[Doc Made By Nino_IQ + Yusha]

[Composite] Fujimaru Ritsuka
“Master of Chaldea”



Several Millennia Passed Since The World of Primates Was Sat.
The Age of God Has Ended,
and Through Time,
Mankind Has Become The Most Prosperous Beings on Earth.
And So We Shape The Future of This Planet and Inscribe Its

History on The Surface.
For That, We Nurtured Knowledge,
Produced Many Resources…
And Saw Many Lives Reincarnated.
It's a Map to Prolong Mankind's Survival and to Ensure Its Everlasting Prosperity.
in The World of Magecraft,
This is Called "Humanity"
Those of Chaldea Have Been Charged to Protect It!
I am Fujimaru Ritsuka!
So Many People Helped Me…
And Here I Stand on Behalf of so Many Others…
As The Master of Chaldea!
I Challenge You…
Goetia!!!

If you have zero knowledge about SCD (Smart Characters Debates - IntelligenceScaling) I would recommend reading this :
Complete Guide to IntelligenceScaling

Here is their wiki profile for more information :
Fujimaru Ritsuka

Type-Moon SCD Characters

[FSIQ - Intelligence - Reasoning - Thinking - Cognition - Sensory - Insight - Analysis - Methods]
[EQ - Psychology - Psychological Warfare - Deception - Manipulation - Manipulation Methods - Tactics]
[SQ - Social Engineering - Judgment - Adaptability]
[AC - Resistances - Foresight - Planning - Strategy - Countering - Counteraction - Field Skills]
[Unpredictability - Miscellaneous]
[Notes]

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- This Doc explains their intelligence feats “Main Quest” only and until Ordeal Call 4, therefore no filler events or any one shots unless confirmed to be canon.

- The final chapter [Which will happen this year] will have its own doc explaining everything in detail.

- Also, I will be referring to Ritsuka as “He” as long as the gender remains unknown in the feat.

- Orleans + Septem + Ooku all didn’t have any feats for them.

- Ritsuka isn’t a High Tier SCD character nor a Mid Tier by any means, he has a lot of anti-feats which downgrades him a lot, at best he is a Low Tier SCD character.

- This Doc will be always updated for new feats of course.

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Haxes related to Intelligence :

1- Whenever he makes a contract with a servant and at an unknown point (Mostly sleeping) he gets memories and information about the servants that he is contracted with allowing him to understand why they are what they are.

[General Knowledge - PSI]

2- Mystic Codes : Mystic codes allows Ritsuka to supply mana to servants and use multiple abilities since he can’t use them himself due to lack of magical circuits and they also provide tolerance to attacks to some degree and not fully because once he is back from the mission all the pain they endured comes back to Ritsuka and puts him in bed out of pain.

[Stress Tolerance - Mental Fortitude]

3- Clairvoyance : All masters in Fate Series get a form of Clairvoyance that allows them to see the parameters of Servants, strength, mana and NP levels.



[This hax is completely useless outside of Holy Grail Wars]

[Perception - Info Gathering - PSI]

- As far as I have read/watched from fiction, Fujimaru Ritsuka has theoretically one of the strongest Emotional Engagement that I have ever seen up to this point.

And that is because he/she and Chaldea have engaged in more than 7 mass genocides in the act of survival.

[EE]

- [This was confirmed by Mash in her bond lines after OC4] almost every single fight that happened in the game was all strategized by Ritsuka.

[Overall Strategy - Overall Planning - Overall Counteraction - Overall Tactics]

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- I could explain the scale of the situation of every arc, but that would become boring therefore I am not doing it sorry.

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Ok Let’s Start :

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{Singularity F} [Game]

[Section 1]

While being considered as an amateur and an ordinary human, Ritsuka didn’t show any sign of fear or discomfort in his first ever life and death situation.

[Intra EM - Environment Adapt - Impulse Management]

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{Singularity F} [Mortalis Stella Manga]

[Chapter 3]

After his first ever life and death fight and after he fought against Emiya(Archer), Ritsuka noticed that Emiya was for some reason aiming for him, Mash and Olga instead of his rival and enemy Caster, and Ritsuka decided to use this to lure Emiya to a fixed spot while giving as much time as needed for Caster to deploy his noble phantasm, and they successfully bluffed their way and made sure Emiya didn’t notice and Caster deployed his noble phantasm and they successfully killed Emiya.

One thing to understand about this, Ritsuka has almost zero knowledge about Emiya and zero knowledge about magic, therefore he came up with this plan despite not understanding anything about the situation and successfully defeated Emiya.



[Bluffing - Concealment - Tactics Management - Short Term Planning - Planning Formulation - Strategy Effectiveness - Trap Setting - Contrasting - VSI - FRI - Learning Ability - Decision Making - Intuition - Cognitive Adaptability]

{3rd Singularity : Okeanos} [Game]

[Section 12-13]

Realizing that there is no forward way to kill Heracles, Ritsuka came up with the strategy(Could be considered as a Bet) to lure Heracles where the Ark is [The Ark is a box that was given to King David and when someone touches it they die], the strategy goes like this :

- Since they know for a fact what is Heracles's goal (which is Euryale), Ritsuka will carry Euryale on his back(Since she got damaged in her leg) luring Heracles to where the Ark is.

- The rest of the servants [Atalanta - David - Orion - Mash - Drake] will pay as much time for Ritsuka to run to the Ark's place knowing very well that Heracles is far faster than them.

- Once they reach the Ark's place, they will try their best to push Heracles to it, forcing him to touch it which leads to his death.

#Simple yet effective

[Strategy Logistics - Strategy Fortitude - Planning Formulation - Planning Applicability - Trap Setting - VSI - FRI - Cognitive Discipline - Linear Thinking - Resource Management]

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{3rd Singularity : Okeanos} [Turas Realta Manga]

[Chapter 21]

After restoring two singularities, Ritsuka started giving orders to servants in battles which was pointed out by Da Vinci and a few

Chaldea's members.



[Cognitive Adaptability - Leadership]
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[Chapter 27.2]

After a life-threatening hit which almost killed him and made him fall unconscious, Ritsuka was able to use his mystic code to save Asterios even though using his mystic code is over his body limit at this very point.

[Stress Tolerance - Mental Fortitude]
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[Chapter 35]

Standing in front of the strongest caster in history Ritsuka didn’t show any sign of fear or discomfort.



[Intra EM - Impulse Management]

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{4th Singularity : London} [Game]

[Section 9]

Ritsuka and Mordred were able to boost Mash’s mood after knowing she was depressed due to the fact that she felt like she is not improving because of the fact she has yet to unleash her Noble Phantasm.

[EF - Motivation]

{5th SIngularity : E Pluribus Unum}
[Turas Realta Manga]

[Chapter 48]

After all the pressure and considerations, Ritsuka came up with a great attacking and defending strategy that gives good chances to succeed in charging through the enemies territory.

He separated the armies into two, North and South.

North Army = [Edison - Robin - Helena - Elizabith - Hector]
South Army = [Scathach - Karna - Rama]

He explained that this way they could keep as many people alive as possible while maintaining enough power to fight as long as needed.



[Overall Judgment - Leadership - Holistic Thinking - Divergent Thinking - Field Envisioning - Strategy Logistics - Strategy

Flexibility]

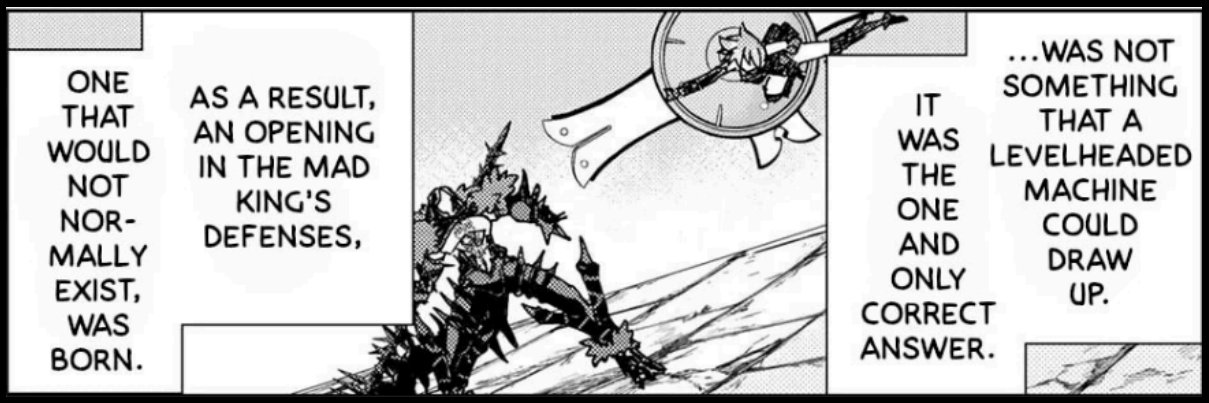
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[Chapter 58] [Shared Feat with Mash]

Knowing that Cu Chulainn is insanely hard to defeat because they need to land a single hit on his spirit core to kill him, Ritsuka and Mash came up with the plan that Cu Chulainn would never expect which is to use Mash as the one to land the hit after distracting him through the help of Rama and Nightingale.

It was not a logical action, something Cu Chulainn won't even consider because Mash is the lowest servant with fighting power in the team making it illogical to even use her, but Ritsuka and Mash knew if they could get close enough they could land a hit.





As a result, they successfully created an opening in Cu Chulainn's defense.

But to note one thing and it is that Cu Chulainn was able to react to this attack but due to a miracle of a spirit sword being formed out of nowhere they were able to land a hit on Cu Chulainn and kill him.

So ultimately speaking this was a low-chance to success bet but it worked nonetheless.

[Creativity - Misdirection - Weakness Creation - Divergent Thinking - Illogical Thinking - FRI - Strategy Effectiveness - Strategy Alignment - Preparation Process - Planning Logistics - Situational Awareness - Decision Making]

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[Chapter 59]

After all the servants fell on the ground after fighting for an unknown number of hours, Ritsuka used his command spells and ordered all of them not to lose.

[Charisma - Leadership - Perseverance - Stress Tolerance - Mental Fortitude]

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{6th Singularity : Camelot} [Game]

[Section 1]

Ritsuka and Mash first arrive in the harsh desert region outside Camelot. The environment is extremely hostile—blazing sun, sandstorms, and scarce resources. They must travel across this dangerous landscape while avoiding hostile forces like Bedivere's patrols and other threats tied to the Lion King's territory.

[Environment Adaptability]
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[section 3]

In early scenes, Ritsuka and Mash meet refugees, villagers suffering from the harsh environment and war. Ritsuka listens to them, gives water, shares their burdens. These interactions help Ritsuka empathize with local people and motivate them to take more severe action.

[Empathy - EP - EE]
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[Section 8]

Hassan of the cursed arm stated that Ritsuka is among the best at sensing danger.

[Observation - Perception - Situational Awareness]
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[Section 12]

Ritsuka and Mash approached Bedivere, who stood silently, his shoulders heavy with the weight of past failures. Guilt etched into

every line of his face, he seemed frozen, unsure if he could ever act decisively again. Ritsuka stepped forward, choosing his words carefully, speaking with empathy and steady reassurance. Each sentence was measured, designed to lift Bedivere from the shadow of regret and remind him of his purpose. Slowly, the knight's tense posture eased, and a spark of determination returned to his eyes. Through patience, understanding, and encouragement, Ritsuka helped Bedivere confront his doubts, regain his confidence, and prepare to act with resolve once more.

[Empathy - Emotional Regulation - EF - Relationship Management - Interpersonal Intelligence]

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[Section 16]

As the blinding light of the tower faded, Ritsuka stood before the radiant figure of Artoria — no longer a mere king, but the Goddess Rhongomyniad. Her divine presence radiated authority and cold perfection, her voice steady and devoid of compassion. She spoke of salvation through control, of erasing suffering by stripping away freedom.

Yet Ritsuka did not waver. Every word Artoria spoke was logical, yet hollow — a vision of order without heart. Drawing on everything learned throughout the journey, Ritsuka refused to bow to her divine logic. They countered her reasoning with conviction, defending humanity's right to choose, to struggle, and to grow.

Mash's faith faltered, and Bedivere's guilt resurfaced — but Ritsuka's resolve anchored them. Through courage, empathy, and unshakable moral clarity, they rallied their allies, confronting the goddess not merely as an enemy, but as a fallen ideal that had lost sight of what it meant to be human. In the end, Ritsuka's strength lay not in power, but in belief — a refusal to let logic eclipse

compassion.

[Emotional Resilience - EU - Empathy - Persuasion - Abstract Thinking - Existential Intelligence - Leadership - Charisma]
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[Section 17]

After rallying his allies, Ritsuka leads the final assault on the Holy City, where the Goddess Rhongomyniad's rule represents divine perfection against human perseverance. Amid chaos and shifting conditions, he balances strategy, morale, and command of diverse allies. When victory seems impossible, Ritsuka's faith in humanity and decisive leadership turn the tide, proving his growth from novice Master to capable commander.
[Leadership - Decision Making - Self-Regulation - Strategy Flexibility - Cognitive Discipline]
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{7th Singularity : Babylonia} [Turas Realta Manga]

[Chapter 64]

Ritsuka became close friends with all the new servants after one meeting in their room in Uruk.

[Social Skills - Social Integration - Social Adaptability]
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[Chapter 65]

He knew that Ushiwakamaru felt the same thing he felt about Jaguar Man's philosophy about the sacrifices in the city of Ur which

explains why she was angry about it.



[EU - Naturalistic Intelligence]

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[Chapter 67]

Ritsuka understood Gilgamesh's actions as they were a misdirection from him to lure out Enkidu because Gilgamesh said

earlier

“Hah, but to think that it’s gone as well as I expected”

[Context : Gilgamesh ordered both Mash and Ritsuka to go with him on a mission to investigate the water quality of the Persian gulf with only the two of them.

But this turned out to be a misdirection from him because Ritsuka explained that Gilgamesh used them as pawns to lure Enkidu, and that is because Gilgamesh said

“Hah, but to think that it’s gone as well as I expected”

Applying that he predicted that these actions will lead to lure Enkidu out of his hiding spot.]



[Deductive Reasoning - Associative Thinking - Intuition - STP]

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[Chapter 69]

[Gilgamesh’s Acknowledgement of Ritsuka]

Gilgamesh told Ritsuka to hold his hand over the surface of the tablet of destiny and chant [Uranam => Uranam => Duranki => Gir => Edin]

Making Ritsuka see the future written in the tablet immediately, the future created by the King of Mage [The Main Enemy]

Ritsuka saw the goal of the King of Mage which is to eliminate death, suffering and imperfection.



Ritsuka said that he saw someone who was angry, someone who was despairing, there was nothing but righteousness in his feelings.

And Gilgamesh asked him :

“In that case, what do you think?

How would you judge his righteous feelings?”

On which Ritsuka answered :

“I thought it was bullshit”

And his reasoning is :



[Naturalistic Intelligence - PSI - Persuasion]

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[Chapter 73-76]

[Ritsuka’s Strategy to Form Alliance With Both Ishtar and Quetzalcoatl]

The team reviewed the information they have about the goddess Gorgon coming to the conclusion that they can’t defeat her by

themselves leaving them with the only choice to form alliance with one of the other goddesses because the natural enemy of goddesses are other goddesses.

With this Gilgamesh told Ritsuka that they need to negotiate with Lady Ishtar since she is most likely to be the only one that would help them between the three goddesses.

But before that a sudden attack on Uruk had been reported which was done by the hand of the goddess Quetzalcoatl who told them that she will start killing one hundred people every day until she kills everyone and goes back to her jungle.

Now this creates a new problem which is to get rid of her or at the very least stop her at all cost to prevent her from destroying Uruk.

But Gilgamesh and Merlin said they need to prioritise the negotiation with Lady Ishtar meaning they now have two things to do.

Ritsuka decided to separate the team into two :

First team to get rid of Quetzalcoatl [Ritsuka + Merlin + Mash + Ana + Jaguarman + Kiyohime]

Second team to negotiate with Ishtar [Arjuna (Alone)]

[First team situation]

Yesterday they prepared to fight Quetzalcoatl to distract her while Ritsuka destroys the symbol above her temple which gives her power to fight.

But Ritsuka revealed that information to Quetzalcoatl exposing their plan so that they can negotiate with her which she answered a few

of their questions before fighting them.

Ultimately speaking Quetzalcoatl crushed all of them but Ritsuka, and while all of that was happening Ritsuka finally reached to the top on of her temple next to her symbol meaning all he has to do is to destroy it but he decided not to and started questioning her once again trying to understand her.





Saying that is his joy. Asking her what is her joy? Is it fighting or defeating others? Or what?

Which she answered “It is to understand one another”

By this information Ritsuka decided to come up with the crazy solution to her joy by ordering Jaguarman to send him very high in the sky replicating Quetzalcoatl style in fighting knowing very well he might die from the fall and Quetzalcoatl saved him.

And then asked him why would he do that? Telling him she might have left him to die.

Which he answered saying “That didn’t cross my mind at all, because you Quetzalcoatl ….. Love humans, don’t you?”

Making her immediately surrender and she joined their team.

[Second team situation]

Arjuna reached Ishtar's castle which she immediately came out to him, and before he was able to say anything she shot a powerful next to him :

“I don't care why you came…. Sending me a demigod as an envoy”

“I will regard that as a declaration of war”

Now Arjuna powered himself up and decided to fight thinking “It is vital to show one’s strength in negotiation”

And they started fighting, which ended up in Arjuna’s defeat but before Ishtar’s strong attack Arjuna showed the back of jewels Gilgamesh provided to him to negotiate with Ishtar but that only made her angry and then she shot him down and almost died but due to his guts and his gratitude to the people of Chaldea he bowed to her and said :

“I am only here to negotiate….”

Telling her to join them and that if she doesn’t he will curse her to the end of her life making her more angry until Ereskigal stopped her telling her to join them.

Marking the success of the strategy in the end.

Notes about this strategy :

- Jaguarman was an enemy to the team, the manga didn't explain it well, but in the Anime Ritsuka flirted with her and made her join them

- In the anime, neither Arjuna or Kiyohime were in the team, making their forces lower.

- In the anime, they didn't fight Ishtar and she simply joined them after they showed her Gilgamesh's jewels.

- This feat is nowhere to be high, it took a lot of risk and Gilgamesh claimed the fact that Ritsuka didn't know that Ishtar will get angry at Arjuna if they send him is an ignorance making this strategy a bold decision, and Arjuna claimed that the negotiation with Ishtar is a mistake meaning Ritsuka unknowingly stepped on a landmine.

- But in the end the conclusion was success so it is a complete feat nonetheless.

[EU - EF - EE - Psychoanalysis - Strategy Resilience - Strategy Flexibility - Planning Versatility - Multitasking - Cognitive Discipline - Perseverance - Leadership - Decision Making - Influence Building - Divergent Thinking - Non Linear Thinking - Analogical Thinking - Holistic Thinking - Overall Unpredictability]

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[Chapter 79]

Ritsuka knew that trying to understand Ereskigal's pain was rude and he told her that even praising her would be wrong.

Telling her what she accomplished is incredible, but if she doesn't believe in the people living here and if she kept their souls locked in the underworld that would be disrespectful for herself.

[EF - ER - Situational Awareness - Interpersonal Intelligence - Contrasting]
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[Chapter 87]

Realizing that as long as Tiamat exists in a place where life exists.

Ritsuka came up with the idea to use the underworld which is a place without life to trap Tiamat there and kill her, but it all depends on Ereshkigal which she accepted but said she needs ten years but then explained that she actually only needs 3 days.

So all they have to do is slow Tiamat for 2-3 days before she enters Uruk and then they can trap her once she reaches there.

[Deductive Reasoning - Holistic Thinking - Planning Application - Planning Formulation - Strategy Logistics]
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{Final Singularity : Solomon} [Movie]

[Important note : These two feats is only theoretical since it was not explained but I analyzed them by myself to make it understandable and they could be wrong]

After losing both Mash and Dr.Romani, Ritsuka stood calmly and overloaded his body with the mana inside his mystic code and used all his mental power to summon as many servants as possible even if it destroyed his body. [And yes, the mystic code played an important role for this to happen]

[Overall AC - Intra EM]
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After that, Ritsuka successfully summoned a huge number of servants through the pain in his body and he ordered them different tasks all in the same time while he ordered a few of them to make a way for him to reach for Goetia while he can't do it himself, and his orders successfully achieved him victory.

[Leadership - Metacognition - Impulse Management - Stress Tolerance - Strategy Fortitude - Planning Formulation - Multitasking - PSI]
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{EoR : Shinjuku} [Game + Manga]

[Section 10 in The Game] - [Chapter 18.3 in The Manga]

After one glance at Edmond Dantes, Ritsuka realized that it wasn’t Edmond Dantes who is talking to him (because of the a few weird differences between him and Dante) but someone else who is using a certain magical spell to disguise as Dante, that servant laughed in relief about Ritsuka noticing and revealed himself to be Sherlock Holmes.



[Observation - Contrasting]

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[This one is for meme XD]

[Section 12 in The Game] - [Chapter 20.2 in The Manga]

Ritsuka disguised in the form of a female tricking everyone in the party that he was a female.(but credit to Holmes & Moriarty, they made him ho- I mean a perfect disguise)



[Disguise]

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[Section 18 in The Game]

Not knowing how he lost, Moriarty asked Ritsuka why he(Moriarty) lost even though he had thought of everything.

Ritsuka told him that because of the memories he made with them inside the singularity, he had fun with them, making him incapable of fighting at full strength against Ritsuka.

[EU - Psychological Profiling - Abductive Reasoning]
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[A feat cuz why not?]

Ritsuka is capable of dancing Waltz with Jeanne Alter (Not mentioned in the game, I searched for the dance's name on google)

[Kine Control]
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{EoR : Agartha} [Manga]

[Chapter 1]

Ritsuka was able to convince Fergus to join their team despite his lack of motivation which made Fergus very happy to help.



[EF - Social Skills - Motivation]

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[Chapter 5]

Upon hearing Dahut's philosophy of Utopia and wanting something, Ritsuka countered her saying her methods are simply of a Lowly scum who drifts away and enjoys other's misery and pain.

[Naturalistic Intelligence]

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[Chapter 8]

Ritsuka convinced to the resistance boy that his lack of ability to

fight is nothing to be embarrassed of, he himself can't fight in the front line, explaining to the boy that not everyone in the group should be involved in the fight, there are a lot of ways to be considered a help to the team without fighting straight forward and Ritsuka used Football as an example to explain that to the boy :



And he successfully cheered the boy.

Later in [Chapter 14] the boy had enough courage and motivated everyone in the resistance to fight alongside Ritsuka and his team but died in the process showing how much Ritsuka's words could affect others and allow them to move forward.

[Note, once Ritsuka realized what the boy did he fell into depression and couldn’t sleep (He recovered thanks to Astolfo), therefore this is a feat that Ritsuka wasn’t hoping to happen but happened]

[Naturalistic Intelligence - Knowledge Application - Social Skills - Motivation - Influence Building - EF]
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[Chapter 13]

Wu Zetian decided to kill Ritsuka and his team [Astolfo + D’eon] and the fight started with Wu Zetian having an advantage thanks to Caster helping her, and Wu Zetian used one of her spells to disguise as one of her soldiers making her almost impossible to locate while fighting her.

And since fighting all her soldiers will be a waste of time and most likely end up making them lose a lot of energy, Ritsuka realized they need to locate Wu Zetain immediately and kill her, therefore he ordered young Fergus to use his Noble Phantasm to crush the whole floor, and ordered Astolfo to save the hostages and ordered D’eon to kill Wu Zetian.

Ritsuka idea of this :

1- Fergus’s noble phantasm is able to destroy the whole floor easily even if he is in his child version.
2- Wu Zetain’s soldiers aren’t as powerful as her, meaning once a powerful attack comes up they won’t be able to defend themselves unlike Wu Zetian, meaning she will be the only one to survive the attack.

Ritsuka predicted that she will avoid the attack to not get hurt and he knows that D’eon will understand his plan once Fergus crushes the floor and sees that one of the soldiers survived and jumped

meaning that soldier is without a doubt Wu Zetian since she is the only one capable of surviving that.

And D'eon successfully understood that and stabbed Wu Zetian who jumped to the air to avoid the attack while she was still in disguise, marking the success of Ritsuka's tactic.

[Note above all of that, Wu Zetian is historically one of the smartest and cunning Chinese figures, making this one of the best Ritsuka's outsmarting feats]

[Tactics Potency - Logical Manipulation - Situation Awareness - Leadership - VSI - Divergent Thinking - Quick Thinking(PSI) - Inductive Reasoning - Prediction - Planning Formulation - Strategy Efficiency]

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{EoR : Shimousa} [Manga]

[Chapter]

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{EoR : Salem} [Manga]

[Chapter]

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{Main Interlude : SE.RA.PH} [Manga]

[Chapter]

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{Second Prologue}

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{Lostbelt 1 : Anastasia}

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{Lostbelt 2 : Gotterdammerung}

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{Lostbelt 3 : S I N}

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{Lostbelt 4 : Yuga Kshetra}

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{Lostbelt 5.1 : Atlantis}

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{Lostbelt 5.2 : Olympus}

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{Main Interlude : Heian Kyo}

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{Lostbelt 6 : Avalon La Fae}

[Section 1]

After losing his memory, Ritsuka was able to adapt to the unknown environment represented in front of him, meeting species he never met in his life yet he was able to make friendship with all of them easily.

[Social Adaptability - Environment Adaptability - Social Integration - Social Skills - Communication]

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[Section 18]

Ritsuka deduced that the one that stopped the army that Morgan sent to help Woodwose was Oberon, and it was thanks to Oberon's weird behavior and his sudden disappearance that the others didn't mind unlike Ritsuka.

But he understood that Oberon didn't want to tell anyone so he kept to himself until he confronted him, on which Oberon confirmed his deduction and thanked him for his help by not telling anyone.

[EU - Abductive Reasoning - Intuition]

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{Main Interlude : Traum}

[Section 7]

Fujimaru befriended all the guards in the prison.

[Social Skill]

{Lostbelt 7 : Nahui Mitclan}

[Section 2]

Since U-Olga Marie (Chaldea's enemy) has lost her memories and she started helping Chaldea, Ritsuka and Mash decided to conceal her identity and act as if this is their first meeting to keep her as an ally of them.
[They Feel Guilty for Doing That]

[Concealment - Acting Skills]
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[Section 6]

In the "Xokta" (Football Tournament But with Dinosaurs) Ritsuka took the role of the leader of his team going against the best Football Dinosaurs in all of Mictlan and successfully winning at first try with his team.

And then they went against Kotomine Kirei and U-Olga Marie who formed a great Football team with better Dinosaurs than the ones in Ritsuka's teams, and yet Ritsuka was able to lead his team to win against them in the game.



[Background] [Figure]

U-Olga Marie: You won...! You defeated us...utterly!

[Strategy Effectiveness - Improvising - Tactical Responsiveness - Overall Tactics]

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[Section 13]

Ritsuka was able to notice in the middle of the fight against Ninkigal and her divine legs that the third and the fourth leg were moving at different speeds making a hole to escape before Ninkigal caught them.



[Background] [Figure]

Oh, no. You were the one who helped me there. That was some great thinking!

If you hadn't pointed out that the third and fourth legs were moving at different speeds, creating a gap between them...

...then I never would've thought to scoop you up and jump through that opening to escape!

[Observation - Analytical Thinking - Fast Thinking - Decision Making]

——————————

Kukulkan started explaining how she wishes if could be more help and saying she isn't helpful at all, only for Ritsuka to say :

- It's true. You are a lot weaker than you seemed at first.



[Background] [Figure]

- And that's because you're holding back. You haven't used your Noble Phantasm.
- I think it's because you're refusing to get serious enough to use your Noble Phantasm.

Saying that he knows very well that she simply holding back because in the beginning she helped him and Chaldea because she was interested in them, but now she is putting walls because she feels that she should get closer to them :



[Background] [Figure]

Huh!? Wh-wh-wh-what're you talking about!? I-I always go all out with everything I do!

I've never pushed myself too hard, set limits on myself, or held back! I only ever do what I want, yes!

- You approached us because you were interested in us, right?
- But now you're putting up walls because you feel like you shouldn't get too close to us, aren't you?

And she admitted that all that he said was true, and Ritsuka was able to convince her to stop holding back and help them as much as she could.

[EU - EP - EF - Psychoanalysis - Social Skills]

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[Section 19]

Izcali said that even though Ritsuka is so tired, his servants and way of fighting is so formidable.



[Background] [Figure]

...No, Tezcatlipoca. They're simply stronger than I am.

Even with only a few Servants at his command,
that Master's forces are as formidable as ever.

[Stress Tolerance - Mental Fortitude - Cognitive Discipline - Strategy Effectiveness]

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[Section 21]

Kadoc said that Ritsuka and Mash were fighting ORT for four hours straight.

[Stress Tolerance - Mental Fortitude - Perseverance]

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{Ordeal Call 1 : Paper Moon}

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{Ordeal Call 2 : ID}

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{Ordeal Call 3 : Archetype Inception}

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{Ordeal Call 4 : Courtroom for Humanity’s Judgment}

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[Chapter 28]