Categories
FSIQ:WMI,VCI,FRI,VSI,PSI
EQ:Emotional understanding,Emotional perception,Emotional management,Emotional engagement



SQ:Social interrogation,Social cognition,Leadership,Charisma
AC:Mental fortitude,Stress tolerance,Perseverance,Impulse management,Cognitive discipline
Manipulation:Indirect manipulation,Direct manipulation,Mass manipulation,Logical manipulation,Emotional manipulation,
Deception:Information control,Misleading,Axting skills,Concealment,Bluffing
Psychology:Cold reading,Psychological warfare,Profiling
Intelligence:Crystalised intelligence,Fluid intelligence
Strategy:Just strategy
Planning:Just planning
Reasoning:Inductive reasoning,Deductive reasoning,Abductive reasoning
Foresight:Logical prediction,Inutive prediction,Anticipation,Trap evasion,Setting traps
Thinking:Critical thinking,Linear thinking,Non linear thinking,Abstract thinking,System thinking
Adaptability:Social adaptability,Mental adaptability,Eviormentlal adaptability,Learning ability,
Analysis:Pattern recognition,Information gathering,Threat assessment,Data analysis
Observation,Perception

This doc will be the first version of the total Kurama doc. When all the arcs are done I will combine it into a bigger doc

Chapter 20
Kurama has supposedly had no prior convictions and no known identity

(Concealment)

The team comprising of Kurama,Gouki and Hiei managed to steal some of the most valuable artifacts from the spirit world. We don't know exactly how it went but since Kurama is the brains of the group I will assume he did the thinking

(Planning)

Chapter 22
Kurama was able to find which school yusuke attends aswell as his name in at most a few days in a time where the internet wasn't as powerful. He also set up a trap by telling another student to call him over which Yusuke fell for

(Logical prediction,Setting traps,Information gathering)

Managed to hide as a human for over 15 years without anyone suspecting a thing despite being a demon with a conpletely different nature,social dynamics and norms then humans. Keep in mind he's centuries old so changing his persona so quickly would be very difficult

(Emotional management,Social integration,Impulse management,Cognitive discipline,Acting skills,Social adaptability,Mental adaptability,Environmental adaptability,Fluid intelligence)

Chapter 24
As Yusuke and Hiei are fighting Kurama sees an aura and instantly deduces that it's them, he then comes in jumping between Yusuke and Hiei in order to save Yusuke before. Right after getting stabbed he quickly uses the blood to weaken Hieis eyes knowing that their the source of his power. All the while remaining conpletely calm

(PSI,Mental fortitude,Stress tolerance,Linear thinking,Abstract thinking,Inducitve reasoning,Strategy,Resource utilization,Crystallized intelligence)

Thats it for the Three artifacts arc

Saint beast arc

Chapter 35
As he fights with Genbu goes on he is shown that Genbu can absorb himself into the stone in order to make himself invisible without any real way to predict where. Kurama counters this by puryfing the air with roses in order to make Genbus aura more noticeable therefore allowing him to deduce where he will strike

(FRI,Critical thinking,Linear thinking,Logical prediction,Setting traps,Resource utilization,Strategy,Crystalized intelligence)

Genbu has the ability to absorb his body pieces back so the strategy was no more then an inconvenience for him. As he attacks Kurama he quickly deduces what part of the body is doing the regeneration on his body by observing the diffent body parts and sensing the auras of them. He then destroys them in order to stop his regeneration

(Stress tolerance,Cognitive discipline,Linear thinking Inductive reasoning,Deductive reasoning,Abductive reasoning,Observation,Perception,Mental adaptability,Strategy,Fluid intelligence,Information gathering,Data analysis)

Chapter 56

Kuramas assult towards a demon named Roto is stopped by a threat towards his parents life placing him into a trap where he cannot fight back due to the threat towards his loved ones. He counters this by throwing a pebble as a distraction in order to get the time to plant a deadily seed into his body that will instantly kill him from the inside. Keep in mind he came up with this on the spot

(PSI,Emotional management,Mental fortitude,Misleading,Acting skills,Concealment,Trap evasion,Resource utilization,Strategy)

Chapter 61

As Kurama is watching a match he senses that three of the fighters were humans deducing that they were in fact not there by their own choice. He likely deduced this based on the theme in the dark tournament that there is only supposed to be one team comprised of humans. That fact would lead to the deduction that there cannot be a human in another team which means that the humans he saw have to have some kinda quirk that seperates them from humans since the dark tournament accepted them. Since he sensed they were indeed fully human he could likely deduce that the most probable reason would be that they weren't sentient or didn't wanna be there

(FRI,Linear thinking,System thinking,Deductive reasoning,Abductive reasoning,Crystalized intelligence,Information gathering,Data analysis)

Chapter 63

Hiei and Kurama are fighting a robot. Hiei realizing his sword is having no effect decides to try to use the darkness flame which would lead to both of his arms being unusuable. To prevent this he quickly uses the robots non sentient mind against it by moving it to its other arm which the

robot follows due to its programming. He moves towards the direction of the other robotic arm to make them crash disabling its grip on Hiei preventing his needed usage of the darkness flame

(Stress tolerance,Perserverance, Linear thinking,Abstract thinking,Logical prediction,Setting traps,Crystalized intelligence)

This action leads to the robot being able to trap him instead with both of its arms. Before the arms can even reach him Kurama manages to use the robotic nature of it against it again by distributing its system with his rose whip knowing that robots don't feel pain therefore they wont be afraid to avoid it

(FRI,PSI,Stress tolerance,Cognitive discipline,Critical thinking,Linear thinking,Logical prediction,Trap evasion,Fluid intelligence)

Chapter 65
Managed to heal the illness of a diying man with the use of botanical poisons despite never having worked in any human healthcare

(WMI,VCI,Learning ability,Crystalized intelligence,Information gathering,Data analysis)

Chapter 67
Kurama goes up against an opponent named Gamma who uses makeup as his main ability which he is able to use to trap Kurama with 280kgs worth of force divided into his legs and arms. Kurama unable to move fully is seen as an easy opponent for Gamma which leads him to attack him recklessly without defense which Kurama counters by using a rose whip from his hair to kill him off. He likely made himself seem weaker on purpose (since he can move better against Toya) and used his "weakness" to get Gamma to attack him without any defense in mind so that he could kill him easier

(Mental fortitude,Stress tolerance,Perserverance,Misleading,Fabrication,Concealment,Logical manipulation,Logical prediction,Setting traps,Physical adaptability,Resource utilization,Strategy)

Chapter 68
Right before he dies Gamma places a curse on Kurama that disables his aura along with the 280kgs of weight. Even after that he's shown to be able to evade attacks from Toya who should be equal if not superior to Gamma who was relatively matched with Kurama

(Mental fortitude,Perserverance,Physical adaptability)

As Toya is about to finish off Kurama with a final blow through his head which Kurama counters by using his wounds created by Toya likely intentionally (not that he could have avoided the attacks better it was just a part of the strategy) to take Toya out right before he falls unconscious mere moments later by using the energy within his body to use his rose powers. He likely predicted that Toya would try to strike him down up close based on the way he spoke about Gamma and avenging him which likely made Kurama aware that Toya took this battle personally and would therefore try to kill him upclose

(Emotional understanding,Mental fortitude,Stress tolerance,Perserverance,Cognitive discipline,Non linear thinking,Emotional manipulation, Misleading,Setting traps,Resource utilization,Strategy,Crystalized intelligence)

Chapter 88
Kurama watches the match between the Toguro brothers and the high five rangers, as he watches Karasu he deduces that his power likely works by inserting his aura into the opponents body before making it explode by observing that the locations of his hands directly correlated with where the explosion landed

(Critical thinking,Inductive reasoning,Abductive reasoning,Observation,Fluid intelligence,Information gathering,Data analysis)

Chapter 92
Kuwabara mentions to Kurama that Yusuke was acting weird and raced off that morning while Genkai never came back. Kurama then concludes that one of them must be dead since Karasu told him earlier that day that someone would die and the change in dynamic would be a sign of a death (it's unknown if he managed to deduce that it was Genkai)

(Non linear thinking,Inductive reasoning,Deductive reasoning,Crystalized intelligence)

Chapter 95
Kurama used the poision that allows him to turn into his fox form as practice before the match. From the usage he was able to deduce that it lasts for 15 minutes and that it takes awhile before the form activates which is why he took a sip just two minutes before the match

(Critical thinking,Linear thinking,Inductive reasoning,Crystalized intelligence,Information gathering,Data analysis)

As the match starts he decides to bluff by implying that he would use a move to defeat him. By using this bluff he tries to get an advantage by using a technique that covers a wide area between them to make Karasu keep his distance. This was also likely to be a strategy to get enough time to transform into Yoko

(Linear thinking,Non linear thinking,Indirect manipulation,Acting skills,Bluffing,Strategy)

It's gets revealed that Kurama was wrong about Karasus ability is to create explosions from any position which he uses to blast of a chunk of Kuramas arm, despite this Kurama is still able to think clearly

(Mental fortitude,Stress tolerance,Perserverance,Impulse management,Cognitive discipline)

Chapter 96
Karasu traps Kurama into an area of his explosives which Kurama calmly counters by using something known as the humble plant to protect himself since it naturally closes its leaves when touched by fire which perfectly counters Karasus ability since it has fire elements

(PSI,Stress tolerance,Perserverance,Linear thinking,Trap evasion,Resource utilization,Crystalized intelligence)

Chapter 97
Kurama is knocked out of his fox form despite having 10 minutes left based on the data. He deduces that it's could be that he has built a resistance towards it by using it to much

(FRI,Stress tolerance,Cognitive discipline,Critical thinking,Non linear thinking,Abstract thinking,Abductive reasoning)

Kurama goes into hand to hand combat with Karasu to damage him right at his heart to create an opening, despite not being able to summon plants from the demon world anymore he had the yoko spirit within him which allowed him to summon it from a wound by using his life energy. He likely wanted to get injured to summon the plants

(FRI,Stress tolerance,Non linear thinking,Setting traps,Mental adaptability,Physical adaptability,Strategy,Crystalized intelligence)

Chapter 114
It's shown that Kurama got the highest test results likely in the whole school since they mentioned that no senior could do what he does even going as far as to state that he would be the major reason their school could get funded if he were to join. What makes this more impressive was that this was in a private school. There is about 850 students in an avarged high

school and this was in a private school so we could assume Kuwabara would be about 1 in a 1000 in academic ability

(WMI,VCI,FRI,Critical thinking,Linear thinking,Learning ability,Crystalized intelligence)

Chapter 115

Kurama is placed in a situation where he needs the key to fully escape Kaitos territory that Kaito has one of his comrades to keep. The tricky part is that since no violence is allowed in Kaitos territory he can't simply take it from him forcefully since that would be an act of violence. Kurama keeping this in mind still manages to take the key by using his plants to gently take the key without anyone noticing it using one of his plants to expand from where he was sitting over to the guy holding the key in order to not allow suspicion to be placed at him all the while speaking to Kaito to keep him form noticing

(Critical thinking,Non linear thinking,Abstract thinking,Acting skills,Trap evasion,Environmental adaptability,resource utilization,Strategy)

Chapter 116

Kurama manages to speak comfortably even when Z,I,X and W have been placed into the taboo zone (chat gpt estimates he can only use 10-15% of the English vocabulary) and even after V,U and T are taboo he still manages to quickly put together a few words despite a estimate of 1-2% of the English vocabulary being usable

(WMI,VCI,Mental fortitude,Stress tolerance,Impulse management,Mental adaptability,Eviormental adaptability,Crystalized intelligence)

Kurama knowing that Kaito is gone for at least a moment decides to make his move by taking out his comrade both likely in order to 1:Let him think entirely for himself 2:Make him more paranoid. Kurama knew that Kaito was a logical guy based on his behavior in school. Based on this Kurama likely anticipated that he would be able to deduce that he would indeed be trying to throw him off at the right second which would make him extremely on guard in order to win the game. Knowing that all of his focuse would be placed into his restriction of the first jumpscare. Knowing that Kaito saw him as a rival Kurama would likely conclude that he would try to look him in the face before supposedly winning. This is why Kurama fabricated all the other stuff in advance in order to take Kaito out of the game by making a funny face while all of Kaitos paranoia about potentially losing his soul had dissapeard just moments before

(Emotional understanding,Emotional engagement,Non linear thinking,Inductive reasoning,Indirect manipulation,Emotional manipulation,Information

control,Concealment,Fabrication,Intuitive prediction,Setting traps,Psychological warfare,Mental adaptability,Resource utilization,Planning,Strategy)

Chapter 127
Reads Sensuis lips which manages to get the conclusion the Seaman was a trap

(Observation,Perception)

Chapter 133
Manages to deduce that Sensui is planning to use Gourme to consume Kuwabara in order to get his dimensional splitting sword leading to the victory of their plan. He did this by this logic: 1:Gourme used the same ability as Elder Toguro to capture Kuwabara 2:He was physically strong enough to hold Kuwabara in place (He's B class level most likely meaning that Theres very few people capable of doing that) despite being nameless which indicates that he hasn't had this level of power for very long which could then be explained by this not being his own body 3:His ability isnt similar to the abilities of most of the psychics or any of them for that matter. Of the abilities Kurama has scene they have all been powers meant to change the fabric of reality not distorting there body 4:No human can naturally distort their body like that and as made clear by point 3 it's not his territory due to it being physical rather then spiritual 5:Since that guy for sure isnt a psychic he can be placed as an anomaly among the Sensui seven meaning that Theres something different about him. Based on the observation the he mainly recruits psychics it's likely that the one that is not would have high status as a fighter for him to personally seek him out. This also indicates that they met recently due to the sudden break of pattern 6:Elder Toguro can regenerate meaning his death could be false and he has a personal agenda against them and the deduction of him being a recent member would indicate that it is someone that has something personal against their team. All of this would point towards Elder Toguro being the one being consumed

(FRI,WMI,Emotional understanding,Social cognition,Mental fortitude,Stress tolerance,Critical thinking,Linear thinking,Non linear thinking,Abstract thinking,System thinking,Inductive reasoning,Deductibe reasoning,Abductive reasoning,Observation,Perception,Crystalized intelligence,Pattern recognition,Data analysis)

Chapter 134
As they go down the cave leading to Sensui and the source of the demon hole they discover a strange door which leads to the territory of Gamemaster, Agter that Gamemaster states the game and luckily enough Kurama has played it before and therefore has the info to create a strategy around it. First