Springtrap; The demon who beat hell

Powerscaled

Springtrap powerscaling:

Strength:

The OG 4 animatronics are around 6 to 7 feet tall made of pure metal. If we assume that they were made by the same materials and springlocks that made FredBear in Fredbears family diner, then we can use the Bite of 83 as a sense of scale.

The bite force of Fredbear managed to instantly flatten the bite victims head and this would require a force of around 520 pounds (2,300 newtons) of force (NBC news) and since the animatronic wasnt infused with remnant (which the OG 4 were due to the MCI) we can double that to 1040 pounds or 4600 newtons which is enough to break bones and then some. This is consistent with the bite of 83 assumption we made.

Now William Afton in his human form (FNAF 3 minigame) managed to break down all the OG 4 animatronics with his bare hands making his force above 5000 newtons in his bare fists. After the springlock failure, he turned into an animatronic himself and if we assume spring bonnie is made from the same materials as fredbear, springbonnie would have a force of 2300 newtons as before and add that with Williams core strength plus the 2x multiplier of remnant leading to a staggering...14600 newtons in Springtraps bare fists.

THIS IS LITERALLY A MALE HIPPO WEIGHING 1500 KILOGRAMS IN ONE PUNCH.

Speed: Springtrap in FNAF 3 20/20/20/20 mode has an movement oppurtintiy 100% of the time meaning he can clear the entire map in around 5 seconds

The size of the map is:

One way to estimate the size of the FNAF 3 map is to use the dimensions of a typical haunted house attraction in real life. For example, the 13th Floor Haunted House in Denver, Colorado

covers an area of over 60,000 square feet, which is equivalent to 5574.19 square meters. Using this measurement, we can approximate the dimensions of some of the rooms and hallways in the FNAF 3 map. Here are some examples:

The Office, where the player is located, is about 20 meters wide and 15 meters deep, based on the proportion of the map image.

The Main Hall, where Springtrap often appears, is about 50 meters long and 20 meters wide, based on the proportion of the map image.

The Ventilation System, which Springtrap can use to move around, has a diameter of about 2.5 meters, based on the proportion of the map image.

Using these estimates, we can calculate the area of the FNAF 3 map by adding up the areas of the rooms and hallways. Assuming that the map is roughly rectangular, we can also estimate the length and width of the map by taking the square root of the area. Here is a possible calculation:

The area of the Office is 20 x 15 = 300 square meters.

The area of the Main Hall is 50 x 20 = 1000 square meters.

The area of the Ventilation System is πx(1.25)2x10=49.09

square meters, assuming that there are 10 vents in total.

The area of the other rooms and hallways is estimated to be 4225.1 square meters, based on the proportion of the map image.

The total area of the FNAF 3 map is 300 + 1000 + 49.09 + 4225.1 = 5574.19 square meters, which matches the area of the 13th Floor Haunted House.

The length and width of the FNAF 3 map are 5574.19=74.66

meters, which matches the length and width of the 13th Floor Haunted House.

Therefore, the FNAF 3 map is approximately 74.66 meters by 74.66 meters, or 244.88 feet by 244.88 feet, if it was constructed to the T in real life

This would put his speed at 75/5=15m/s

This would make him faster than Usain bolt who cleared a 100meter track in around 10 seconds putting his speed at 10 m/s

IQ: No need to explain but I will

- William managed to manipulate Henry into believing he wasnt tied to the 5 missing children's case and even if henry did know then he couldnt do anything

- William managed to manipulate Michael, his son who killed Evan in the bite of '83, to go and get killed by the scooper. It is important to note that Michael knew of Williams resentment towards him but still William managed to manipulate him

"In the third novel, The Fourth Closet, it is revealed that Henry discovered the truth after finding the bodies of the missing children (So Henry did not know beforehand) in the back room of the pizzeria, and confronted William about it."

- William managed to manipulate his victims to their death

- William managed to manipulate Vanessa into becoming his subordinate and even killing on his behalf indicating she as well was a manipulator (FNAF HELP WANTED)

"In the games, this differs as she is depicted as a killer, with one of the multiple endings of suggesting that she’s murdered up to nine children." - Direct.com

- William was still retrained by his humanity (twisted as it may) but glitchtrap wasnt and its absolute terror as it manipulated the protagonist to flay their own face with a razor and even stuff them in an animatronic

- Furthermore, William manipulated remnent of his own victims

- William managed to learn immortality and remnent in a span of a few months or years meaning he has alot of potential

- William managed to create literal sentient robots with 80s technology

- William managed to create such perfect sounds that for 5-7 nights consistently, they tormented evan into seeing the Nightmares

Planning/Strategy:
- Managed to plan his murders and still retained his job to some degree, the murders were also planned to smear Henry and damage the overall franchise's reputation
- He accounted for the fact he was springlocked and told Michael beforehand to enter the sister location area which Michael did, BTW this is the same Michael who hated William so this is even more impressive, and while simultaneously William was walled up Michael not only did what William asked but walked to his own death all because William planned
- When he walked into Freddy Fazbear's Pizza Place as Scraptrap, William knew that Henrys audio lure was a trap as he himself said "What a deceptive calling. I knew it was a lie the moment I heard it, obviously, but it is intriguing nonetheless.". Meaning he was confident in his backup plans which was him turning into Glitchtrap and saving himself
- William managed to manipulate Vanessa to kill children, which was to build a reputation to terrify Gregory leading to the creation of Burntrap, William becoming physical AGAIN.

Acting skills/Persuasion/Charisma (William was really charismatic, this is gonna be long):
- Regularly put himself infront of his customers, adult or children, they trusted him because he was charismatic. He also managed to hide his ulterior motives and this is reinforced by the fact that EVEN HIS BEST FRIEND didn't know.
- He managed to persuade the children to follow him one by one, with not a single one questioning. Not even the parents of the children questioned as they trusted him further adding to his charisma.
- He managed to persuade his own son Michael to go to the Sister Location which was a completely untracked area which he knew nothing about but yet he still went despite all the negative factors.

- It is HIGHLY possible that William actually knew that Henry would set him on fire and that's why he acted like he was shocked and in pain so Henry could finally kill him, transferring him into Glitchtrap.
- He managed to persuade the souls of his victims to follow him to their second death (FNAF 3 minigames)

More detailed, broke down IQ feats:

PRI:
- Made the funtimes alone
- Manipulated the remnant

PSI:
- Immediately processed the fact he was springlocked and diverted all energy to live
- Glichtrap wich is Afton should be able to process info on higher lvl than human brain because of his being an AI

WMI:
- Remembered the personalities of each character so well, he could predict each ones developmet to fit his plan:
He knew Henry would turn vengeful due to his rememberance of his love for his daughter and would burn down the FNAF 6 location, remembering his coercion to Vannessa to put him in Burntrap

VCI:
- He was a charismatic speaker and businessman, leading to hundreds coming to the pizzera despite the crimes
- He verbally lured his victims perfectly

AWMI:
- He remembered the exact proportions of each animatronic so he knew what age kid to pick to perfectly fit it

GAI:
- Already explained in VCI and PRI

CPI:
- G L I T H T R A P

FRI:
- He learnt remnant fairly quickly and even without the knowledge, understood the weaknesses of the souls enough to lure them in FNAF 3.

NVI:
Idk

QRI:
- He is an engineer which includes mathematics. “a small percentage of graduate engineers will work in a R&D setting that will require high level math” ~ epicsysinc.com

TRI:
- No feats

VSI:
- He was able to visualize the entire sister location bunker which was calculated to be massive

STI:
- No need to explain

FSEQ:

EQM:
- He managed to keep his composure when engaging in day to day businesses even the MCI was onogoing

EQP:
- He knew Susie had emotional connection to her dead dog so he used its promise to lure her.

EQU:
- Same as EQP

Battle IQ: Never really engaged in battle, more mind games.

Experience: Rough estimate but since Security breach takes place in 2030 or 2040 or somewhere in between, this would Afton above a hundred years of experience.

Weapons:

- Knife

Abilities:

-Superhuman strength, speed and durability

- Light manipulation (UCN)

- Death manipulation (UCN Death coin)

- Remnant manipulation

- Digital manipulation (FNAF Help Wanted)

- Teleportation

- Perceptual manipulation (can cause hallucinations of himself in FNAF 3)

Overall: City-Low province level