DAZAI OSAMU LOGICAL FEATS DOCUMENT

Status: 100% Done



Document by RolloNotOver

TEXT:

Light Green - FSIQ, Memory, Adaptability.
Pink - Emotional Intelligence, Adversity Capacity.
Light Pink - Social Intelligence, Intuition.
Red - Strategy, Planning, Tactics.
Yellow - Deception.
Green - Manipulation, Leadership.
Rose - Reasoning and Thinking.
Blue - Foresight.
Light Purple - Sensory, Insight.

Orange - General Attributions & Plot Line Explanation
Grey - Highlights.
Lighter Colors - Scan

(Cyan) - Respective category attributed.
(Red) - Narrative Composition.

START:

Dazai Osamu's Cognitive Abilities and their Fundamental Properties

Dazai Osamu is a ridiculously smart character, who would be best described as possessing unrealistic cognition. His unique traits are not just supported, but fully integrated in the **Bungou Stray Dogs** plotline and mind games as part of Dazai's arsenal, meaning that their existence and elaboration is absolutely necessary in a full analysis of his character's wits.
His abilities are explained thoroughly in a manner which acknowledges the unrealism of his conditions, but showcases their mechanisms in a theoretically possible setting which involves no divergence from the shared details by the author while also ensuring no baseless assumptions for his capacity but only what Kafka Asagiri has fully supported through given implications on this specific topic.
Most of those explanations come from concrete displays of Dazai's abilities showcased later in the story in various feats, but as they are conditions Dazai was born with, it is better to give insight of his developing capabilities in order. That is because understanding Dazai's abilities is a necessity when it comes to understanding his actions, as they are impossible to overlook without cutting down a part of **Bungou Stray Dogs**' plotline itself.

Now without further ado let's get into the logical feats of Dazai from the start of the story:

THANK YOU FOR READING