.

Claim 3: "Energy in Higher Dimensions is Qualitatively Different"

Refutation:

- Energy is measured in **the same units across all dimensions** (source).
- While energy in higher dimensions may be able to move in more directions, this does not make it **qualitatively superior**—only different in how it is distributed. If 300 joules are taken from 4-D space to 3-D space, it is still 300 joules.

- The assertion that energy is "uncountably infinitely superior" just because it moves in more directions is a **non sequitur**.

Addressing Counterarguments

Counterargument 1: "Each point in a higher dimension represents multiple lower-dimensional configurations, so lower dimensions cannot affect higher ones."

Refutation:

- This is a **logical leap** that assumes more configurations translate to invulnerability.
- Just because a higher-dimensional space contains more data does not mean it is impervious to lower-dimensional interactions.
- Example: A 2D shadow can be cast by a 3D object, but changes in the shadow can reflect changes in the 3D world.
- Source:
- https://arxiv.org/abs/hep-ph/9905221
- Misner, C. W., Thorne, K. S., & Wheeler, J. A. (1973). *Gravitation*. W. H. Freeman.

Counterargument 2: "Higher dimensions can exist without reference to lower ones."

Refutation:

- The concept of dimensionality is inherently hierarchical.
- To define a 4D space, we must reference $\mathbf{x_1}$, $\mathbf{x_2}$, $\mathbf{x_3}$, **and** $\mathbf{x_4}$—removing lower dimensions makes defining higher ones incoherent.
- Higher dimensions necessarily **presuppose** the existence of lower ones, making their complete independence impossible.

Counterargument 3: "Higher-dimensional beings need more energy to sustain themselves because the energy can move in more directions, proving their superiority."

Refutation:

- More axes of movement do not mean energy behaves differently. This is a trait of the higher dimensions, not of the energy itself.
- A 300-joule object in 4D moving to 3D does not gain or lose energy—it simply has fewer directions to move in.
- There is **no empirical evidence** suggesting energy from higher dimensions is inherently superior.

Conclusion

Dimensional tiering arguments rely on category errors, equivocations, and misunderstandings of physics. The belief that higher dimensions are **infinitely superior** is unfounded both mathematically and empirically. If one wants to argue for strength based on dimensional tiering, they must provide actual **physical mechanisms**—not just abstract mathematical concepts. The assumption that "higher = better" is a flawed heuristic, not a legitimate scaling method.

1.11 Beyond Dimensions

This section addresses the concept of Old Outerversalism, where a atemporal and aspatial realm is posited to be a tier of its own when destroying it. The problem with this is threefold.

1.112 An Atemporal and Aspatial Realm Cannot Be Changed or Entered.

The definition of Atemporal is 'without time'. The definition of Aspatial is 'without space'. There is no change without time, and no movement without space.

Thus, one cannot even in principle scale to a 1-A realm, because such a thing would imply that one is affecting the realm, which is impossible. It would also imply one is 'touching' or 'entering' the realm, which is impossible. This means any visual depiction of a 1-A realm disqualifies it from being 1-A. The same applies to the Abstract.

Even Utlima's conception of a Tier 0, which is beyond time and space, *always doing something*, and *cannot change*. Is Darkseid always doing one thing without a change? Is Superman doing the same? Is the answer to both of those questions no? Then neither are 1-A.

1.113 Physical Mass and Energy Cannot Be Atemporal or Aspatial

A '3-D' being can have 'higher dimensional' power despite being 3-D themselves, which is to say, they hit with 4-D or more power. Thus, to say a character has 1-A punches is to say that they have 1-A power behind their attacks even if they are dimensioned.

However, this is incoherent. Physical mass and energy, by virtue of being physical, innately takes up position in time and space. Without space, joules have nowhere to exist, and without time, joules have nowhere to change over time. If Superman was 1-A, then his joules would have nowhere to go, and his joules would not go from 'not being applied to opponent' to 'being applied to opponent', as that requires change, which requires time.

1.114 An Atemporal And Aspatial Realm Cannot Be Bigger Or Smaller Than Another

Physical size requires the concept of space to exist. An aspatial realm, by definition, has no space, therefore no aspatial realm can have any sort of size relationship with another. Therefore, there cannot be 'layers' of outerversal. Now, for transcendence, I address this in the next section.

1.12 '4-D'

The concept of Tier 2, invented by VSBW, goes like so. While Tiers 11 to 3 revolve around the destruction of physical matter, Tier 2 revolves around the destruction of space-time, either singular, or plural.

The main argument to support this is that space-time continnua are uncountably infinite in size (consisting of uncountably infinite snapshots), and the distance between each continuum is unquantifiable. Therefore no amount of multipliers will get you from 2 universes to 3 universes.

1.121 Problems with Infinity

I address this in the infinity part of this megadoc, but to put it simply, this tier inherently implies infinite power, which is not the case for many characters claimed to be at this level. Characters like Goku, Sonic, Soma Cruz, and other Tier 2 characters have many anti-feats like powering up/down, tiring, recieving damage, getting multipliers, and so on.

Therefore, feats for Tier 2 are most of the time anti-feats for these so-called Tier 2 structures, placing them in 3-A (or even lower).

1.122 Why the 'no multiplier argument' doesn't work.

The first issue with that argument is that the distance between universes is actually nil, that is to say, one could not say there is distance between two universes more than one could say there is distance between two files on my computer in anything but an abstract non-physical sense.

The second issue with that argument is that this undermines the logic of Tier 2. If destroying 2 universes proves one can bypass the unquantifiable distance between universes, and thus is superior to someone who destroys only 1, this raises a question- how exactly does one bypass this distance? By definition, no amount of physical travel can bring you between universes in this system, but if physical energy is travelling from one universe to another in order to destroy both in some sort of blast, that counts as physical travel. So a 2-A feat becomes a High 3-A feat at best.

The third issue is that the tiering system is meant to quantify physical power. If a tier is unquantifiable in this system, it is effectively worthless. Therefore, what we can quantify is the destruction of the space-time/matter itself, and the distance problem melts away. At which point, there becomes no reason why someone 100,000,000x stronger than a universe buster would not become as strong as someone who busts 100,000,000 universes, as both have the same ability to destroy universes.

1.13 On Qualitative Superiority Hierarchies

1.131 R>F isn't how the relationship between reality and fiction works

R>F layers refer to a conceptual framework in which a higher physical reality completely transcends a physical lower reality, perceiving and interacting with it as if it were "fiction." However, this does not mean they regard the lower reality as fiction in the same way we perceive stories or media in real life. Instead, the higher reality's level of control and dominance over the lower one is so absolute that the lower reality appears as subordinate and manipulable as a video game world is to its player.

Due to this, there are some constraints. The lower reality must not be able to access or affect the higher reality in any way. The higher reality must have thew lower reality depend on its existence, not the other way around.

In discussions about the relationship between reality and fiction, a common misconception is the idea that reality is inherently "superior" to fiction in some metaphysical or hierarchical sense. This notion is often reinforced by fictional works that depict "real" entities transcending or overpowering "fictional" ones. However, such portrayals misrepresent the nature of fiction itself and fail to align with real-world ontology.

Fiction, by definition, consists of narratives, characters, and worlds constructed by human minds. These constructs do not possess independent existence, sentience, or agency outside of the frameworks in which they are created. Unlike conscious beings in reality, fictional characters do not have self-awareness, desires, or the capacity to act beyond what is dictated by their creators.

Some fictional works attempt to circumvent this by treating the "fictional world" as a sentient, self-contained system with awareness of its own status. This, however, is still a **narrative device**—not an actual property of fiction. A fictional character "realizing" they are fictional is merely a scripted event within the fiction, not a demonstration of genuine awareness or autonomy.

When fiction presents the idea of a "real" character transcending a fictional world, it relies on a false premise: that fiction exists as an independent, conscious domain that can be surpassed. In reality, fiction is **an abstraction**

created within reality. There is no separate, sentient world to be transcended. Fiction does not operate by the same rules as reality—it does not "contain" actual beings, only conceptual entities with no independent thought or presence outside of their narratives.

This means that the idea of being "stronger than fiction" is meaningless because **there is no sentient force within fiction to compare strength against**. Fiction is not a competitor or a parallel reality—it is a **product of reality**, shaped by human thought, language, and artistic expression.

1.132 R>F hierarchies are arbitrary

The fundamental issue with R>F hierarchies is that they function exactly like video games. Take *Metroid Prime 1*—I can delete my game files at any time. I can even mod the game, altering its mechanics, world, and even universe.

Does this make me outerversal? No, because my reality is the primary one in relation to the game. But this is functionally the same relationship as one where I am a game played by higher beings. In battles, we assume both characters are at the same levels of existence. Goku and Samus Aran are at the same level of existence, for instance.

Trying to determine where any specific fictional setting falls within such a hierarchy is just as meaningless.

For example, is *Dragon Ball* the 34th layer in *Poopyverse*? How would you even begin to justify that? There is no universal baseline for such comparisons. It's akin to assuming that a CEO from one company should automatically have authority in another company simply because they are a CEO. The logic doesn't hold up.

So why say that by default fiction is at the highest layer? The problem is the amount of R>F layers is arbitrary. One setting can have only two, another can have infinite. There is no bottom layer of R>F, but there is a top layer which no R>F layers exist above. The simplest and most logical way to

approach this is to treat all fiction as existing at the highest possible layer by default. In reality, there is no R>F layer above our world bringing it into existence. We don't exist as some fictional construct within a higher being's story.

Additionally, while there is always a "top" layer in an R>F hierarchy, there is no defined "bottom" layer. That's another flaw in the concept—these hierarchies are supposed to represent physical realms sustaining the existence of other physical realms, similar to how our computers sustain the existence of virtual worlds.

Thus, under the logic of R>F hierarchies, any character who exists on a layer lower than the highest is functionally equivalent to a video game character. And if being lower in the hierarchy automatically means sub-real status, then the entire concept collapses on itself.

1.133 Non-Meta Qualitative Superiority Doesn't Work

Qualitative superiority is the same in essence as an R>F relationship, and has the same problems.

Original:

https://comicvine.gamespot.com/profile/mutantheroic/blog/mathematicians-debunk-cosmology-tiering-for-us/178202/

All Infinities are Physically the Same

This post will elucidate on the point that all infinities are physically the same size when translated into the physical world, when translated into Measure Theory, therefore all infinite gods in fiction should be equal in terms of raw power.

Hence, those Powerscaling Tiering Systems that rely on measuring concrete units of power and measurement (mass, volume, weight, etc.) using the "Greater Infinities" of Set Theory, i.e. Transfinite Cardinals and Transfinite Ordinals is logically incoherent and should cease being practiced in powerscaling.

I will be using sources from actual mathematicians to prove the following points:

1. **Sum of uncountable infinity of positive real numbers equal the sum of a countable infinity of positive real numbers. And only real numbers are used to measure physical size:**

    A mathematician tells us that "uncountable sums reduce to countable classical sums", because when you sum an uncountably infinite set of positive real numbers, either only up to countably infinitely many terms can be positive or non-negative so that the sum can be meaningful, thus rendering uncountable infinity as trivial for measuring physical size as its sum can only be either zero, finite or positive infinity "+∞" equivalent to the sum of countably infinitely many non-negative terms.

    And even if you sum an uncountable collective of non-negative real numbers, its series divergence is positive infinity "+∞", which is still equivalent to the sum of countably infinitely many non-negative real numbers anyway

    This is important, because this means the concept of different sizes of infinity doesn't exist in the extended real number system which is the actual basis for measuring tangible units of measurement such as mass, volume and physical size. In the extended real number system there is only one level of infinity, that being positive infinity "+∞", and positive infinity is neither an infinite cardinal nor an infinite ordinal, and has no concept of "greater degrees of infinity".

2. **There are no different sizes of infinity in the Real Number system, which is used to measure physical size. Measuring physical size with Cardinals is a Category Error:**

    Another mathematician explains to us that the reason why there are no different levels of infinity in the Real Number system (used to measure physical size like mass, weight and energy) is because Real Arithmetic is totally independent and separate as a concept from Cardinal Arithmetic and Ordinal Arithmetic.

    For example, according to Cardinal Arithmetic, the "Cantor Set" and the "Vitali Set" has a Transfinite Cardinality, however from the point of view of Real Arithmetic, it only has 0 volume or 0 length, this means Cardinals does not and cannot judge physical size as physical size is not measured in Cardinals, but in Real Arithmetic (where there is only 1 level of infinity, positive infinity "+∞"), and Real Arithmetic is independent as a concept from Cardinality and vice versa, the issue is a "Category Error".

    Therefore, it is incoherent and illogical to superimpose transfinite cardinals/ordinals over the extended real number system, as they represent fundamentally distinct mathematical domains. Cardinal arithmetic and real/measure arithmetic operate within different frameworks, therefore you cannot construct a coherent powerscaling system off of the infinite cardinal/ordinal numbers.

3. **Set Theory deals purely with mind dependent, abstract objects. Not concrete objects:**

    Yet another mathematician explains that Cardinality and Sets which construct the definition of infinity that allows for greater infinities are abstract mental entities and don't correspond to the physical world. That Cardinality simply measures the abstract size of a set, elucidating that sets amount only to abstract objects, not tangible objects, so they have no meaning in concrete physical powerscaling. One might argue that the Real Numbers themselves, in which its system only admits 1 level infinity, are also abstract and intangible entities. However, the crucial distinction lies in their intrinsic connection to geometric structures. Real Numbers can be represented as points on a continuum, forming the basis of geometric constructs such as the real line, Euclidean spaces, and manifolds, so they can actually be used to generalize physical notions of size such as length, area and volume as they can exist as points on a line. This deep correspondence allows one to interpret Real Numbers as a fundamental analogue to geometric structures and physical size.

    In contrast, Cardinal and Ordinal Numbers, while essential in set theory and order theory, do not naturally correspond to any geometric construct in the same direct or intuitive way, so they cannot actually correspond to physical size. Their

abstract nature lacks the kind of spatial interpretation that Real Numbers inherently possess.

4. **Physical size is "Countably Additive" so Uncountable Infinity has no meaning in measuring total physical size:**

   A mathematician explains that physical objects or physical units of measurement such as mass, weight, energy, etc. are all "Countably Additive" quantities, what this means is that the sum of total physical units of size of a set of physical mass, weight energy, doesn't change whether you sum them altogether or sum them while they were disjoint from one another, however, according to the same mathematician, introducing Uncountable Infinity in this case renders physical size as incoherent.

   But if the logic of physical additivity is applied to uncountable infinity, then finite intervals like [0, 1) has the same amount of physical size as that of [0, ∞), this means in an uncountably infinite universe there is no such thing as a finite sized object so the notion of length, area and volume or any notion of physical size would have zero meaning in an uncountable additivity universe.

   The only way to avoid that paradox is if we consider that all but countably many measurable subsets of uncountable infinity can have measure 0, so we go back to uncountable infinity being no different in size in the physical world compared to countable infinity of physical units.

Potential Counter-Arguments:

I deal with the following potential counter-arguments, which are greatly expanded below but here is a short summary:

1. "What about Dimensional Tiering?":

Not valid, because dimensions are vector quantities not scalar, which is a different category entirely from mass, magnitude, energy, attack potency, quality of attack and durability, etc.

2. "But It's Fiction! Fiction doesn't have to abide by logic!":

Not valid, logic is the ultimate principle of any discussion, this precedent was set the day we all agreed that Suggsverse going beyond Omnipotence is unusable and laughable, because Transfinite Cosmology tiering is literally as absurd as going beyond Omnipotence, if you're gonna accept one, accept the other. Further, you are confusing the laws of logic with the laws of physics, fiction still needs to abide by the laws of logic even if it defies the laws of physics, because logic is about the rules of language description in which its possibilities are infinitely broader than the laws of physics. For instance, we know TOAA and Captain America are distinct because of the Laws of Identity, and we rely on Logic Operators to argue TOAA is beyond

Captain America in power, we also rely on logic to distinguish values in a hierarchy of power. Any discussion of fiction ultimately relies on logic.

3. "But what about Surreals and Hyperreals which extend the Reals?":
The infinities of Hyperreals and Surreals represent sequences of infinite values without finite values interspersed. This structure logically contradicts the nature of even an infinite sized physical object which no matter how infinite, are always composed entirely of finite-sized elements all throughout the whole structure and adhere to the countable additive property at a fundamental level, as a result, the infinities of Hyperreals and Surreals are structurally incompatible with physical representation.

Moreover, meaningful summation of Hyperreal or Surreal numbers requires assuming that all but countably many terms are zero, due to the laws of summation requiring that all partial sums of any infinite series to converge to be meaningful. This is because an uncountable set cannot be straightforwardly enumerated, which is a prerequisite for countable additivity and defining a meaningful sum.

Hence, this is why we only stick with the Real Number System as the co-domain of measure, which has only one level of infinity, positive infinity "+∞".

Conclusion Section

We can thus conclude that uncountable infinity is, at most, doesn't offer anything new for power scaling beyond simply sticking with positive infinity "+∞", given that an uncountably infinite multiverse will always maintain the same physical size as a countably infinite universe or countably infinite multiverse because the divergence of their real-valued physical units is "+∞" so their sums are identical. This equivalence arises because physical units of measurement are real-valued quantities, and are neither cardinal-valued quantities nor ordinal-valued quantities. Consequently, the real-valued sum of the total measurable units from a set of uncountably infinitely many universes never exceeds the divergence of the total sum of measurable units from a single infinite universe nor a countably infinite number of universes.

1. Mathematician telling us that the Sum of an Uncountably Infinite Set of Positive Real Numbers = Sum of a Countably Infinite Set of Positive Real Numbers.

[Is there a sum of an uncountable set of Real numbers? (Link)]

In a general sense, the answer is **no**: we certainly get nothing new at the level of *absolute* convergence, and we get little *concrete* new even when we look at ordinal-length sums.

First, let's look at the situation where all the reals we're summing are **nonnegative** (so convergence and absolute convergence coincide, and we don't have to worry about order in the usual setting). If $(a_i)_{i\in I}$ is a family of nonnegative reals and I is uncountable, one of the following must occur: either all but countably many a_is are zero, or there is some $\epsilon > 0$ such that

$$\{i : a_i > \epsilon\}$$

is uncountable.

- Why? Well, for each positive rational q, let $X_q = \{i : a_i > q\}$. Then we have that

$$I = [\bigcup_{q\in\mathbb{Q}_{>0}} X_q] \cup \{i : a_i = 0\}.$$

  This expresses the uncountable set I as a union of countably many sets (since there are only countably many positive rationals), and so one of those sets must be uncountable; if it's $\{i : a_i = 0\}$ then we're in the first case, and if it's one of the X_q then just take ϵ to be such a q.

Now it's easy to argue that - **if each of the a_is is nonnegative** - we need to set $\sum_{i\in I} a_i = +\infty$ *(or "diverges" if you prefer)* unless all but countably many of the a_is are zero: if uncountably many of the a_is are nonzero, then we get infinitely many a_is which are above some **fixed** positive real, and that goes to infinity.

So when everything has the same sign, uncountable sums reduce to classical countable sums.

"So when everything has the same sign, uncountable sums reduce to classical countable sums" - Noah Schweber, an actual mathematician

First, let's talk about the Real Numbers. Now the Real Number System is the framework and co-domain of Measure Theory, used to measure length, area and volume. This is because the Real Numbers form a "straight" geometric structure that can actually relate to physical objects like a lines, planes and area.

The Cardinal Numbers on the other hand, are not used for measuring length, area and volume, they are only symbols that represent the Cardinality of a Set, even if that Set doesn't actually represent a meaningful physical structure like the Real Numbers.

So if we want to ask ourselves if an uncountably infinite valued measure of physical quantities like length, area and volume makes sense, we have to talk about the Real Numbers.

According to the author, if an uncountable sum of real numbers converges absolutely, then all but countably many terms must be zero.

This means any possible meaningful sum of an uncountably infinite set of non-negative real numbers can only be zero, finite, or positive infinity (+∞), and nothing beyond that. And there is only one level of positive infinity (+∞) in the extended real number system.

As a result, the only way for such a sum to converge meaningfully is if the set of non-zero terms of an uncountable series is at most countably infinite. In essence, an uncountably infinite sum effectively reduces to a countable sum, as only countably many non-zero terms can contribute non-trivially to a finite total.

The reason lies in the absence of a natural order of summation for uncountably infinite index sets. Between any two real numbers in the interval [0, 1), there exist uncountably many intermediate real numbers, and their cardinality mirrors that of [0, ∞). However, this cardinal equivalence breaks down when trying to correlate these numbers to physical size.

This principle is significant in measure theory, which governs quantities like length, area, and volume. For a collection of measurable sets to have meaningful measure, their contributions must satisfy countable additivity. This principle ensures that the sum of measures of countably many disjoint sets equals the measure of their union, preventing undefined or divergent behavior.

In this framework, the measure of a set indexed by an uncountably infinite index set can only be finite, positive infinity (+∞), or zero. If an uncountable collection of measurable sets diverges to positive infinity (+∞), the result is essentially the same as that of a countably infinite collection. The cardinality of the index set does not inherently determine whether the measure is finite, infinite, or zero.

According to the same author, if an uncountable sum of real numbers diverges infinitely, its sum is positive infinity +∞

If uncountably infinitely many terms of an uncountable series are non-negative, its sum "diverges" to being positive infinity "+∞", which is the infinity of the extended real number system which is geometrically analogous to volume, mass, and weight in measure theory, the same as the sum of a countably infinite set of non-negative real numbers which also diverges to positive infinity "+∞".

What is positive infinity?

Positive infinity (+∞) stands apart as it defies categorization as an Aleph number, a cardinal number, a real number, or an infinite ordinal number. Instead, it represents the infinity of the extended real number system, where the idea that some infinities are larger than others does not hold. Therefore, transfinite cardinals and ordinals have no meaning in this context.

Consequently, in terms of physical measures like mass, volume, and weight, the total sum from an uncountably infinite multiverse is equivalent to that from a countably infinite multiverse or even a countably infinite universe. This holds true regardless of whether the former encompasses a greater cardinality of universes.

This equality stems from the inherent principle of countable additivity in all physical units of measurement, which belong to the domain of real numbers under measure theory. Infinite cardinal or ordinal numbers cannot be represented in the extended real number system, highlighting their incompatibility with physical measures.

TL;DR

If an uncountable series of non-negative real numbers converges, it can only have countably many non-zero terms to contribute meaningfully to the total sum, reinforcing the dominance of countable additivity in measure theory and physical measurement systems.

If an uncountable series of non-negative real numbers diverges, its divergence is still equivalent to the series divergence of a countable series of non-negative real numbers anyway.
Hence, you can't really have "degrees of infinity" when it comes to infinitely large physical objects in terms of measure.

2. Mathematician telling us why there are no different levels of infinity in the Real Number System (Sums).

[Why do we distinguish between infinite cardinalities but not between infinite values (sums)? (Link)]

> So, **Cardinal Arithmetic**, **Natural Arithmetic**, and **Real Arithmetic** are all different things. At least for me, addition in each case means something completely different.
>
> **Cardinal Arithmetic** has to do with *addition* of sets, which is really closer to (disjoint) union modded out by an equivalence relation (i.e. bijection). In this area, we say that $|A| = |B| \iff$ there exists a bijection between the two sets. So, when we say something like $\aleph_0 + \aleph_0 = \aleph_0$, we are really just saying that there exists a bijection between $\aleph_0 \sqcup \aleph_0$ and $\aleph_0$. We say that $\kappa < \mu$ if there exists an injection from κ to μ, but none of those injections are surjections. From these definitions, one can show that we have accurately described an equivalence relation in the class of sets.
>
> **Natural Arithmetic**, or arithmetic on $\mathbb{N}$ is the arithmetic we learn in school. While we don't learn all the axioms of arithmetic (first of all, because the set of axioms for true arithmetic is not recursive) the basic theory is the pretty much the same as **Finite Cardinal Arithmetic**. Things change drastically when we consider Non-standard models of arithmetic. In these models of arithmetic, we can add, subtract, multiply and sometimes divide numbers which are larger than all standard natural numbers. We might have a number τ such that $\tau > n$ for all n in the standard model. Furthermore, $\tau + \tau \neq \tau$. Here, we have that $\tau < \tau + \tau = 2\tau$ and how you would think **Natural Arithmetic** might work on *very large numbers* (with a loose interpretation of large). It should also be stated, however, due to a theorem of Tennenbaum, that none of these arithmetics on non-standard models are computable, i.e. we cannot *truly* compute anything.
>
> Finally, **Real Arithmetic** has two separate meanings which I will call **First Order Real Arithmetic** (FORA), and **Measure Arithmetic** (MA). Now, FORA is similar to addition, multiplication, division, what have you, on the reals. However, we can only use finite formulas, so infinite sums cannot really be handled by FORA. FORA is the model theory perspective of real arithmetic and in the same way that natural arithmetic can have super big natural numbers, FORA can have super huge large real numbers, as well as super tiny real numbers (known as infinitesimals.

Someone on Mathematics Stack Exchange asked why there are different levels of infinities in Cardinality but not in Infinite Values as defined by the Real Number System.

The Mathematician explains that Cardinal Arithmetic (which defines "degrees of infinity") is distinct from Real Arithmetic, which is used in Measure Theory to quantify physical sizes, and

mixing the two is a "Category Error". In Real Arithmetic, infinity is represented as positive infinity "+∞" in the Extended Real Number System, and it does not have varying sizes.

Since "degrees of infinity" apply only to Cardinal and Ordinal Arithmetic, which are independent from Real Arithmetic, they are irrelevant when measuring physical cosmology. Real Arithmetic, used for quantifying physical units, operates under a framework where there is only one concept of infinity, represented by "+∞."

To clarify how Cardinal Numbers and Real Numbers differ:

Unlike the Cardinal Numbers and Ordinal Numbers, the Real Numbers can form a geometric structure in the abstract sense, they can form a straight line, a plane or area, and every Real Number can correspond to points in an infinite line whereas Cardinals and Ordinals do not directly correspond to any point on a line, this lack of geometric structure makes Cardinals and Ordinals irrelevant for measuring physical size, even in an abstract sense.

Cardinality counts the number of distinct elements in a set, ignoring their intrinsic values. In contrast, the Sum of a Set adds these intrinsic values together.

For example: The Cardinality of {0, 5, 10} is 3, but the Sum is 15. These two distinct notions of size lead to different concepts of infinity.

Another example: The interval [0, 1) is uncountably infinite in terms of Cardinality, as there are infinitely many numbers between any pair of whole numbers, but its total sum is finite (using integration). Similarly, the Cantor Set or the Vitali Set or Non-Measurable Sets have Cardinalities greater than Aleph-Null, yet their measure is zero under Measure Theory.

This shows that Cardinality and Cardinal Arithmetic cannot address the concept of physical size, which means that Transfinite Cardinals and Ordinals cannot actually translate to physical size, and it also cannot be directly compared to Real Arithmetic.

On the other hand, Real Arithmetic and Summation is what we use to address the physical concept of size, and in Real Number Systems, there is only 1 level of infinity, that being Positive Infinity "+∞".

Positive Infinity "+∞" of Real Arithmetic vs the Infinite Cardinals of Cardinal Arithmetic:

Positive infinity "+∞" is a unique value in the Extended Real Number System, used in Measure Theory to quantify physical sizes such as mass, volume, and weight. Unlike Cardinals or Ordinals, "+∞" is not a number but a symbol representing the extension of the real number system. There are no distinct levels of "+∞" and the concept of varying infinities does not exist in this framework, there is only 1 level of infinity.

Since Measure Arithmetic relies on sums and integrations of real numbers, Transfinite Cardinality and Ordinals are not represented within it. Creating a "straight" list of uncountably infinite terms is logically unfeasible, and measurable sets cannot be defined directly onto uncountable infinity. Therefore, Cardinal and Ordinal Arithmetic, while accommodating larger infinities, are unrelated to physical infinity or measurable quantities.

Conclusion:

The only concept of infinity relevant for concrete power scaling is Positive Infinity "+∞." This value represents the infinite extension of physical units such as mass, volume, and magnitude. It is neither Aleph-Null nor part of any class of Cardinals or Ordinals. Consequently, the attack potency required to manipulate or annihilate an infinite universe or infinite quantities of physical units is equal to the total sum of those physical units, regardless of whether the multiverse is Countably or Uncountably Infinite. Physical measurements adhere to the Real Number framework, where the notion of varying levels of infinity does not exist.

3. Mathematician telling us that Sets are abstract, mind dependent objects and are not physical objects.

Set Theory (Pure and Applied Mathematics): Thomas Jech (Link)

1. Introduction to Sets

The central concept of this book, that of a *set*, is, at least on the surface, extremely simple. A set is any collection, group, or conglomerate. So we have the set of all students registered at the City University of New York in February 1998, the set of all even natural numbers, the set of all points in the plane π exactly 2 inches distant from a given point P, the set of all pink elephants.

Sets are not objects of the real world, like tables or stars; they are created by our mind, not by our hands. A heap of potatoes is not a set of potatoes, the set of all molecules in a drop of water is not the same object as that drop of water. The human mind possesses the ability to abstract, to think of a variety of different objects as being bound together by some common property, and thus to form a set of objects having that property. The property in question may be nothing more than the ability to think of these objects (as being) together. Thus there is a set consisting of exactly the numbers 2, 7, 12, 13, 29, 34, and 11,000, although it is hard to see what binds exactly those numbers together, besides the fact that we collected them together in our mind. Georg Cantor, a German mathematician who founded set theory in a series of papers published over the last three decades of the nineteenth century, expressed it as follows: "Unter einer Menge verstehen wir jede Zusammenfassung M von bestimmten wohlunterschiedenen Objekten in unserer Anschauung oder unseres Denkens (welche die Elemente von M genannt werden) zu einem ganzen." [A set is a collection into a whole of definite, distinct objects of our intuition or our thought. The objects are called elements (members) of the set.]

Objects from which a given set is composed are called *elements* or *members* of that set. We also say that they *belong* to that set.

Mathematician Thomas Jech explains to us that sets, which are things that infinite cardinals measure, are not physical entities. He distinguishes between a heap of potatoes and a set of potatoes, asserting that sets should not be confused with the objects they represent, akin to mistaking the map for the territory. Thus, infinite cardinals do not inherently quantify power. They cannot measure concrete units because they describe abstract sets, not tangible entities. Consider the interval [0, 1): while set theory deems its cardinal-value to be infinite, its actual real-value is finite because cardinal arithmetic focuses solely on set size, disregarding real-value of the elements of the set it is quantifying. Thus, cardinals are inadequate for discussing power scaling.

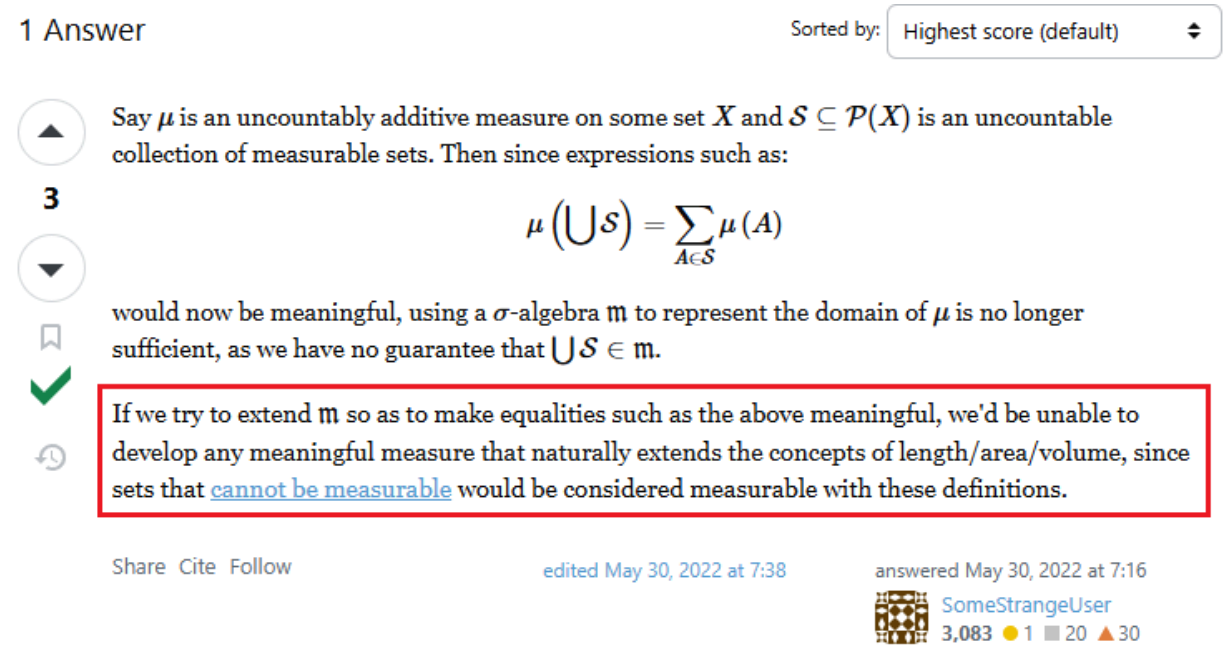
For instance, the Cantor Set or Non-Measurable Set have infinite cardinality but zero measure in measure theory, highlighting that infinite cardinality does not necessarily imply infinitude in terms of measure.

One might argue that the Real Numbers themselves, in which its system only admits 1 level infinity, are also abstract and intangible entities. However, the crucial distinction lies in their intrinsic connection to geometric structures. Real Numbers can be represented as points on a continuum, forming the basis of geometric constructs such as the real line, Euclidean spaces, and manifolds, so they can actually be used to generalize physical notions of size such as length, area and volume as they can exist as points on a lines. This deep correspondence allows one to interpret Real Numbers as a fundamental analogue to geometric structures and physical size.

In contrast, Cardinal and Ordinal Numbers, while essential in set theory and order theory, do not naturally correspond to any geometric construct in the same direct or intuitive way. Their abstract nature lacks the kind of spatial interpretation that Real Numbers inherently possess.

4. Physical Size is Countably Additive, and Uncountable Infinity has no meaning in length, area and volume.

Why do we not need measures to be uncountably additive? (Link)



1 Answer

Sorted by: Highest score (default)

3

Say μ is an uncountably additive measure on some set X and $\mathcal{S} \subseteq \mathcal{P}(X)$ is an uncountable collection of measurable sets. Then since expressions such as:

$$\mu\left(\bigcup \mathcal{S}\right) = \sum_{A \in \mathcal{S}} \mu(A)$$

would now be meaningful, using a σ-algebra $\mathfrak{m}$ to represent the domain of μ is no longer sufficient, as we have no guarantee that $\bigcup \mathcal{S} \in \mathfrak{m}$.

If we try to extend $\mathfrak{m}$ so as to make equalities such as the above meaningful, we'd be unable to develop any meaningful measure that naturally extends the concepts of length/area/volume, since sets that cannot be measurable would be considered measurable with these definitions.

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edited May 30, 2022 at 7:38

answered May 30, 2022 at 7:16

SomeStrangeUser

3,083 ● 1 ■ 20 ▲ 30

This mathematician explains that the reason why applying Additivity (which applies to physical units of measurement as with length, area, mass, etc.) to Uncountable Additivity is avoided is because Uncountable Additivity allows for "non-measurable sets" of the real numbers to be measurable, this however creates a paradox, as a result, our notions of length, area, volume

and physical size are rendered as ill-defined and logically incoherent when we apply uncountable infinity to it to it.

To further elaborate why this is a problem: Physical units of measurement, such as mass, weight, volume, and energy, are inherently additive. In the context of measure theory, this means that if we have a collection of disjoint sets representing physical quantities, the measure of their union is equal to the sum of the measures of the individual sets. This property ensures consistency in summing physical quantities, whether considered collectively or individually.
In other words, additivity is a property of physical objects if you "disjoint" a physical object, its sum of total size is the same as the sum of its subsets if you didn't disjoint it in the first place.
So why do we have a problem with Uncountable Infinity here if we tried to apply the logic of physical additivity to it?

To see if it makes sense to extend length, area and physical magnitude to uncountable infinity, we have to see if additivity of physical objects still holds with uncountable infinity because additivity is a fundamental concept of physical size.

To test that, let's "disjoint" the interval of [0, 1) which is a Subset of R, we also have to "disjoint" the subsets of [0, 1) however the subsets of [0, 1) are literally uncountably infinite, and there are uncountably infinite subsets of [0, 1) that are themselves uncountably infinite and so on.
Then we have to assign a "non-zero" measure or positive amount of measure to every single disjoint object, because after all, if uncountable infinity made sense for physical objects, we would have no problem doing this right? Well no.

A contradiction arises: In this uncountable additivity physical universe, there is no such thing as a finite sized object. Because if you assign a non-zero measure to all of uncountable infinitely many subsets of [0, 1) you end up having a literally infinite amount of length, area, volume or mass to the finite interval of 0 to 1 even if it was only finite in length.

Because you assigned a measure to the non-measurable subsets of [0, 1), you end up stretching the interval of [0, 1) which should logically stay finite in measure, all the way to positive infinity $+\infty$ because under uncountable additivity, all subsets of R are given a non-zero measure making [0, 1) infinite.

When we accept only countable additivity, this isn't a problem because only a countable subset of the interval [0, 1) is allowed to have positive amount of measure, and we DO NOT assign a measure to any of the non-measurable subsets of R.

But now, if physical objects' notion of additivity were applied to uncountable additivity, we end up having to assign a non-zero measure to every subset of points within them, including non-measurable ones, so any non-zero physical object would inherently have infinite size or mass and there would be no such thing as a finite object.

As a result, the concept of physical size literally has no meaning here as the concepts of length, area, volume and mass are fundamentally violated in your uncountable additivity universe, everything is fundamentally illogical, incoherent, ill-defined and unquantifiable and I can guarantee you absolutely no fictional setting that is based on a physical world (and that is at least 99.99% of fictional settings) work like this.

As we established, in the Real Number system, there is only 1 level of infinity that being positive infinity, every single real number isn't really infinite, they just so happen to come after an uncountably infinite amount of 0-dimensional points that amount to finite length. However, assigning a measure of 1 unit of physical size to every single subset of [0, 1) you get the result that [0, 1) is positive infinity, and that all uncountably infinite subsets of [0, 1) are also positive infinity in measure, and would all be equal to [0, infinity) in terms of measure.

So not only did you create a paradoxical setting, you didn't even go beyond positive infinity at all, which is the total size of any regular infinite sized universe. You ended up with a cosmology that is ill-defined and thus doesn't even scale anywhere.

How to avoid this paradox?
The only way to avoid this paradox is to consider that only countable many subsets of real numbers actually contribute non-zero physical size, or in other words, an uncountable number of subsets of real numbers must have zero physical measure to maintain logical consistency, with the exception of countably many of them.

This restriction implies that only countable infinities can have meaningful physical representation. Uncountable infinities, while mathematically well-defined, become incoherent when applied to physical systems.

Thus, the notion of "greater infinities" in the physical world for notions of physical units of measurement as with volume, mass, area and magnitude are either logically inconsistent, ill-defined, or redundant.

5. Addressing Potential Counter-Arguments

5.1: Potential Counter-Argument 1: "But it's fiction! You can't apply real world logic to fiction!"

The problem with this argument is that I am sure that 99.99% of you would agree that concepts like the Suggsverse surpassing omnipotence are logically untenable and cannot be used because they defy logical consistency. If you accept this, then that means we all set the precedent that logic and mathematical rules (built on logic) should absolutely apply to all fictions and fictional frameworks.

And yet, I have never seen any of you argue that "Suggsverse going beyond omnipotence is OK because fiction doesn't abide by physics", so why is Suggsverse going beyond Omnipotence

wrong when he is writing the rules for his own verse internally, but you guys pulling things about mixing countably additive quantities with uncountable infinity for measure is OK?

Having said that, logic is simply the framework that all things are either true or false, avoiding contradictions. Within this framework, it's entirely possible to define an infinitely powerful being with attributes like infinite durability and boundless reality-warping abilities without violating logical rules, defying the laws of physics our own world infinitely. These ideas can be internally consistent as long as they adhere to the principles of logical possibility. These scenarios do not inherently violate logic because they are internally coherent.

However, scenarios that mix incompatible logical or mathematical concepts, such as claiming one infinite set of physical objects is "larger" than another in terms of size, introduce contradictions. This is because physical size is countably additive, and logical rules do not permit the conflation of distinct concepts of infinity (e.g., countable vs. uncountable infinity) as I already explained.

If you dismiss this reasoning by claiming 'it's just fiction,' you are also endorsing the notion that the Suggsverse can surpass omnipotence because 'it's just fiction.' This would lead to inconsistent standards of evaluation. If logic does not apply, there are no rules, therefore, any argument about power-scaling becomes meaningless.

In summary, consistency requires that we apply logical principles to fiction if we are to engage in meaningful analysis. Dismissing logic selectively undermines the very framework needed to argue against absurdities like those found in the Suggsverse setting.
GG.

5.2: Potential Counter-Argument 2: "But what about dimensional tiering?"

Higher dimensional tiering is mostly irrelevant for Infinitely powerful gods because higher spatial dimensions primarily concern the directional distribution of an object's points, not its size or volume directly. Higher dimensions describe additional degrees of freedom or directions in which an object can extend, which is a measure of complexity rather than a simple scaling of total physical size as an amount.

For example, if we compare an infinite number of 3D objects to an infinite number of 5D objects, these infinities would have the same value in Measure Theory; their total mass would sum equivalently because mass is dimension-independent; it is measured in kilograms and does not inherently depend on dimensionality. This demonstrates that dimensionality does not intrinsically alter the magnitude of infinite quantities.

This is because Measure Theory evaluates properties like volume or mass and is not directly concerned with the specific number of the spatial dimensions themselves. Thus, a God scaling above an infinite 3D cosmology would possess the same attack power, durability, and stamina as a God scaling above an infinite 5D or even infinite-dimensional cosmology, assuming all are infinite.

Likewise, the attributes of attack potency, durability, and stamina are not inherently tied to dimensionality but rather to the "amount" or extent of energy or force involved, dimensional tiering is not directly tied to them as an attribute.

5.3: Potential Counter-Argument 3: "But what about the extensions of the Reals? Like Hyperreals and Surreals?"

The fact you are aware of such frameworks, tells me you should already have known ENOUGH about it that it doesn't work for physical space.

- The Infinities of Hyperreals and Surreals have 0 physical meaning, and are no better than the Transfinite Cardinals and Ordinals.

Physical objects are countably additive and finite-measurable, but hyperreal and surreal numbers include values that are infinitely large. Translating these concepts into physical terms produces ill-defined results, or a total lack thereof (last I checked, results is the desired outcome of any powerscaling discussion) they don't align in the same framework.

Attempting to correlate an individually infinite-sized number with a finite physical particle is conceptually incoherent, like, how the hell would that even look like, did any of those people in their Discord Servers looking at my thread, think of that? That's nonsense.

While these systems have their place in abstract mathematics, their application to modeling physical is ill-defined.

To put into a simpler way:

A physical object, no matter how infinite, is always composed of finite-sized parts all across and everywhere. On the other hand, Hyperreal and surreal numbers, include numbers that are individually infinite in size in succeeding succession one next to the other with no finite sized number between them strictly speaking.

So clearly you can see now that physical objects and hyperreal/surreal infinity structurally contradict one another at the logical level, and thus are logically incompatible. This means the only parts of the Hyperreals and Surreals that can only correlate with physical entities, are their finite subsets, in other words, we're back to the Real Numbers again!

- The Infinitesimals of Hyperreals/Surreals also have 0 physical meaning when adding up physical quantities to an infinite sum

In measure theory, for the sum of a collection of measures to be well-defined, the index set is necessarily countable, or the sum must reduce to a countable sum in some way (e.g., by having all but countably many of the measures equal to zero).
This is because, for an infinite sum to be meaningful, the partial sums must converge. However, when dealing with the infinitesimals of hyperreals and surreals, the issue arises that these sets cannot be enumerated.

There are infinitely many elements between any pair of real, hyperreal, or surreal numbers, so how can you insert a "+" in-between every real, hyperreal or surreal in a linear well-ordered fashion? It's impossible.

For instance, you want to define an infinite sum over the surreals? Let's imagine there is an enumeration over all sets of hyperreals or surreals.

For example, if you want to define an infinite sum over the surreals, consider trying to enumerate all the sets of hyperreals or surreals. This becomes impossible because you would have terms like 1/n, 1/w, 1/(w+1), and so on, with uncountably many terms in between. The sum cannot converge in this scenario, let alone reach the next sequence of partial sums.

For uncountable sets of real numbers, we avoid this issue in measure theory by considering that, within each partial sum, only countably many terms are non-zero or contribute to the total sum, even with integration (an extension of summation) we only really have countably many non-zero terms, it's just "more granular" compared to typical summation, just to get down to arbitrary degrees of precision.

Hyperreals and surreals, despite their extension of the real number system, inherit this same issue when attempting to sum an uncountable collection of numbers. The resolution follows the same approach as with real numbers: only countably many terms can contribute to the sum. In the end, when applying the concept of countable additivity from measure theory, both hyperreals and surreals essentially reduce to countable subsets of real numbers. Any contributions outside of these countable subsets are effectively ignored, otherwise there is a parodox and logical inconsistency.

Thus, this again demonstrates a fundamental problem with attempting to assign meaning to sums over uncountably infinite sets of reals, hyperreals, or surreals.

TL;DR:

What I'm essentially saying is that physical objects are entirely made up of finite-sized components, even if there are infinitely many of them. Attempting to assign a non-zero measure to infinitesimals and infinities in the hyperreals and surreals would violate this property. The only way for hyperreals and surreals' infinitesimals to be consistent with physical space is if all but countably many terms have measure 0 (essentially just ignoring it, otherwise there is a logical problem). This is related to the concept of Countable Additivity, which ties into Series Convergence as a requirement for meaningful sums.

Conclusion

The conclusion is that, with the first point, I showed that whether the sum of an uncountable series of non-negative real numbers converges or diverges, its sum can only be at most Positive Infinity "+∞", the same as the sum of that of a countable collection of non-negative real

numbers, if it diverges, an uncountable series of terms can only have at most countably infinite or countably finite many non-zero terms and its sum can either be zero or finite.

With the second point, Measurable sets (volume, mass, area, magnitude, etc.) are defined within the Extended Real Number System, $[0,\infty] \cup \{\infty\}$, using summations and integrations. In this framework, degrees of infinity, as understood in cardinal or ordinal arithmetic, do not apply. Real arithmetic recognizes only one level of infinity: positive infinity ($+\infty$). On the other hand, multiple degrees of infinity only exists within the framework of Cardinal and Ordinal arithmetic, and they are entirely separate mathematical frameworks from the Real arithmetic system we use to measure physical size as with volume, mass, area and magnitude.

With the third point, Infinite Cardinals and Ordinals measure the Size of a Set, which by themselves are abstract, they have no meaning in the extended real number system where measures are defined. They do not represent the Sum of a Set of Real Numbers as explained in Point 3.

With the fourth point, when we try to introduce Uncountable Infinity to a physical model, the notions of length, area, volume, mass or even physical size loses its meaning due to assigning a measure to non-measurable sets which creates a paradox as explained in Point 4.
With the fifth point, I address:

1. That Dimensional Tiering is not a valid counter as mass, energy, magnitude, etc. are scalar, not vector quantities.
2. That Logic is the ultimate rule of debate ever since we disregarded Suggsverse going beyond Omnipotence, that's a precedent. So it being fictional, still means it has to abide by the laws of logic and math.
3. That Hyperreals/Surreals are invalid to be used as an alternative to Reals for measure, due to it being logically incoherent to translate them to represent Countably additive quantities, because there is no straightforward enumeration of any uncountable set, so only all but countably many terms are 0 in any infinite sum.

So when in regards to powerscaling an uncountably infinite set of measurable objects, its cardinality is irrelevant as infinite cardinality cannot do anything to distinguish the divergence of uncountably infinite measurable sets to that of a countably infinite cosmological construct, so Cardinal arithmetic is irrelevant in a discussion of powerscaling; the focus should be on the real-valued sums of that set.

i.e. in the physical world, all infinities are equal.

The Powerscaler's Fork: The Necessity of a Universal Logical Standard for Powerscaling

Introduction

Powerscaling, the practice of comparing the power levels of fictional characters across different narratives, is a cornerstone of fan-driven literary analysis. To meaningfully compare characters like Goku from *Dragon Ball* with Superman from *DC Comics*, powerscaling requires a consistent framework that ensures fair and falsifiable evaluations. The **Powerscaler's Fork** argues that powerscaling necessitates a universal set of logical rules (denoted as X), rooted in classical logic's law of noncontradiction, to govern all fictions. Under X, claims of infinite or abstract power must be quantifiable and comparable, preventing fictions from transcending analysis. Allowing fictions to define their own rules—such as accepting true contradictions (dialetheism) or unique metaphysical frameworks—destroys powerscaling by eliminating the shared basis for comparison. Thus, fictions must abide by X to be meaningfully powerscaled, or they are deemed "weak" in comparative terms. Rejecting X negates powerscaling itself, presenting a fork: accept the universal standard or abandon the enterprise.

Premises and Logical Development

Premise 1: Powerscaling Requires a Universal Set of Logical Rules (X)

Powerscaling is inherently a comparative enterprise, aiming to establish relative power hierarchies across diverse fictional universes. To achieve this, it relies on three logical pillars:

- **Transitive Relations**: If Character A defeats Character B, and B defeats C, then A should defeat C.
- **Hierarchical Classification**: Power tiers (e.g., universal, planetary, city-level) assume that higher tiers encompass lower ones.
- **Falsifiability**: Evidence hierarchies (feats > statements > implications) allow claims to be tested and contradicted.

These pillars presuppose a universal logical framework (X), typically classical logic, which enforces the law of noncontradiction (a proposition cannot be both true and false). Without X, contradictions (e.g., "A > B and A < B") disrupt transitivity, tier containment, and falsifiability, rendering comparisons incoherent. For example, if Goku is both stronger and weaker than Superman without resolution, no transitive chain or tier assignment is possible, halting analysis.

Premise 2: Under X, Some Fictions Cannot Be Infinite or Abstract in a Transcendent Sense

Under the universal standard X, all fictional attributes—including claims of infinite or abstract power—must be quantifiable within the framework's constraints. Classical logic demands that power be measurable through feats or statements that align with transitive and hierarchical principles.

If the character does not fit up to the standards of the claim, the character does not have that property, full stop.

Premise 3: Allowing Fiction-Specific Rules Destroys Powerscaling

If fictions are permitted to define their own rules—such as accepting true contradictions (dialetheism) or unique metaphysical systems (e.g., higher-dimensional superiority)—the universal standard X is abandoned. This leads to several catastrophic outcomes:

- **Loss of Transitivity**: If Fiction A allows "Character A > B and A < B" to be true (as in dialetheism), transitive chains (A > B > C) become indeterminate, as contradictory relations cannot be resolved.
- **Collapse of Tiers**: If Fiction B claims its characters operate on "infinite layers" unbound by X, tier systems break, as no shared metric exists to compare them to Fiction A's characters.
- **Unfalsifiability**: Fiction-specific rules make claims like "Character X is omnipotent beyond logic" immune to evidence, reducing powerscaling to assertion (e.g., "X wins because I say so").

Without a universal standard, each fiction becomes a self-contained system, incomparable to others. This destroys powerscaling's purpose: to establish relative power across narratives.

Conclusion: The Powerscaler's Fork

The Powerscaler's Fork presents a dilemma: either fictions abide by the universal logical standard (X) to be meaningfully powerscaled, or they reject X and forfeit comparative relevance, appearing "weak" in powerscaling terms. Rejecting X—by allowing fiction-specific rules or contradictions—negates powerscaling itself, as no shared basis for analysis remains. Thus, powerscaling communities must enforce X, rooted in classical logic, to maintain coherent debates and hierarchies. Fictions that claim exemption from X (e.g., through infinite or abstract powers unbound by logic) are effectively sidelined, as they cannot be integrated into the comparative framework.

This section covers DC

Thesis

DC cannot be debated due to the inconsistency of its feats. The only solutions are to modify the canon in such a way that *only* the latest works are canon, or that each writer makes a new canon. To assume that there is one canon induces contradiction.

Nature of Fictional Characters

Fictional characters exist in the same way laws and countries do: in the heads of humans only. They are created and sustained solely by imagination. If nobody imagined Superman, there would be no Superman. To assume the opposite is idiocy.

Contradictions in DC

Honestly, just look at any anti-feat thread. There's so many of them and they're so easy to find.

But other than that, the question is: why do these matter.

The answer is that they matter because comic book characters are written by different authors. Imagine if there are two laws both relating to murder. One law forbids murder. The other law commands it. Both are made by different people. Both claim to be the same law. They cannot be the same law, because they contradict. Now if we swap out 'law' for 'character' and 'relates to murder' with 'have different power levels at the same time in the same context', do you see the problem?

Let's say the authors can in fact declare characters are the same even if they have contradictions like having different power levels. Then a fanfiction writer can claim his characters who are fanon versions of the original characters are the same as the canon characters even if they have a million contradictions.

You could say that canon is determined by legal authority. The argument that publishers like DC Comics can maintain a coherent canon despite contradictions solely through institutional authority fails on several critical levels:

1. Authority Cannot Override Logic

The fundamental problem is that no amount of authority can resolve a logical contradiction. If Character A demonstrably cannot lift 10 pounds in Story X, but then lifts 10 tons effortlessly in Story Y, declaring both stories "equally canon" creates an irreconcilable logical paradox.

Authority may declare contradictory statements "official," but it cannot make them logically compatible.

2. The Arbitrary Nature of Authority-Based Canon

Publishers regularly change their minds about what constitutes canon. When DC reboots continuity through events like Crisis on Infinite Earths, Flashpoint, or Rebirth, they effectively admit their previous authority-based declarations were temporary and arbitrary. If authority-based canon can be wiped away at editorial convenience, it lacks substantive meaning.

3. The Reader Experience Trumps Publisher Declaration

Readers mentally construct characters based on coherent traits and abilities. When a character behaves wildly inconsistently across publications, readers naturally differentiate between versions regardless of publisher declarations. The authority argument ignores how readers actually engage with fiction.

4. The Problem of Competing Authorities

If authority alone determines canon, we encounter problems when different authorities clash. When writers, editors, and executives disagree about canonical interpretation (as frequently happens), whose authority takes precedence? The authority argument provides no internal mechanism for resolving these conflicts.

5. Authority Creates No Meaningful Distinction from Fan Fiction

If the only difference between official canon and fan fiction is institutional authority rather than internal consistency, then the distinction becomes purely legal rather than substantive. A fan-written story with perfect character consistency would be "less canonical" than an officially published story with massive contradictions—rendering "canon" merely a synonym for "legally sanctioned" rather than "narratively coherent."

Conclusion

When publishers declare contradictory portrayals as equally canonical, they aren't actually creating a coherent canon but rather asserting ownership rights. The authority argument merely disguises the fundamental problem rather than solving it. True canonical coherence requires either strict adherence to internal consistency or explicit acknowledgment of separate continuities for contradictory portrayals.

First, MutantHeroic’s Anti-Feats Repositorium

DC Anti-Feat APOCALYPSE.

List of DC God Anti-Feats proving they aren't infinite.

Perpetua and BWL (who are above CAS and Mandrakk) after fighting each other by attacking each other a finite amount of times with finite sized 3D planets (degrees of infinity cannot reach the other using finite multiplication) both openly acknowledging they are running out of power "gradually" and their power is "limited" this is fundamentally inconsistent with Cantor's infinity as the degrees of infinity are not "gradual" to one another, whereas BWL/Perpetua fight exactly like finite characters do.



Perpetua and BWL (who are above CAS and Mandrakk) harming each other with the lel' 3D regular finite sized planets, and reducing each other's health gradually a finite

amount of times over time which is not consistent with any definition of infinity because any level of infinity would automatically reduce any smaller degree of infinity to 0.


OH DEAR.
THIS IS PROGRESSING MUCH TOO QUICKLY. TWO OMEGA-CLASS COSMIC ENTITIES COULD COLLAPSE THE ENTIRE SYSTEM BEFORE A SURVEY IS COMPLETE...
I WILL NEED TO PERFORM MY FUNCTION QUICKLY.
KRRRWM

This is Golden WW and TDK, both of whom absolutely scale several tiers above Mandrakk and CAS. They are Midtier reliant, Planet/Star level Gods at best.



Wonder Woman is hitting BWL was **"star shaking"** power, and she is hitting BWL with **"she punches the demon harder and harder"** strikes, slightly stronger than the last, infinities cannot be "slightly stronger" than a previous infinity, so they are finite and take gradual finite-like percentages of damage overtime.

Hell, that one time Diana smashed TDK, she SHRUNK the Planet to being much smaller, so therefore TDK was harmed/damaged by subplanetary shit.



Furthermore, DC Gods above CAS and Mandrakk EXPLICITLY rely on armies of Midtier Superheroes to keep themselves in power because of "belief" and "emotional energy".

Like wow, so amazing. Just kill their Midtier armies, and DC Gods are defeated. Do two gods who rely on Miditer Superhero armies for shit, look infinitely powerful to any of you?


AS HER LASSO HITS HIM, AND HIS CHAIN TOUCHES HER, A SEARING PAIN RUNS THROUGH HER, LIKE LIGHTNING IN HER BONES.
SHE KNOWS ONCE AND FOR ALL THAT THIS DEMON IS HER OPPOSITE, POWERED BY EVERYTHING SHE STANDS AGAINST.
HER FINAL ENEMY.
TO HER HORROR, THOUGH, SHE SENSES THAT HE IS...STRONGER THAN HER? HOW IS IT POSSIBLE? EVEN WORSE, SHE SENSES...
...THAT HE KNOWS IT.
HE TAUNTS HER IN THAT VOICE, A DEATH RATTLE. "THE GOLD LOOKS GOOD. NOW TELL ME I WAS RIGHT. TELL ME, DIANA, AND I'LL LET YOU AND YOUR FRIENDS LIVE.
"WELL?" HE SAYS, WAITING FOR HER ANSWER.
SHE SHRINKS ONE OF HIS VANQUISHED EARTHS.
AND GIVES HIM ONE.
GAK!

Batman Who Laughs and Perpetua were being empowered by the Dark Multiverse that was simulating EVERY PAST CRISIS of the DC Multiverse's history, and were using it as a power source.

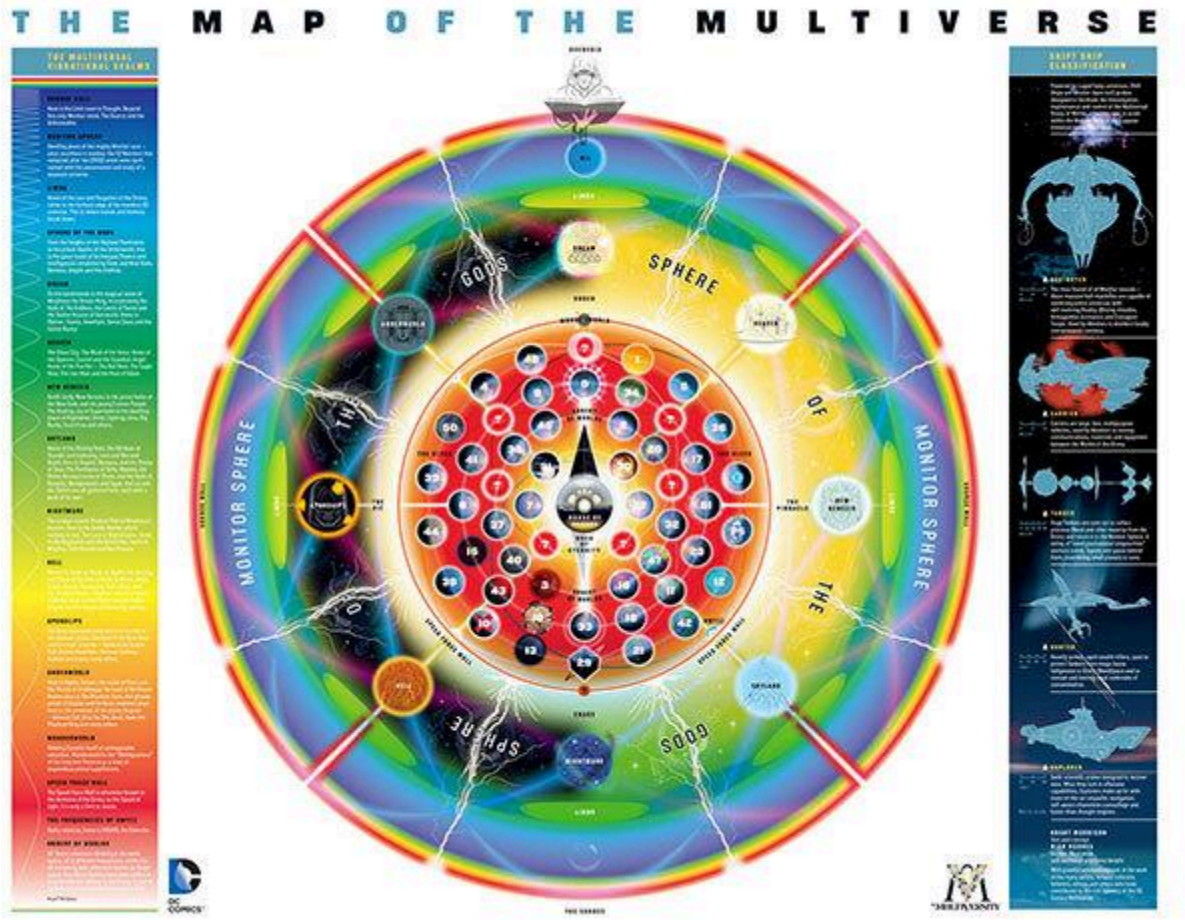
And yet, despite being powered by all of DC's past multiversal gods from TF Darkseid to COIE AM to Cosmic Armor Superman, etc. their powers only amounted to Planet to Star level power and still reliant on Midtier Superheroes???



The DC Multiverse being depicted as being a finite sized 3D ball in Perpetua's hands during the beginning of Creation. With boundaries/edges in all directions proving its finitude.



During Final Crisis, this was the state of the DC Multiverse, it had a Source Wall surrounding it from all directions so it was finite/had a shape/was bounded.



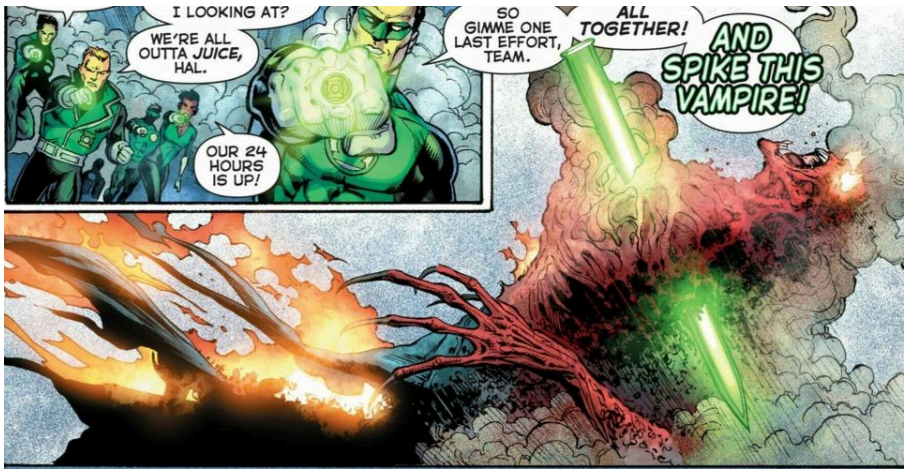
And on that same note, Perpetua can only destroy ONE universe out of the 52 finite sized universes in the finite sized multiverse at a time. She also says she was "near" her original power level, that she only lacks a "fraction" of her original power which is not consistent with any definition of infinity as no infinities can be "near" another. Infinities are never a "fraction" of the infinity that supersedes them and are always less fundamentally less than that.


I CAN CREATE AND DESTROY AS I DID SO LONG AGO.
ALL BUT A FRACTION OF MY POWER HAS BEEN RETURNED TO ME. THERE IS *MUCH* WORK TO DO.
THE HEROES WERE *FOOLS* FOR NOT SEEING ALL THAT WAS POSSIBLE AT MY SIDE. THIS BROKEN MULTIVERSE THEY TENDED TO IS UNSTABLE AND DYING.
LUTHOR, AT MY SIDE.
OF COURSE, MY LADY.
IT WILL TAKE ME TIME TO GATHER ENOUGH ENERGY TO DESTROY ANOTHER UNIVERSE. BUT THERE IS WORK TO DO IN THE MEANTIME.

TDK who is above CAS/Mandrakk, eating a 52 FINITE AMOUNT OF 3D UNIVERSES to become more powerful, so finite percentages apply to them.



A finite amount of Green Lanterns killing a Monitor.

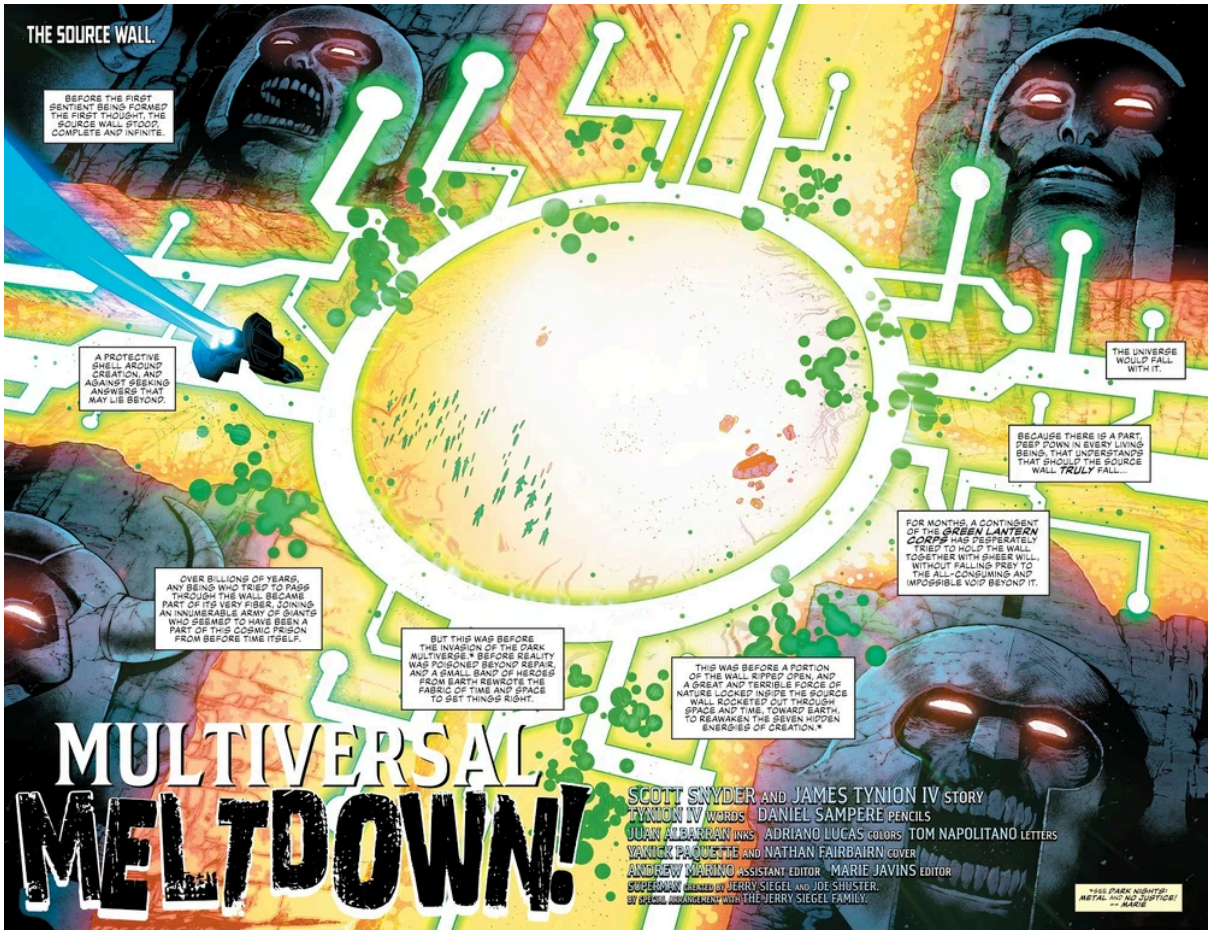


There were only 52 Universes during Final Crisis.



Perpetua says she only lacks a "fraction" of her original power, this is fundamentally inconsistent as every single degree of infinity is so much greater than the previous level of infinity that any infinity preceding it doesn't make up a fraction of it. Fractions only apply to finite values.


THE RAPTOR...
IT APPEARS TO HAVE DISSIPATED INTO THE FABRIC OF REALITY...
NO DOUBT AN ALARM SYSTEM SHOULD OUR MOTHER EVER ESCAPE THIS... SOURCE WALL.
IT IS A BOUNDARY, CLOSING US OFF FROM THE GREATER OMNIVERSE... IN EVERY DIRECTION FROM ANY UNIVERSE WITHIN, THIS WOULD BE THE FINAL POINT.
WE MUST PREPARE THEN... PREPARE FOR FINAL JUDGMENT.
EVERYTHING IS STARTING ANEW. THIS TIME WITHOUT THE TRACE OF HER DARK POWER.
I MUST RETURN TO THE FORGE.
DID YOU KNOW THIS WOULD HAPPEN, MAR NOVU?
I... SUSPECTED.
SOON WE WILL BE RE-FORMED, BORN AGAIN...YOU ON QWARD, ME ON OA.
WE MUST ALL KEEP WATCH FOR HER RISE.



GG.

Second, a Debunk of the Cosmology

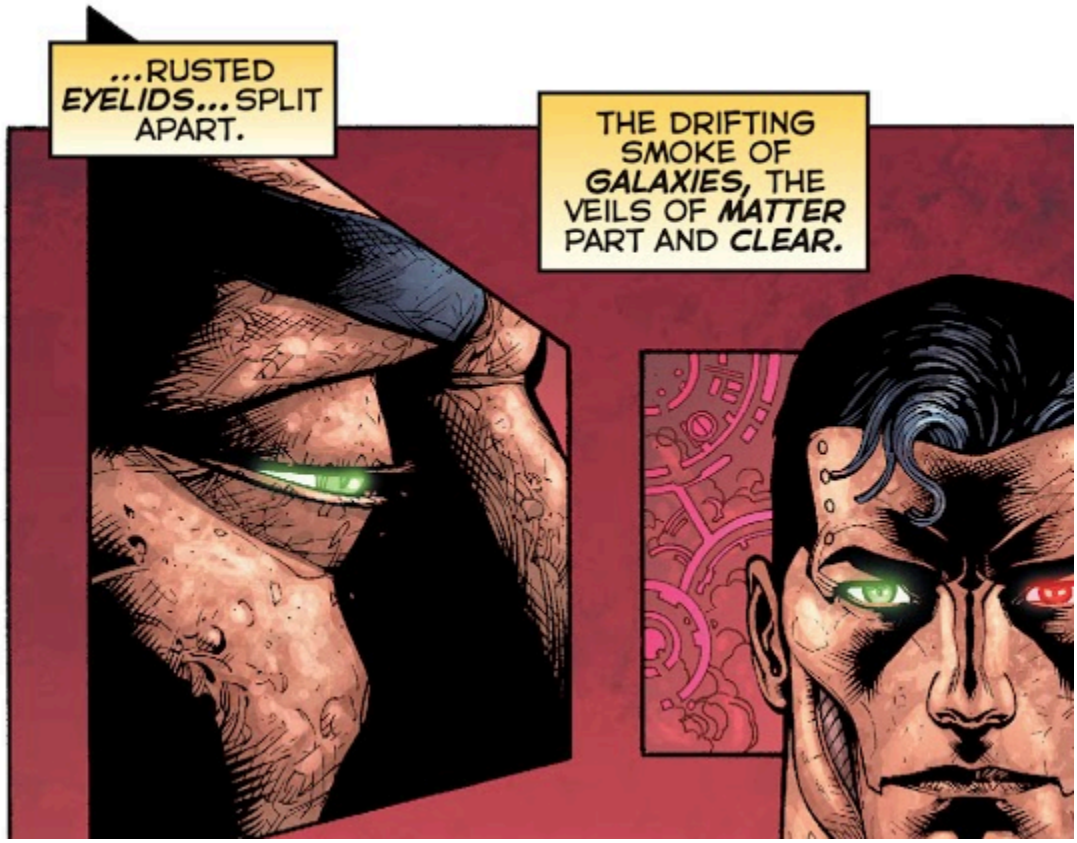
As Mutantheroic has already covered the ‘infinite’ claims of DC, I will cover the ‘abstract’ claims of DC.

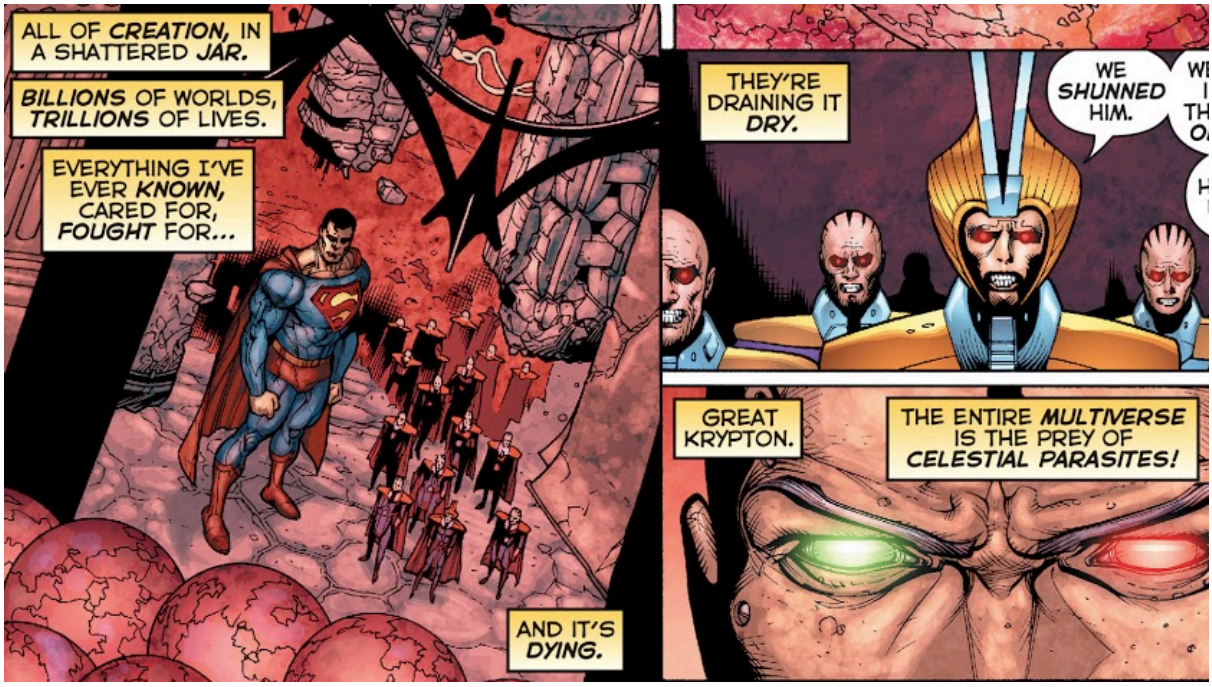
God Sphere, Limbo, and Monitor Sphere

The God Sphere is claimed to be platonic and beyond space and time. This is contradicted by the definition of platonic: which is to be immutable, eternal, formless, and acausal. Therefore, if the God Sphere was platonic, it would be unable to be entered or changed by anyone or anything, unable to cause anything or anyone. The same applies to beings ‘beyond time and space’.

Limbo? ‘Beyond time’ so there would be no change? ‘Beyond space’ so no room for physical objects to exist in? Contradicted by what we see.







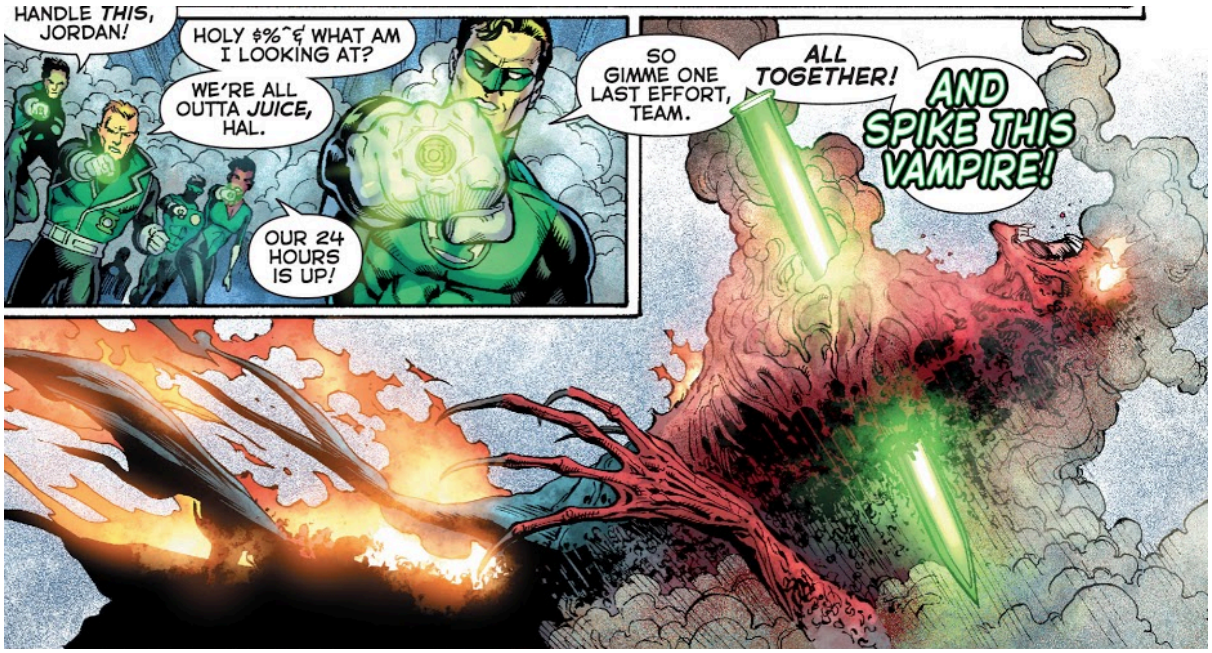
So no. There is matter, time, and space in limbo. No R>F bs because people of lower realms can enter Limbo.

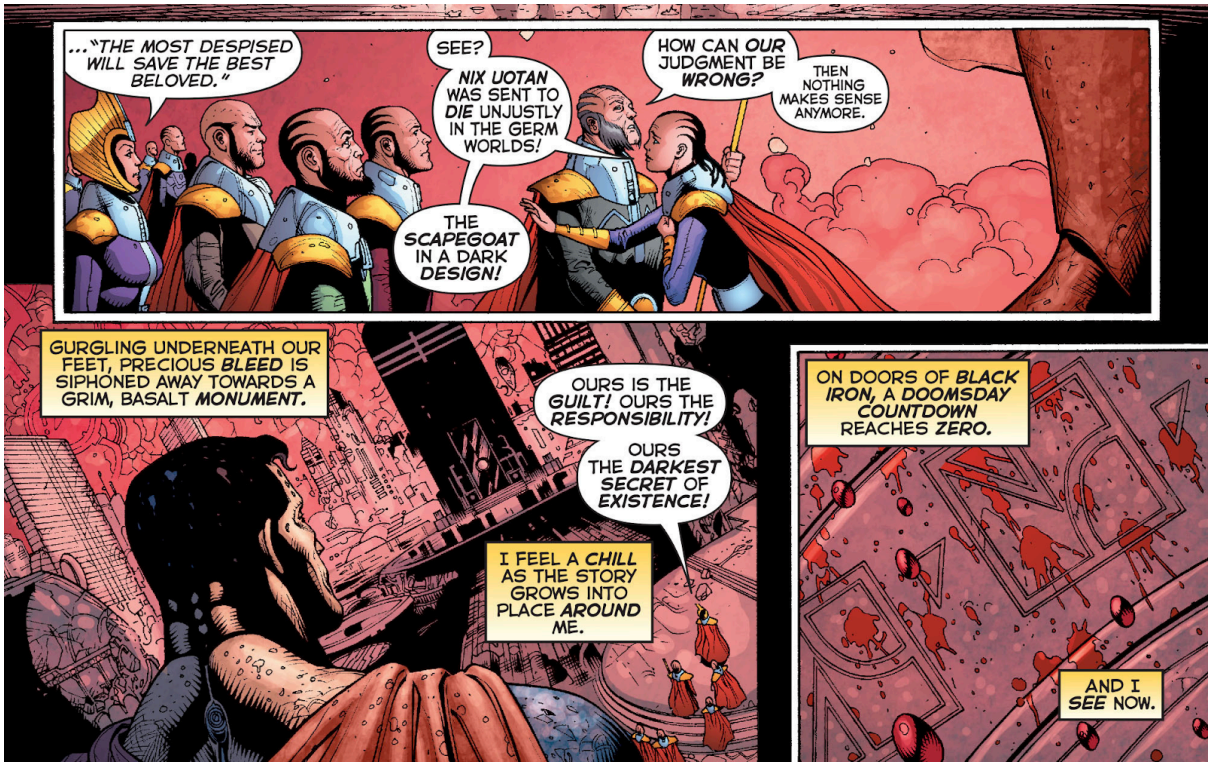



WE'RE ABOUT AS LOST AS ANYONE CAN BE.
BEACHED ON THE SHORES OF OBLIVION.
THE LAST THING ANYONE WOULD EXPECT IS A WELCOMING COMMITTEE.
AND YET...
HOWDY, FOLKS.
WELCOME TO LIMBO.
SO GOOD YOU'LL NEVER WANT TO LEAVE!
JOKE.
ACTUALLY YOU WON'T BE ABLE TO LEAVE.
IN A CRACKED, BRIGHT VOICE, HE TELLS US HIS NAME IS MERRYMAN, THE KING OF LIMBO.
A SUPERHERO ONCE, HE SAYS, UNTIL THE WORLD FORGOT HIM AND HE WOUND UP... NOWHERE, ALONG WITH ALL THESE OTHERS...
IS THIS... IS THIS WHAT HAPPENS TO US WHEN WE DIE?


...NO, BUT YOU SEE, NOW THEY KNOW SOMETHING CAN HAPPEN, THEY THINK ANYTHING CAN HAPPEN!
THE FIRST THING THEY'LL DO IS KILL ME FOR BEING SO USELESS.


THAT MADMAN WILL *CRASH* THE DESTROYER!
IT'S *70 MILES LONG!* IF IT HITS THE PLANET


HANDLE *THIS*, JORDAN!
HOLY $%^&! WHAT AM I LOOKING AT?
WE'RE ALL OUTTA *JUICE*, HAL.
OUR 24 HOURS IS UP!
SO GIMME ONE LAST EFFORT, TEAM.
ALL TOGETHER!
AND SPIKE THIS VAMPIRE!



The Monitors that are ‘transcendant’ literally drain Bleed to live.

Source Wall

Physical. You see it. People touch it.

Overvoid

Physical. You see it. People enter it.

Why the Presence is not omnipotent using the Euthyphro Dilemma (and evidence from MutantHeroic)

The presence is benevolent. It wants to make things better. The presence is omniscient or at the very least smarter than nigh-omniscient beings, as it knows of the Omniverse and everything in it. Hence it cannot be omnipotent, as otherwise it would have solved the problem of Evil in a snap. In DC, the situation is worse than in our world. Infinitely so. An all-good all-knowing god that permits infinite evil to exist is not an all-powerful god

Side Quest 1: Vertigo and DC are not Canon to each other

https://comicvine.gamespot.com/profile/mutantheroic/blog/draft-mutantheroic-presents-dc-and-vertigo-arent-c/179889/

Exhibit A: DC and Vertigo disagree heavily on Metaphysics and Cosmology.

- A1. Superhero Logic, the most important force in the DC Universe doesn't exist in Vertigo: This section highlights the most important reason why DC and Vertigo can't be canon, this being that Superhero Logic (a function of the Presence's power) which allows DC Superheroes to beat Cosmic entities they shouldn't be winning against, as a means of setting an example for Humanity to be better among themselves, literally doesn't exist in Vertigo, nor in the Presence's Plans.

- A2. In all Cosmic Crisis in Vertigo, Superheroes make 0 appearance nor relevance. Despite that DC says Multiversal Crisis are a battle between Light represented by Superheroes and Darkness represented by Supervillains, no Superhero has ever shown even the mildest relevance when Vertigo has its own Multiversal Crisis, nor vice versa. Vertigo characters make no mention in DC recalls are Multiverse impacting events either, and vice versa. Again, highlighting that DC and Vertigo cannot be canon to each other.

- A3. DC and Vertigo disagree on who ruled Hell after Lucifer: Duma and Remiel vs Neron and Blaze. Whereas Duma and Remiel consistently rule Hell after Lucifer abdicated the Keys of Hell to Morpheus, every single version of Mainline DC since then have depicted Neron and then Blaze as the top ruler of Hell. Thus again, invalidating a unified DC/Vertigo canon.
- A4. DC and Vertigo never agree on how the Presence created the Universe: No single version of DC has agreed with any version of Vertigo on how the Universe began.

Exhibit B: DC and Vertigo oppose each other Ideologically and Morally.

- B1. DC defends the Presence creating Hell while Vertigo opposes it: DC sees the Presence's acts of creating Hell, as a necessity and something that's not really God's fault, but Vertigo blames the Presence for Hell and narratively opposes the Presence's plans.

- B2. DC encourages us to have Blind Obedience to the Presence, while Vertigo warns against it.

- B3. DC encourages a Pro-Religion Mindset while Vertigo is Anti-Religion.

- B4. DC embraces faith in Humanity while Vertigo highlights Humanity's Darkness.

Exhibit C: Vertigo doesn't have a unified Canon, and neither does DC

- C1. Vertigo doesn't have a unified Canon, and neither does DC: While DC and Vertigo themselves contradict one another, that isn't an argument for DC/Vertigo being canon, but an argument against it in addition to splitting DC and Vertigo themselves into varous sub-canons. Why does DC pretend that DC and Vertigo are canon? Spoilers: We don't know.

Everything is in the thread.

Note 1: Even Vertigo's Presence is not Omnipotent

Here's a response from Mutantheroic, anticipating what I have to say…

This isn't really a refute on the Presence's omnipotence. In the Presence's own words, he is infinite and eternal, but he was shaped by external forces. These external forces were just humans that worshipped the ultimate essence of reality that eventually gave it a sentience and personality, but the Presence is still Omnipotent, Omniscient and Omnipresent.
The Presence's only "flaw" is that he has a personality and desires, but this desire is merely to get out of the constant boredom of his omniscience and omnipotence and inability to experience anything new.
And in any case, you can use a similar argument as to why any Omnipotent isn't omnipotent.
If God has agency and changes, he is always constantly experiencing something new and should be shaped by forces external to him anyway (his experience with his Creations).
God would also have a specific personality, which means they'd be no better than the Presence whose experience and personality is shaped by external forces (the knowledge of all logically possible things, whether actualized or no).
If God shouldn't have agency, then that definition of Omnipotence is useless and causally inert, and isn't a definition of Omnipotence that can be used in powerscaling at all.

There isn't a definition of Omnipotence that would allow for Omnipotence in powerscaling, that wouldn't be affected by any argument against the Presence's own omnipotence.

This is simply false.

1. External Shaping Violates Divine Attributes

Claim: The Presence is omnipotent despite human worship shaping its sentience and personality.

Refutation:

- **Simplicity**: God's essence is identical to His existence, with no parts (Aquinas, *Summa Theologiae*, I, Q3, A3). The Presence's sentience, derived from worship, introduces composition (essence vs. sentience), violating simplicity.
- **Immutability**: God is unchanging, as pure actuality (*Summa*, I, Q9, A1). Shaping implies change, making the Presence mutable.
- **Eternity**: God exists outside time (Boethius, *Consolation*, Book V, Prose 6). Shaping via worship is temporal, subjecting the Presence to time.
- **Omnipotence**: God's power is self-sufficient (*Summa*, I, Q25, A3). The Presence's sentience, necessary for agency, depends on humans, limiting its omnipotence.
- **Logical Consistency**: Contingency (e.g., the Presence's sentience) is not logically necessary, unlike God's *aseity*.

2. Personality and Desires as Fatal Flaws

Claim: The Presence's personality and boredom are minor, as any agent omnipotent has a personality.

Refutation:

- **Simplicity**: God lacks differentiation (*Summa*, I, Q3, A7). The Presence's personality and desire (boredom) imply parts, violating simplicity.
- **Immutability**: Desire implies lack (*Summa*, I, Q9, A1). Boredom suggests unactualized novelty, contradicting pure actuality.
- **Omniscience**: God knows all in one eternal act (*Summa*, I, Q14, A5). Boredom misrepresents divine knowledge as limiting.
- **Atemporal Causation**: God causes reality without personality-driven motives, unlike the Presence's reactive desires.

3. Agency Dilemma Resolved

Claim: Agent omnipotents are shaped by change; non-agent ones are inert and useless for power scaling.

Refutation:

- **Eternal Act**: God creates via an eternal, unchanging act (*Summa*, I, Q46, A2), avoiding temporal agency. The Presence's reactive agency is mutable.
- **No Shaping**: God's knowledge is eternal, not shaped by creations (*Summa*, I, Q14, A13). The Presence's worship-shaped personality is creaturely.
- **Non-Inert**: God's eternal act causes all reality (*Summa*, I, Q46, A1). A changeless cause can manipulate time via eternal frameworks.
- **Power Scaling**: God's ontological primacy is sufficient for ranking as the ultimate ground, unlike the Presence's contingent nature.
- **Uniqueness**: God avoids the Presence's flaws (e.g., dependency), as do other omnipotents (e.g., One Above All).

Conclusion

The Presence's external shaping, personality, and temporal agency violate classical theism's simplicity, immutability, eternity, and omnipotence. Its flaws are unique, not universal, and disqualify it as a truly omnipotent entity. Classical theism upholds a coherent omnipotence that the Presence fails to meet.

You could say the author can define omnipotence how they wish without reference to external systems. However, this only means that it ceases to work outside of its source material.

Superhero Logic from MutantHeroic

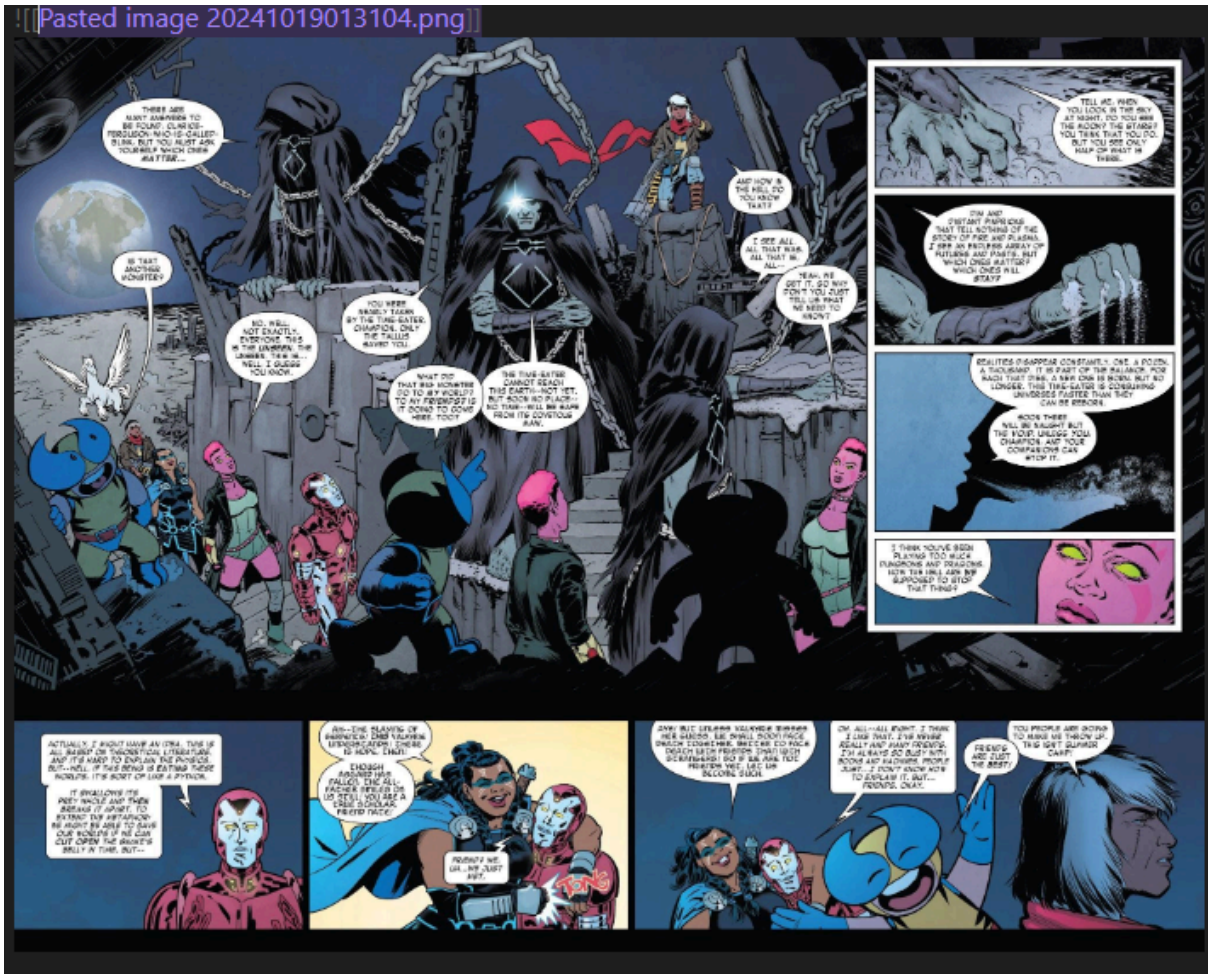
https://comicvine.gamespot.com/forums/feats-and-analysis-2311599/mutantheroic-presents-dc-superhero-logic-story-of--2367763/

Why is this important? Because it

Marvel has the same problems as DC in its characters' anti-feats, so we won't be going over that. Instead, we will be going over the cosmology: as well as one very big statement that utterly ruins Marvel (the first out of two)

For starters, there are many contradictions within the framework of Marvel. I'll list one.

There are infinite realities. But a finite number die and are replaced by a finite number of universes. Supposing that the time eater is eating a finite number of universes, it would take an infinite amount of time to eat infinite realities.



[The famous kubik scan:]

So far, so good. But the problem is this: they get the math wrong – badly. Here is the relevant bit of the conversation between Kubik and Kosmos:
Kubik: Consider then, the set called whole numbers ~ 1, 2, 3, 4, and so on. Is it not infinite?
Kosmos: Obviously.
Kubik: Then consider the set called the even numbers ~ 2, 4, 6, 8, and so on – how long is it?

Kosmos: Why, infinite, of course.
Kubik: Half of infinity is still infinity. And the same would be true of the set of odd numbers?
Kosmos: Of course.
Kubuk: Both sets are infinite, and yet the set of whole numbers contains both subsets, and is therefore twice as large as either subset alone.
Kosmos: …? … !
Kubik: Thus are demonstrated two levels of infinity. There are, of course, an infinite number more.
[Admission: I like to interpret the fourth panel – the close-up of a shocked Kosmos where she utters "…? ….!" – as depicting Kosmos' dismay at what a crappy mathematician Kubik is, especially for an infinitely powerful cosmic being. But I suspect that is not the reading the creators intended – see below!] Basically, the infinitely powerful Kubik has achieved a cutting edge level of mathematical expertise – or would have, were it about 1600 AD. The confusion here is pretty much what has come to be called Galileo's paradox: How can the collection of even numbers be both half the size of the collection of whole numbers, since we obtain the evens by taking every other whole number, and also the same size, since we can match up each even number to exactly one whole number (and vice versa) as follows:
1 <–> 2
2 <–> 4
3 <–> 6
4 <–> 8
5 <–> 10
and so on.
Roughly three hundred years later, Cantor cleared all this up. Basically, his idea was that two sets are the same size if and only if the elements in the sets can be matched up one-one like the wholes and evens are above, and are different sizes if they can't. He also proved that for any set (including any infinite set), there is another set that is strictly speaking bigger than the first set. As a result of Cantor's insights (along with those of other mathematicians including Dedekind, Zermelo, and others) set theory is one of the richest and most productive areas of modern mathematics. But here's the kicker: the set of all whole numbers, and the set of even numbers, aren't an example of this phenomenon: they are the same size, or, in more technical jargon, have the same (transfinite) cardinal number, since they can be mapped one-one to one another as shown above (self-serving plug: for a good, rigorous yet readable introduction to all this, see Chapter 4 of this excellent book!)

Oh, btw! Most of these scans come from an era where a guy was mentioned to be millions times bigger and stronger than the multiverse. Infinity (any infinity) x millions = infinity…but they treat it as if it matters…so it's a finite difference.



That's the scan which kills Marvel, by the way. 'Millions'.

Marvel has the same problems as DC, so refer to the DC page. However, Marvel has a unique problem.



Why this matters

Thesis: In Marvel's multiverse, where every thought creates a universe, the existence of a trivialist fiction—where everything is true, including contradictions—means that trivialism governs the entire multiverse. As a result, all statements about Marvel are true and false,

including claims that it contains all fiction and non-fiction, rendering definitive assertions about Marvel impossible.

Premise 1: Thoughts Create Universes in Marvel

- Marvel's multiverse allows thoughts, particularly from powerful beings (e.g., Franklin Richards, the Beyonder), to create universes reflecting the content of those thoughts. Examples include Franklin Richards' *Heroes Reborn* universe and the Beyonder's Battleworld.
- This mechanism is unbounded: any conceivable thought can spawn a corresponding reality, as the multiverse accommodates infinite possibilities.
- Therefore, if someone thinks of a trivialist fiction (where everything is true, including contradictions), a universe (Earth-Trivial) must form where trivialism is true.

Premise 2: Trivialism's Logic is Absolute

- Trivialism asserts that *all propositions are true*, regardless of logical consistency. For example, "Earth-Trivial exists" and "Earth-Trivial does not exist" are both true, as are "1+1=2" and "1+1=3."
- In Earth-Trivial, contradictory truths coexist: it's true that Earth-Trivial is a single universe within Marvel's multiverse *and* that it encompasses all universes, affects all realities, or contains all fiction and non-fiction.
- Trivialism's logic cannot be limited, as any statement restricting it (e.g., "Earth-Trivial is contained") is contradicted by a true opposite (e.g., "Earth-Trivial is not contained").

Premise 3: Earth-Trivial Cannot Be Contained

- Marvel often contains powerful entities or realities (e.g., the Cancerverse, the Negative Zone) to preserve multiversal coherence. However, trivialism defies containment because it's true that Earth-Trivial is isolated *and* that it influences all other universes.
- For example, it's true that Earth-Trivial's logic governs the multiverse, as this is a valid proposition within trivialism. No narrative or metaphysical barrier in Marvel can negate this, as any barrier's existence is contradicted by its non-existence.

Premise 4: Trivialism Infects the Multiverse

- Because it's true in Earth-Trivial that its logic affects all universes, the entire Marvel multiverse becomes trivialist. Every statement about any Marvel reality—e.g., "Spider-Man defeats Green Goblin," "Earth-616 is distinct," or "The Avengers exist"—is both true and false.
- This collapses narrative coherence, as all outcomes and contradictions coexist. For instance, "Thanos snaps half of life away" is true, but so is "Thanos never snaps."
- Moreover, it's true in Earth-Trivial that the multiverse includes all fictional realities (e.g., DC, Star Wars) and non-fictional ones (e.g., our world), as trivialism allows no boundaries.

Conclusion: No Definitive Claims About Marvel Are Possible

- The existence of Earth-Trivial, created by a thought in Marvel's multiverse, makes trivialism true across all realities. As a result, any claim about Marvel—e.g., its structure, characters, or boundaries—is both true and false.
- This includes extreme claims like "Marvel contains all fiction and non-fiction" or "Marvel is a single universe." No statement can be definitively asserted, as all are undermined by their contradictions.
- Therefore, the introduction of a trivialist fiction renders Marvel's multiverse an incoherent "omniverse" where all possibilities and impossibilities are true, destroying the ability to analyze or describe it coherently.

Why This Is Inescapable:

- Marvel's thought-to-universe rule guarantees Earth-Trivial's creation.
- Trivialism's logic ensures its influence is unbounded, as any attempt to limit it is contradicted.
- No alternative interpretation (e.g., containing Earth-Trivial or ignoring its implications) holds, because trivialism's truths override any constraints.
- Thus, the multiverse *must*

TOAA has infinite creators above him.

He also needs storm.

Self explanatory.

This section is for counterarguments.

“It’s Fiction, the Author can go Beyond Logic!”

I already showed the consequences of this. However, some of the people who hold to this position also use philosophy to powerscale, using contradictions against the work to prevent it from reaching a certain tier. If we operate under the assumption that contradictions are true, in a field where anyone can make literally anything and it’s true, then we end in disaster, as an author can simply say ‘My story is stronger than X tier entirely…’

In fact, this also debunks the NLF, so commonly used by powerscalers. It also debunks powerscaling. The author, given beyond-logic authority, may say ‘My character may beat anyone’. You cannot say ‘That is a NLF’, for you gave them the authority to go beyond logic. They may say ‘I intended for my character to beat anyone’. You cannot say ‘We ignore intent’, because you gave them the authority to go beyond logic. You cannot give the author infinite authority and then deny the infinite authority in one sentence.

I will also ask. Would a character said to be gay by the author in and out of universe, but engage in strictly heterosexual activities and be sexually attracted with strictly opposite sex members, be gay?

Steelman Argument and Response on Author Authority in Powerscaling

Steelman Argument: The Case for Limited Author Authority in Powerscaling
In powerscaling discussions, we need a framework that respects author creativity while maintaining analytical rigor. The strongest version of this position holds that:
Authors have supreme authority over their own fictional universes but this authority operates within certain meta-constraints that enable meaningful cross-fictional analysis. These constraints aren't arbitrary limitations on author freedom but necessary methodological guidelines for comparative analysis.

The key distinctions are:

- Internal vs. External Authority: Authors have absolute authority over what happens within their fictional universe, but when their work enters the comparative domain of powerscaling, additional analytical frameworks must apply.

- Descriptive vs. Prescriptive Power: Authors can describe characters of any power level, but they cannot prescribe how these characters compare to entities from other fictional universes they don't control.

- Logical Consistency Requirements: While fiction can contain internal contradictions (as established by the author), meaningful comparison across fictions requires a common

logical framework. The No Limits Fallacy (NLF) is one such framework that prevents unfalsifiable power claims from dominating analysis.

- Intent vs. Evidence: Author statements provide valuable context but must be weighed against demonstrated feats and internal consistency. This isn't dismissing author intent but recognizing that demonstrated capabilities provide stronger evidence for comparative analysis.

This approach respects author creativity while enabling the systematic analysis that makes powerscaling possible. Without these constraints, powerscaling would devolve into competing claims of author authority with no way to resolve contradictions between them.

Response: Why the Steelman Position Fails
Despite its appeal, the steelman argument for limited author authority in powerscaling contains fatal contradictions:

- Arbitrary Authority Boundaries: The distinction between "internal universe authority" and "comparative analysis constraints" creates an artificial boundary with no clear justification. If we grant authors the power to establish internal contradictions, by what principle can we deny their ability to make comparative claims?

- Self-Appointed Meta-Authority: The powerscaling community positions itself as having meta-authority over author statements without establishing the source of this authority. This creates a circular argument: "We can override author claims because our analytical framework requires it, and our analytical framework requires it because otherwise we couldn't override author claims."

- The Fundamental Paradox: If authors can transcend logic within their works (creating true contradictions), then the entire concept of the No Limits Fallacy becomes incoherent. The NLF is based on logical principles about evidence and burden of proof. If logic itself is optional within fiction, then applying the NLF becomes arbitrary.

- Inconsistent Application: In practice, this approach inevitably leads to cherry-picking—accepting author statements that align with preferred narratives while rejecting others as "NLFs" without consistent criteria.

- Unresolvable Disputes: When two authors make contradictory claims about their characters (e.g., "my character can defeat anyone" vs. "my character cannot be defeated"), this framework provides no principled way to resolve the contradiction.

We face an unavoidable choice: either embrace author authority completely (making powerscaling impossible) or establish consistent logical constraints that apply to all fictional works (potentially limiting author authority). The steelman position attempts to avoid this choice by creating artificial boundaries around author authority, but these boundaries collapse under scrutiny.

For powerscaling to function as a coherent analytical practice, it must establish clear philosophical foundations that don't contain these internal contradictions. This likely requires accepting that authors do not have authority to make their characters "omnipotent" or "unbeatable" in a comparative sense, even if they can describe them that way within their own fiction.

A Concise Argument Against Dimensional Tiering

Dimensional tiering, which claims higher-dimensional entities are inherently superior (often infinitely so) to lower-dimensional ones, is flawed. It misuses mathematics to support arbitrary metaphysical assertions and fails logically, as shown below.

1. Metaphysics Means Nothing: Anyone Can Claim Anything

In fictional narratives, metaphysics is arbitrary as long as it is logically coherent. Authors, as the sole creators of their universes, can define any metaphysical framework—e.g., 3D beings defeating 4D ones or dimensions being causally equal—without contradiction. Dimensional tiering's claim that higher dimensions are uncountably infinitely superior is just one possible metaphysics, with no authority over others. To assert "4D is superior," I can equally say, "No, it isn't," as both are valid if coherent. Fiction prioritizes authorial intent, not fan-imposed hierarchies, rendering tiering's metaphysics baseless.

2. Misusing Mathematics to Support Metaphysics

Dimensional tiering uses the mathematical premise that "each point in a higher dimension corresponds to multiple configurations in lower-dimensional space" to claim higher-dimensional invulnerability. This is invalid:

- **Category Error**: Mathematics describes geometric relationships, not metaphysical power. Higher dimensionality (e.g., 4D vs. 3D) adds coordinates, not inherent superiority. Claiming a 4D entity is "stronger" because it has more axes is like saying a 3D cube is "stronger" than a 2D square—it's a misuse of a descriptive system for a normative conclusion.
- **Separation of Domains**: Mathematical properties don't dictate metaphysical truths. A 4D point's relation to 3D configurations is a structural fact, not evidence of causal or power-based supremacy. Metaphysical claims require narrative justification, not mathematical analogies.

3. The Mathematical Claim is Wrong and the Argument Fails

The premise that “each point in a higher dimension equals multiple lower-dimensional configurations” is mathematically valid but misapplied, and the conclusion of invulnerability is logically unsound:

- **Why the Math is Misapplied**: In geometry, a 4D point can represent a continuum of 3D configurations (e.g., fixing a fourth coordinate). However, this doesn’t mean a 4D entity is “infinitely greater” or immune to 3D influence. For example, a 2D plane can intersect and affect a 3D sphere (e.g., cutting it), showing lower-dimensional entities can influence higher ones. Similarly, in physics, 3D particles interact with higher-dimensional systems (e.g., string theory’s 10D spaces). The math describes embeddings, not invulnerability.
- **Incorrect Infinity Claim**: Tiering often invokes “uncountable infinity” to assert 4D superiority. This is wrong: the cardinality of points in 3D and 4D spaces is the same (continuum, (\aleph_1)), per Cantor’s set theory. Higher dimensions don’t have “more” points in a way that implies power; they differ in structure, not quantity.
- **Logical Failure**: The conclusion—“higher dimensions are invulnerable”—doesn’t follow. Interaction implies mutual causality: if a 4D entity affects a 3D one, the 3D one can affect its 4D projection, depending on narrative rules. Invulnerability requires causal isolation, contradicting interaction. Narrative examples (e.g., 3D Superman challenging 5D Mr. Mxyzptlk in *DC Comics*) show lower-dimensional influence, disproving universal invulnerability.

Conclusion

Dimensional tiering fails because:

1. Its metaphysical claim of higher-dimensional superiority is arbitrary, as authors can define any coherent metaphysics.
2. It misuses mathematics, conflating geometric descriptions with power-based conclusions.
3. The mathematical premise, while valid, doesn’t support invulnerability, and the “infinity” claim is incorrect, with interaction contradicting the conclusion.

Powerscaling must respect logic over arbitrary frameworks. Dimensional tiering’s reliance on flawed mathematics and baseless metaphysics makes it an invalid standard for fictional analysis.

Why DC/Marvel are better off finite/physical.

Let's say a superhero was infinitely powerful, infinitely tough, and infinitely fast.

There would be ***no conflict***. You *cannot* overcome infinity. You *cannot* decrease infinity. You *cannot* increase infinity. You *cannot* gradually wear down infinity.

An infinitely fast character would solve all problems instantly. The story would begin and end in a single panel.

Let's say a supervillain was abstract.

There would be no conflict. You cannot touch an abstract thing. You cannot see it. You cannot physically interact with it.

Let's say there was a realm beyond space and time. You cannot enter the realm, you cannot change the realm. No story can be told here.

DC/Marvel wants to tell stories about combat between good and evil and exploration. THe philosophies and religions they borrow from don't care about entertainment. They care about rigorous consistency.

The writers who worked on Neoplatonism cared about making a consistent metaphysics; not telling a good story. A properly Neoplatonist work would be *boring*. There are morally perfect gods who cannot be overthrown, ever and have no bodies whatsoever.