Kimizuka Feats

Volume 1

Classroom – First Meeting with Natsunagi

Natsunagi grabs Kimizuka by the collar, inserts a finger into his mouth, and presses his face against her chest. After she releases him, she explains she has a request: she is looking for someone, but she doesn't know who – only that the urge started one year ago when she received a heart transplant. Kimizuka immediately connects the timing and the feeling to the transplant, proposing the "memory transfer" phenomenon. He recalls the real-world case of Claire Sylvia (a transplant recipient who acquired the donor's food preferences and dreamed his name) to support his hypothesis. He concludes that the "X" Natsunagi seeks is not her own desire but the original heart owner's wish to find someone.

Deduction – Links a vague emotional urge to a known medical-anecdotal phenomenon.
Knowledge Application – Uses a specific case (Claire Sylvia, 1988) to validate his theory.
Information Gathering – Elicits the key fact (transplant one year ago) from Natsunagi.

Coffee Shop – Refining the Request

Kimizuka explains the memory transfer hypothesis to Natsunagi. She initially resists, insisting she wants to meet X for herself. Kimizuka counters that this is "self-satisfaction" – but then he accepts the job anyway, muttering Siesta's creed: "the client's interests must be protected no matter what." He agrees to meet her the next day at the station.

Social Manipulation – Accepts a contradictory position (self-satisfaction is fine) without alienating the client.
Willpower – Overcomes his own reluctance to return to detective work.

Police Bureau – Convincing Fuubi Kase

Kimizuka brings Natsunagi to Deputy Inspector Fuubi Kase. Fuubi refuses to help, saying donor records are confidential and not under her jurisdiction. Kimizuka notes that all brain-death cases must be reported to the criminal investigation division – a legal fact that ties the police to the donor. When Fuubi still refuses, he switches tactics: he appeals to her personal character, saying "I just feel that you'll be able to do something despite that, Fuubi-san." This flatters her rogue nature. Fuubi grumbles but leads them to Bat's cell.

Information Gathering – Knows obscure legal procedures (brain-death reporting law).
Social Manipulation – Uses a two-pronged approach: legal obligation + personal ego.
Strategic Framing – Presents a difficult request as a challenge only Fuubi can handle.

Prison – Interrogating Bat

Bat's superhuman hearing can identify any heartbeat he has ever heard. Kimizuka asks him to match Natsunagi's heartbeat against his decades of memory. Bat becomes talkative and starts reminiscing. Kimizuka enforces the time limit set by Fuubi (twenty minutes) to keep control of the conversation. When Bat hints at revealing past information, Kimizuka agrees to listen but remains wary, noting that Bat is being "too compliant" – a sign of ulterior motives.

Information Gathering – Uses Bat's Android ability as a forensic tool.
Strategic Management – Imposes a time limit to prevent the enemy from controlling the pace.
Psychological Insight – Recognizes compliance as a potential trap.

Flashback: Plane Hijacking – Retrieving the Weapon

Four years ago, on a flight, hijacker Bat threatens to kill the pilot. Siesta announces she is a detective. Bat challenges her to deduce his motive. After Siesta gives a deliberately wrong answer ("boredom"), Bat admits defeat and tries to leave. Siesta then reveals she knows he was ordered to die but is afraid – she accuses him of lying about being willing to die. Bat attacks with a sharp feeler from his ear.

Kimizuka's actions: While Siesta dodges, Kimizuka remembers the suspicious silver briefcase he was forced to carry. He yells, "Siesta, buy me thirty seconds," runs through panicking passengers, retrieves the briefcase from the overhead compartment, and throws it to her. Bat destroys the briefcase, but Siesta catches the musket inside and shoots Bat's feeler.

Tactical – Identifies a hidden resource (the briefcase) under extreme duress.
Adaptability – Acts on an unknown variable (he didn't know what was inside) and makes a split-second decision.
Courage – Runs toward danger (the hijacker) instead of hiding.

Flashback: Deduction of Bat's Real Motive

While Siesta and Bat face off, Kimizuka internally questions the logic of Bat's early retreat. He thinks: why would a suicidal hijacker who claims he is "bored" give up so easily? He realizes Bat's sigh of relief after admitting defeat is not disappointment – it is relief. He concludes that Bat was ordered to crash the plane but became afraid of death, so he called for a detective to create a face-saving way to fail and be arrested, thus protected from his employers.

Deduction – Pierces the surface story ("boredom") to uncover the true motive (fear + desire for police protection).
Psychological Insight – Interprets a non‑verbal cue (sigh of relief) as evidence.

Prison Aftermath – Accepting Siesta's Heart

Bat confirms that Natsunagi's heart belongs to Siesta. Kimizuka is overwhelmed and mutters, "It's a coincidence." Natsunagi slaps him and yells that the heart has been searching for him all year. She insists that the original owner (Siesta) wanted to meet him again. Kimizuka finally embraces her and speaks directly to Siesta: "Why did you die first, you idiot?" He admits that Siesta dragged him into her world, and he is angry she left without saying goodbye. He ends by saying, "Please continue to take care of me, okay?" – accepting that Siesta's will lives on in Natsunagi.

Willpower – Breaks a year of denial and avoidance.
Emotional Regulation – Transforms grief and anger into a renewed commitment.
Social Bonding – Re‑establishes his role as assistant, now to Natsunagi/Siesta.

Saikawa Arc – Initial Meeting and Suspicion

Idol Yui Saikawa hires them to prevent the theft of a three‑billion‑yen sapphire. Kimizuka immediately notices something off: Saikawa wears an eyepatch but performs without any depth‑perception issues. He files this as a discrepancy but says nothing.

Information Gathering – Observes a subtle physical anomaly (lack of handicap).
Foresight – Stores the observation for later investigation.

Saikawa Arc – Independent Investigation

Kimizuka goes alone to a CD shop to buy Saikawa's albums and live DVDs. He spends a week watching all her performance footage. He notes multiple contradictions:

She dances complex choreography without bumping into things – impossible for someone blind in one eye (loss of at least 20% visibility and depth perception).

On the day he visited her mansion, she picked up a teacup with her left hand, despite her left eye being covered – a reach that would be awkward for a truly one‑eyed person.

At the CD shop, she naturally stood on his right – the side opposite her covered eye, which is a blind spot if she couldn't see from the left.

He concludes that her left eye is not blind or prosthetic in the normal sense – it is a functional, see-through device. He also calls Fuubi Kase and learns the police never received any theft notice from the Saikawa family, proving Saikawa lied about contacting them.

Deduction – Uses multiple small physical inconsistencies to uncover a hidden truth.
Information Gathering – Systematically reviews performance footage and contacts official sources.
Strategic Patience – Spends a full week on investigation before acting.

Saikawa Arc – The Rehearsal Test

To confirm his theory about Saikawa's left eye, Kimizuka secretly hires an acquaintance (one of the "black suit men" from four years ago) to pose as a suspicious intruder. During the rehearsal, the man approaches from the left side of the stage. Saikawa immediately notices and screams – proving she can see from her left eye. The "intruder" is caught by security, giving Kimizuka and Natsunagi a legitimate reason to inspect the Dome's backstage and facilities for potential enemy hiding spots. Kimizuka reveals none of this to Natsunagi at the time.

Foresight – Designs a test that serves two purposes: confirm the eye's ability and gain access to the venue.
Strategy – Creates a controlled "incident" that looks natural to everyone else.
Deception – Keeps his plan hidden from allies (Natsunagi) and enemies alike.

Saikawa Arc – Bomb Disposal and Confrontation

On the day of the live performance, Kimizuka and Natsunagi go to the Dome instead of the mansion. Natsunagi is confused. Kimizuka explains that he already contacted Fuubi to disable explosives planted at the mansion – the enemy's real target was not the vault but them. At the Dome, during the song "Sapphire☆Phantasm," Saikawa removes her eyepatch. Kimizuka yells, "The three-billion-yen miraculous sapphire is Yui Saikawa's left eye!" He tackles Saikawa to protect her from a crossbow bolt. Later in the dressing room, Saikawa points a pistol at them. Kimizuka calmly argues:

"You teamed with the culprits to have us killed."
"Those guys aren't naive. They want to steal your left eye – not just our lives."
"We're not your enemies. We just saved your life from the crossbow."

He reveals he knows her left eye is an Android-like device (able to see through objects). Instead of fighting, Natsunagi offers friendship. Kimizuka adds, "If you say you're targeted by those guys, then I'm the same. We're companions in that sense. We might as well team up." Saikawa lowers her gun and agrees.

Deduction – Correctly identifies the real target (the eye) and the enemy's double trap.
Social Manipulation – De-escalates a lethal standoff by proving the enemy cannot be trusted.
Persuasion – Transforms an adversary into an ally through empathy and shared interest.

Foresight – Neutralized the mansion bomb off-screen before it could harm anyone.

Cruise Ship – Reunion with Charlotte

On the luxury cruise, Kimizuka meets Charlotte Arisaka Andersen, Siesta's former disciple. Charl mocks him for abandoning detective work. Instead of getting defensive, Kimizuka notes that she has been tracking his activities (she knows about the lost pets and thieves he caught) and boarded the ship illegally – implying she still cares. Later, he finds her crying at a casino after losing seventeen hands of poker. He sits down, loses all his money gambling with her, and uses the shared failure to break the ice. She admits she is looking for "Siesta's legacy" on the ship. He asks, "*Is there a way to get off this ship at sea?*" – already anticipating an enemy attack.

Social Manipulation – Recognises underlying concern beneath Charl's hostility.
Emotional Intelligence – Uses mutual vulnerability (gambling loss) to open a conversation.
Information Gathering – Learns about Siesta's legacy and the possibility of escape.
Foresight – Asks about leaving the ship before any crisis occurs.

Natsunagi's Kidnapping – Systematic Search

A broadcast announces that Nagisa Natsunagi has been taken hostage. Kimizuka initially panics, but Saikawa calms him with a pre-live mantra (hold hands, roll shoulders, breathe, clear vision). He regains focus. They search the ship room by room, using Saikawa's left eye to see through walls and floors. He also coordinates with Saikawa to evacuate all other passengers via lifeboats, using her authority as the ship's owner. When they find nothing, he concludes, "It's an all out war."

Willpower – Recovers from panic using a learned calming technique.
Strategic Planning – Prioritises civilian evacuation while searching for the hostage.
Resource Management – Uses Saikawa's ability efficiently and respects its limits (she gets tired) after being a fool as always.
Adaptability – Switches from search to confrontation when search fails.

Deck Duel with Chameleon – Hostage Negotiation

Chameleon (an invisible Android) holds Natsunagi over the sea with his tongue. Kimizuka draws his pistol. Chameleon demands Siesta's legacy. Kimizuka admits they don't have it. Chameleon then forces a choice: Natsunagi's life or the lives of all passengers. Kimizuka stalls by pretending to negotiate, buying time for Saikawa to complete the evacuation. Natsunagi tells him to shoot her. He refuses, saying, "*That correctness isn't needed."* He recalls Siesta's habit of self-sacrifice and rejects it.

Social Manipulation – Engages the enemy in talk to delay action.

Willpower – Rejects a logically "correct" but emotionally devastating solution (killing the hostage).
Tactical – Keeps the enemy focused on him, not on the escaping passengers.

Freeing Natsunagi – Shooting the Tongue

Kimizuka suddenly changes target: he shoots Chameleon's tongue, not Natsunagi. The severed tongue releases her, and she falls toward the sea. He had previously arranged for Saikawa to be in a lifeboat below; Saikawa extended a mat to catch Natsunagi. The move requires split-second coordination and trust that Saikawa would be in position.

Tactical – Chooses a non-obvious target (the tongue) to free the hostage without harming her.
Trust – Relies on Saikawa's off-screen positioning and timing.
Adaptability – Improvises a rescue when the enemy expects a choice between two bad options.

Falling into the Casino – Improvised Weapon

Chameleon retaliates, slams Kimizuka through a burning deck, and they fall into the casino below. Kimizuka is severely injured (broken ribs, blood loss). He remembers Saikawa's mantra, calms himself, and stands. Unarmed, he severs a piece of Chameleon's hardened tongue and uses it as a blade. He repeatedly cuts off the regrowing tongue, saying, "*Since he could regrow it again and again, I'll just keep hacking*." He continues until the enemy is reduced to incoherent noises.

Adaptability – Improvises a weapon from the enemy's own body.
Combat Tactics – Exploits the regeneration cycle to keep the enemy disabled.
Willpower – Continues fighting despite severe injuries and smoke inhalation.

Siesta's Return – Coordinated Final Strike

When Chameleon is about to kill him, Natsunagi (now possessed by Siesta's personality) drops through the ceiling hole, shoots the tongue, and says, "*You—be my assistant*." Kimizuka accepts without hesitation. They flank Chameleon. Kimizuka feeds Siesta intel: "*That thing can change its length and hardness."* They banter during the fight to keep morale high. At the climax, a ringing phone is heard from an empty space. Kimizuka instantly recognizes it: Natsunagi had slipped her phone into Chameleon's clothes when she was kidnapped. Saikawa's left eye spotted the invisible enemy and triggered the call. Kimizuka and Siesta fire simultaneously at the sound.

Tactical Coordination – Executes a multi-person, split-second plan without verbal communication.
Trust – Relies on Natsunagi's off-screen action (planting the phone under siesta's orders) and Saikawa's observation.
Adaptability – Uses an audio cue (ringing phone) to target an invisible enemy.
Leadership – Immediately resumes his role as assistant and directs information to Siesta.

Epilogue – Redefining Natsunagi as Detective

After the battle, Kimizuka asks Natsunagi if she still wants to be a famous detective. She admits she lacks confidence and feels she pulled everyone down. Kimizuka counters:

"That ringtone helped us out. You slipped the phone into his clothes when you were abducted – that was your idea."
"You moved Siesta with your words and saved me. Without those intense emotions, I would have died."
"You gave Saikawa what she really wanted – not force, but friendship."

He concludes, "Thanks. You're the best famous detective." He quotes Siesta's definition: a detective protects the interests of the requester. Natsunagi, he argues, does exactly that by giving people what they truly need. She agrees to continue, and they share a final scene in the bar. When a ship announcement asks "*Is there a detective present?",* they exchange looks and nod together.

Leadership – Empowers an insecure ally by recognising her unique strengths.
Philosophical Consistency – Applies Siesta's creed to evaluate Natsunagi's success.
Social Bonding – Solidifies their partnership for future battles.

Summary of SCD Categories

1. Classroom deduction: Deduction, Knowledge Application
2. Accepting the request: Social Manipulation, Willpower
3. Convincing Fuubi: Information Gathering, Social Manipulation
4. Interrogating Bat: Information Gathering, Strategic Management
5. Retrieving the briefcase: Tactical, Adaptability
6. Deduction of Bat's motive: Deduction, Psychological Insight
7. Accepting Siesta's heart: Willpower, Emotional Regulation
8. Initial suspicion of Saikawa: Information Gathering, Foresight
9. Week-long investigation: Deduction, Information Gathering
10. Rehearsal test: Foresight, Strategy, Deception
11. Bomb disposal & confrontation: Deduction, Social Manipulation, Foresight
12. Reunion with Charl: Social Manipulation, Emotional Intelligence
13. Kidnapping search: Willpower, Strategic Planning
14. Deck negotiation: Social Manipulation, Willpower
15. Freeing Natsunagi: Tactical, Trust
16. Casino fight: Adaptability, Combat Tactics, Willpower
17. Siesta team-up: Tactical Coordination, Trust, Adaptability
18. Epilogue redefinition: Leadership, Philosophical Consistency

Overall SCD Tier: Gifted (high-level practical reasoning, exceptional adaptability under life-threatening pressure, strong social acuity)

Primary Weaknesses: Emotional blind spots (Siesta), no superhuman physical abilities, occasional impulsiveness (gambling), and a tendency to hide plans from allies.