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Introduction and Methodology

This document presents a comprehensive, feat-by-feat intelligence analysis of Light Yagami (Kira) as portrayed in the first eighteen chapters of the Death Note fan fiction "God of The New World," written by u/AnnualFrequent7426 and u/Last-Trainer-333. The analysis employs the SCD (Smart Character Discussion) methodology, a community-driven framework developed on Reddit for the rigorous, comparative assessment of fictional character intelligence. The SCD approach draws inspiration from the WAIS (Wechsler Adult Intelligence Scale), adapting its index-based structure for fictional analysis while expanding far beyond standardized testing into the domains of strategic thinking, psychological manipulation, deception, social intelligence, and adversarial reasoning.

Every single intelligence feat performed by Light Yagami across the eighteen chapters has been extracted, categorized, and scored on a 1-10 comparative scale. Complex feats, those involving multi-layered strategies, significant psychological warfare, or operationally sophisticated methodology, receive detailed breakdowns covering context, objective, methodology, reasoning process, psychological warfare elements, and outcome. Simpler feats receive condensed summaries with their relevant SCD category tags and scores. The scoring is comparative, meaning a score of 10 in a given subcategory represents the theoretical ceiling of what a fictional character of this type has demonstrated in SCD discussions, not an absolute standard.

The taxonomy encompasses 16 primary categories with over 100 subcategories: Strategy (11 sub), Planning (10 sub), Manipulation (12 sub), Deception (6 sub), Thinking (11 sub), Reasoning (8 sub), Foresight (3 sub), Emotional Intelligence (6 sub), Social Intelligence (8 sub), Adversity Capacity (6 sub), Insight (9 sub), Field Skills (7 sub), Adaptability (5 sub), Psychology (8 sub), Counteraction (3 sub), and Countering (5 sub). WAIS-inspired composite indices (VCI, PRI, EI) are calculated at the document's conclusion to provide a holistic intelligence profile.

Feat Extraction Summary

A total of 70 distinct intelligence feats were identified and extracted from the first eighteen chapters. Of these, 19 were classified as complex feats receiving full detailed breakdowns, and 51 were classified as simple feats receiving condensed summaries with category tags and scores. The feats span every major intelligence domain, from grand strategic planning (the Fake Russian Profile misdirecting every intelligence agency on Earth) to micro-level emotional manipulation (the Benjamin Franklin Effect on Naomi Misora) to operational ingenuity under impossible conditions (the Chips Bag System enabling kills while under 58-camera surveillance).

Chapter 1: Boredom

Total feats in this chapter: 5

Feat 1-1: Scientific Verification of the Death Note

Type: **COMPLEX FEAT**

Light conducts two controlled experiments to empirically verify the Death Note's causal power, testing with different targets, methods, and even 7 kanji variations of one name to account for reading ambiguity.

SCD Categories: Analytical Thinking | Scientific Method | Causal Reasoning | Scenario Planning | Technical Skills

SCD Subcategory	Score (1-10)	Rating
Analytical Thinking	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Causal Reasoning	**9/10**	Exceptional
Scenario Planning	**8/10**	Excellent

SCDSubcategory	Score(1-10)	Rating
TechnicalSkills	**7/10**	VeryGood
CriticalThinking	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Method Change	**7/10**	Very Good

Context

Finds a supernatural notebook that claims to kill anyone whose name is written in it. A rationalist mind requires empirical proof before committing to any course of action.

Objective

Confirm strict causality between writing a name and the target's death, ruling out coincidence through controlled experimentation.

Methodology

Two experiments: (1) Otoharada Kurou, specifying suicide by gunshot, with 40-second observation window. (2) Shibumaru Takuo, written 7 times with different kanji pronunciations, specifying traffic accident. Each test isolates a variable to verify the mechanism.

Reasoning

If the notebook were a coincidence, varying the kanji would produce different results. The fact that all 7 variations work proves the notebook operates on semantic identity, not written form. This suggests supernatural cognition, not mechanical process.

Psychological Warfare

None directed externally. Internally, Light constructs a self-justification framework: 'If I eliminate those who corrupt this world, am I not doing justice?' This rationalization is the first step in the god-complex formation.

Outcome

Causality confirmed. Both targets die exactly as specified. Light's scientific mind is satisfied, and the god-complex begins to crystallize.

Feat 1-2: Deduction of Shinigami Existence Before Revelation

Type: **SIMPLE FEAT**

Before Ryuk reveals himself, Light logically deduces that an object of such power must have a supernatural custodian, based on the English instructions implying human-targeted design.

SCD Categories: Deductive Reasoning | Abstract Reasoning | Self Awareness

SCDSubcategory	Score (1-10)	Rating
Deductive Reasoning	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Abstract Reasoning	**8/10**	Excellent
Self Awareness	**7/10**	Very Good

Feat 1-3: Mass Killing Schedule: 400+ Names in 5 Days

Type: **SIMPLE FEAT**

Systematically writes over 400 criminal names, establishing the operational foundation of the 'new world' project with methodical target selection.

SCD Categories: Sequential Planning | Operational Strategy | Mental Endurance

SCD Subcategory	Score (1-10)	Rating
Sequential Planning	**7/10**	VeryGood

SCDSubcategory	Score(1-10)	Rating
Operational Strategy	**7/10**	Very Good

SCD Subcategory	Score (1-10)	Rating
Mental Endurance	**8/10**	Excellent

Feat 1-4: THE FAKE RUSSIAN PROFILE: Geographic-Chronological Misdirection

Type: **COMPLEX FEAT**

Light creates an elaborate false geographic-chronological identity making Kira appear to be a Russian citizen. The first 2,759+ kills are concentrated across 6 countries with death times precisely calibrated to Russian timezone hours (6 PM-10:32 PM), creating a pattern mimicking a Russian person's post-work/school routine. Kills spread from Russia to Ukraine (1 week later), Kazakhstan, Turkey, Iran, and finally the USA, following a realistic geographic-chronological propagation.

SCD Categories: Grand Strategy | Misdirection | Identity Falsification | Logistical Planning | Systems Thinking | Counter Intelligence | Cognitive Bias Exploitation

SCD Subcategory	Score (1-10)	Rating
Grand Strategy	**10/10**	Exceptional
Misdirection	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Identity Falsification	**10/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
Logistical Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Cognitive Bias Exploitation	9/10	Exceptional

Context

After beginning his Kira operations, Light recognizes that death patterns can be analyzed to determine his location. Every intelligence agency in the world is watching.

Objective

Create a complete false geographic profile that diverts all international investigation toward Russia/Eastern Europe, away from Kanto, Japan.

Methodology

Thought like a genuine Russian person: imagined their routine, work hours, and killing schedule. Used geostrategic misdirection targeting Russia as zone zero, then spread outward following realistic propagation delays. Made the pattern so coherent that the profile of a real human being emerged from the data.

Cross-referenced timezone calculations with cultural norms. The statistical distribution of 1,862 deaths in Russia, 477 in USA, 339 in Ukraine, 72 in Kazakhstan, 22 in Turkey, and 42 in Iran created a plausible Russian-centered identity.

Reasoning

Investigators rely on pattern recognition. If you give them a perfect pattern, they will follow it. The human brain seeks narrative coherence; a Russian profile with realistic spread provides that coherence.

By targeting the assumption that Kira operates where the most deaths occur, Light exploits the fundamental cognitive bias of all detectives: proximity equals causation.

Psychological Warfare

This is a masterpiece of psychological manipulation at the civilizational level. Light created a non-existent person with a complete routine, schedule, and geographic profile. Every intelligence agency in the world followed the phantom.

Interpol blamed the KGB. The CIA blamed each other. Even L, the world's greatest detective, admitted: 'All the agents and detectives in the world, with a single line of thought at a time, fell into your elaborate trap.

I almost fell too.' Only L's atypical, non-linear, neurodivergent thinking style could break through, and even he nearly didn't.

Outcome

COMPLETE SUCCESS. Every conventional detective and intelligence agency was fooled. The misdirection held until L's unconventional analysis broke through.

This single feat demonstrates grand-strategic thinking, operational planning at continental scale, and a deep understanding of how intelligence analysis works.

Feat 1-5: Grand Strategic Vision: Societal Engineering via 23-Day Control

Type: **SIMPLE FEAT**

Articulates a comprehensive plan to manipulate politicians into passing pro-Kira legislation and engineer geopolitical alignment across nations using the Death Note's 23-day action-control rule.

SCD Categories: Long Term Strategy | Multi Domain Strategy | Contingency Planning | Systems Thinking

SCD Subcategory	Score (1-10)	Rating
Long Term Strategy	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Multi Domain Strategy	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Contingency Planning	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
System Thinking	**9/10**	Exceptional

Chapter 2: L

Total feats in this chapter: 2

Feat 2-1: L's Trap: Mistake and Immediate Recovery

Type: **COMPLEX FEAT**

Kills Lind L. Taylor during L's global broadcast, inadvertently revealing that Kira can kill without physical contact, needs a name and face, and operates in Kanto, Japan. This is Light's first major intelligence failure.

SCD Categories: Counter Strategy | Recovery Speed | Self Awareness | Cognitive Bias Exploitation

SCDSubcategory	Score (1-10)	Rating
CounterStrategy	**4/10**	BelowAverage
RecoverySpeed	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Self Awareness	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Cognitive Bias Exploitation	**2/10**	Below Average

Context

L broadcasts simultaneously in 50 countries using regional decoys, claiming to be L and challenging Kira directly. Light, believing he is killing the real L, writes Lind L. Taylor's name.

Objective

Eliminate the person claiming to be L, the primary threat to Kira's operations.

Methodology

Wrote 'Lind L. Taylor, heart attack, 40 seconds' based on the televised face and name. Standard Death Note protocol.

Reasoning

FAILED. Light's ego and impulsiveness overrode his analytical caution. L's trap exploited Kira's need to eliminate threats immediately, revealing three critical pieces of intelligence: (a) remote killing capability, (b) name+face requirement, (c) Kanto region location.

Psychological Warfare

L successfully used Light's own narcissism as a weapon. By presenting a credible but fake target, L demonstrated that Kira could be manipulated through his desire to eliminate challenges to his authority.

Outcome

DISASTER. Three critical intelligence leaks to L. However, Light's immediate recovery (emotional shutdown in 1.

5 seconds) prevented further damage.

Feat 2-2: 1.5-Second Emotional Shutdown

Type: **SIMPLE FEAT**

After falling into L's trap, Light's heart rate elevates for exactly 1.5 seconds, then is consciously suppressed to prevent any visible stress response before family dinner.

SCD Categories: Self Regulation | Pressure Performance | Composure Maintenance

SCD Subcategory	Score (1-10)	Rating
Self Regulation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Composure Maintenance	**9/10**	Exceptional

Chapter 3: Family

Total feats in this chapter: 13

Feat 3-1: Pre-Entry Facial Expression Management

Type: **SIMPLE FEAT**

Has the correct facial expression prepared 3 seconds before the front door opens when his father arrives home, demonstrating muscle-level facial control honed over 17 years of practicing normalcy.

SCD Categories: Emotional Performance | Self Awareness | Persona Management

SCD Subcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Self Awareness	**8/10**	Excellent
Personal Management	**9/10**	Exceptional

Feat 3-2: Father Profiling via Physical Observation

Type: **SIMPLE FEAT**

Reads Soichiro's state through wrinkled suit, new dark circles, briefcase weight, and facial tension to determine the investigation is going worse than publicly known.

SCD Categories: Behavioral Profiling | Micro Expression Reading | Situational Awareness

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
MicroExpressionReading	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Situational Awareness	**8/10**	Excellent

Feat 3-3: Micro-Pause Detection in Father's Speech

Type: **SIMPLE FEAT**

Detects a micro-pause and chopstick movement anomaly in Soichiro's response, distinguishing guilt from fatigue and confirming the case is in trouble.

SCD Categories: Micro Expression Reading | Causal Reasoning | Cognitive Load Manipulation

SCD Subcategory	Score (1-10)	Rating
Micro Expression Reading	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CasalReasoning	**7/10**	VeryGood

SCDSubcategory	Score (1-10)	Rating
CognitiveLoadManipulation	**7/10**	VeryGood

Feat 3-4: Information Extraction via Reverse-Psychology Questioning

Type: **COMPLEX FEAT**

Uses precisely calibrated casual questioning, performed concern, and strategic references to past helpfulness (the Nakamura case) to extract investigation details from his father without appearing to interrogate him.

SCD Categories: Social Engineering | Information Control | Conversational Control | Empathy Reading | Primacy Effect

SCD Subcategory	Score (1-10)	Rating
Social Engineering	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Information Control	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Conversational Control	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Empathy Reading	**8/10**	Excellent
Primacy Effect	**8/10**	Excellent

Context

Family dinner. Soichiro is exhausted and carrying classified information about the Kira investigation. Light needs to know what L has deduced without raising suspicion.

Objective

Extract investigation status, L's current hypotheses, and team dynamics from Soichiro through casual conversation.

Methodology

(1) Opens with casual, non-threatening question: 'Kira again, right?' calibrated to show interest without urgency. (2) Displays concern with precisely measured facial expression.

(3) Creates safe space: 'It's okay if you can't tell me. But if you need to vent, I'm here.' (4) References the Nakamura case to trigger Soichiro's memory of Light's past helpfulness, priming him to share.

(5) Responds with rehearsed modesty: 'That was luck' when Soichiro praises him.

Reasoning

Soichiro is under immense pressure and needs someone to talk to. His wife (Sachiko) wouldn't understand police work. His colleague (L) is distant.

Only Light combines intellectual capability with emotional safety. By positioning himself as a safe confidant, Light exploits his father's need for validation.

Psychological Warfare

Uses modesty as a weapon: 'Modesty was a weapon. It always worked.' By appearing humbler than he is, Light makes his father feel like the wise mentor sharing knowledge with an eager student, when in reality the student is the predator extracting intelligence from the prey.

Outcome

Successfully extracts: (a) L suspects Kira is a student, (b) the team is confused by changing hypotheses, (c) internal divisions between L's followers and skeptics. Critical intelligence for counter-strategy.

Feat 3-5: Calculated Empathy Extraction (Second Dinner)

Type: **SIMPLE FEAT**

At a second dinner, uses the same remove-pressure technique to learn that L has reversed the student hypothesis, causing team demoralization.

SCD Categories: Social Engineering | Empathy Reading | Conversational Control

SCD Subcategory	Score (1-10)	Rating
Social Engineering	**8/10**	Excellent
Empathy Reading	**7/10**	Very Good

SCD Subcategory	Score (1-10)	Rating
Conversational Control	8/10	Excellent

Feat 3-6: Seed of Distrust: Undermining L's Credibility with Soichiro

Type: **COMPLEX FEAT**

Plants a carefully calibrated seed of doubt about L in his father's mind by asking innocent-seeming questions about L's information-sharing practices, exploiting L's own opacity as the weapon.

SCD Categories: Social Engineering | Group Dynamics | Defensive Strategy | Confirmation Bias Exploitation | Reframing

SCD Subcategory	Score (1-10)	Rating
Social Engineering	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
GroupDynamics	**9/10**	Exceptional
DefensiveStrategy	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
ConfirmationBiasExploitation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Reframing	**9/10**	Exceptional

Context

L has changed his hypothesis from 'student' to 'not student' without explaining why, causing team confusion. Soichiro is already frustrated by L's secretive methods.

Objective

Plant a seed of distrust about L in Soichiro's mind that will grow independently, without Light needing to nurture it further.

Methodology

Asks two innocent questions: (1) 'L doesn't share everything he thinks, does he?' (2) 'How do you know what he tells you is correct and not just manipulation to see how you react?' These are framed as genuine intellectual curiosity from a concerned son, not as accusations.

Reasoning

Light understands that the most powerful manipulation is self-generated. He doesn't tell Soichiro to distrust L; he asks questions that lead Soichiro to that conclusion himself. The seed grows using Soichiro's own frustration as fertilizer.

Psychological Warfare

'The seed wasn't planted by Light directly. It was planted by L's own omission.' This is layer-zero manipulation: Light identifies an existing structural weakness and simply asks the question that crystallizes it.

Soichiro's eyes change as the realization forms, and Light watches it happen: 'It was like watching a chess piece move on its own, convinced it was acting of its own free will.

Outcome

Soichiro begins to question L's methodology. This crack in the L-police alliance widens over subsequent days, contributing to 20 task force members resigning.

Feat 3-7: Two-Wall Defense Strategy

Type: **COMPLEX FEAT**

Conceptualizes two defensive profiles around himself: the 'student wall' and the 'police wall.' By deliberately demolishing the student wall through kill-schedule manipulation, he leaves L with only the police-connection deduction, which L cannot share without destroying the investigation from within.

SCD Categories: Defensive Strategy | Counter Strategy | Systems Thinking | Counter Intelligence | Contingency Planning

SCD Subcategory	Score (1-10)	Rating
Defensive Strategy	**10/10**	Exceptional
Counter Strategy	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Contingency Planning	**9/10**	Exceptional

Context

L has two hypotheses: (1) Kira is a student, based on kill timing patterns. (2) Kira has access to police information, based on the accuracy of targeting. Light needs to neutralize both.

Objective

Create a strategic stalemate where L cannot act on either hypothesis.

Methodology

By changing his kill schedule to prove Kira can manipulate death timing (killing while he sleeps), Light demolishes Hypothesis 1. This leaves only Hypothesis 2 (police connection). But L cannot share Hypothesis 2 because it would cause mass panic, paranoia, and resignation within the task force, effectively destroying the investigation.

Reasoning

Game theory: if L reveals police connection = investigation collapse. If L conceals it = L has nothing concrete to offer the team, creating frustration and distrust. Either way, Light wins.

The brilliant insight is that L's greatest strength (thoroughness) becomes his greatest weakness (inability to share partial findings).

Psychological Warfare

Turns the investigation's structure against itself. By manipulating the information environment, Light ensures that the more L discovers, the less he can share, and the less he can share, the more the team distrusts him. A self-reinforcing loop of institutional decay.

Outcome

Strategic stalemate achieved. 20 task force members resign within 3 days. L is left with knowledge he cannot use.

Feat 3-8: Kill Schedule Manipulation (69 Deaths in 72 Hours)

Type: **SIMPLE FEAT**

Writes names with specified future death times at 8 PM, 9 PM, and 10 PM, scheduling kills to occur while he sleeps, proving Kira can manipulate death timing and destroying L's student hypothesis.

SCD Categories: Deceptive Strategy | Timeline Planning | Counter Intelligence

SCDSubcategory	Score (1-10)	Rating
Deceptive Strategy	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Timeline Planning	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

Feat 3-9: Room Access Prevention

Type: **SIMPLE FEAT**

Tells his mother not to enter his room using a mundane, plausible excuse about organizing papers, preventing accidental Death Note discovery.

SCD Categories: Cover Story Creation | Information Hiding | Risk Assessment

SCDSubcategory	Score(1-10)	Rating
CoverStoryCreation	**7/10**	VeryGood

SCD Subcategory	Score (1-10)	Rating
Information Hiding	**7/10**	Very Good
Risk Assessment	**6/10**	Average

Feat 3-10: Career Aspiration Long-Con Manipulation

Type: **SIMPLE FEAT**

Declares his intention to become a detective like his father to catch Kira, solidifying an impenetrable identity shield as 'the last person who would be Kira.'

SCD Categories: Persona Management | Long Term Planning | Presentation Skills

SCD Subcategory	Score (1-10)	Rating
Persona Management	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
LongTermPlanning	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Presentation Skills	8/10	Excellent

Feat 3-11: Sneaking into Father's Study: Password Crack in 3 Seconds

Type: **SIMPLE FEAT**

Enters Soichiro's study after everyone sleeps, cracks the password in 3 seconds, and reads all classified Kira investigation files including L's private deductions and meeting transcripts.

SCD Categories: Cyber Skills | Counter Espionage | Counter Espionage | Risk Assessment

SCDSubcategory	Score (1-10)	Rating
CyberSkills	**8/10**	Excellent
CounterEspionage	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Risk Assessment	**7/10**	Very Good

Feat 3-12: Counter-Strategy Analysis: Exploiting Police Distrust of L

Type: **SIMPLE FEAT**

Analyzes the game-theory outcomes of L revealing vs. concealing the 'Kira is police-connected' deduction, correctly predicting L will choose silence and thereby paralyze the investigation.

SCD Categories: Systems Thinking | Deductive Reasoning | Counter Strategy | Cognitive Bias Exploitation

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Deductive Reasoning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterStrategy	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Cognitive Bias Exploitation	**8/10**	Excellent

Feat 3-13: Psychological Profile of L: Exploiting Neurodivergence

Type: **SIMPLE FEAT**

Builds a psychological model of L identifying that his isolation, social deficiencies, and distrust create exploitable fissures with those around him. Develops the framework: 'People are moved by subconscious emotions, not deductions.'

SCD Categories: Behavioral Profiling | Motivational Analysis | Vulnerability Identification | Behavioral Conditioning

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Motivational Analysis	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Vulnerability Identification	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Behavioral Conditioning	**8/10**	Excellent

Chapter 4: Current

Total feats in this chapter: 3

Feat 4-1: Triple-Layer Hide System with Incendiary Trap

Type: **COMPLEX FEAT**

Creates a hide-within-a-hide-within-a-hide for the Death Note: Layer 1 is a mundane diary decoy; Layer 2 is the Death Note under a false bottom activated by inserting a pen in a hidden hole; Layer 3 is an incendiary trap with gasoline bag and circuit that ignites if opened incorrectly, destroying all evidence.

SCD Categories: Counter Espionage | Contingency Planning | Technical Skills | Systems Thinking | Information Hiding

SCD Subcategory	Score (1-10)	Rating
Counter Espionage	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Contingency Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Technical Skills	**8/10**	Excellent
Systems Thinking	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Information Hiding	**9/10**	Exceptional

Context

L is the world's greatest detective and may search Light's room at any time. The Death Note must be both undetectable and destroyable in emergencies.

Objective

Create a multi-layered defense system that handles different threat levels: casual searchers (Layer 1), skilled investigators (Layer 2), and forced entry (Layer 3).

Methodology

(1) Mundane diary on top as first line of defense, stopping anyone who isn't specifically looking for something hidden. (2) False bottom requiring specific technique to open: inserting a pen through

a hidden hole to separate metal plates. (3) Incendiary system: gasoline bag + electrical circuit that closes if the compartment is forced open, creating a spark that ignites the gasoline and destroys the notebook.

(4) Cover story for the system: 'I just didn't want anyone reading my real diary.

Reasoning

Defense in depth. Each layer addresses a different threat model. The incendiary layer is the ultimate failsafe: even if all other layers fail, the evidence is destroyed.

The cover story ('protecting diary privacy') is plausible and relatable, so even if the mechanism is discovered, the purpose seems innocent.

Psychological Warfare

The incineration plan itself has a cover story. Light understands that the mechanism of hiding can be as incriminating as what is hidden, so he provides a benign explanation for the entire system.

Outcome

Multi-threat defense operational. Never actually triggered, but its existence demonstrates Light's commitment to operational security at every level.

Feat 4-2: Father's Computer Compromise via Fake VPN Phishing

Type: **COMPLEX FEAT**

Creates a fake VPN/security website (wkaly.com) disguised as an antivirus tool, sends the link to Soichiro, and when his father clicks 'Accept,' installs an invisible file-cloning virus protected by 7 rotating IP addresses.

SCD Categories: Cyber Skills | Social Engineering | Counter Espionage | Resource Allocation | Cover Story Creation

SCDSubcategory	Score (1-10)	Rating
CyberSkills	**9/10**	Exceptional
SocialEngineering	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
CounterEspionage	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Resource Allocation	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
CoverStoryCreation	8/10	Excellent

Context

Physical break-ins to his father's study are risky and time-limited. Light needs real-time, continuous access to all investigation data.

Objective

Establish a permanent, invisible data pipeline from Soichiro's computer to Light's own system.

Methodology

(1) Creates a convincing fake security VPN website with professional-looking illustrations about file protection and battery optimization. (2) Sends link to Soichiro as a helpful recommendation from

his tech-savvy son. (3) When Soichiro clicks 'Accept,' a virus invisibly clones all files on a continuous basis.

(4) Protects the mirror server using a cracker that rotates through 7 different IP addresses, making the data stream undetectable.

Reasoning

Soichiro trusts Light completely and has limited technical sophistication. A security-themed website from his genius son is the perfect social engineering vector. The 7-IP rotation ensures that even if someone detects unusual traffic, it cannot be traced to a single source.

Psychological Warfare

Social engineering of his own father. Light exploits the most fundamental trust relationship (parent-child) as an attack vector. The fake website's professional appearance adds a layer of credibility that prevents suspicion.

Outcome

Real-time mirror of all Kira investigation data established on Light's computer. Complete information asymmetry achieved.

Feat 4-3: Strategic Information Leakage to Cause Team Dissolution

Type: **SIMPLE FEAT**

Deliberately allows clues that Kira is connected to the police, knowing this will cause L to investigate the police itself, creating paranoia, mutual suspicion, and mass resignations.

SCD Categories: Offensive Strategy | Group Dynamics | Cognitive Bias Exploitation | Counter Intelligence

SCD Subcategory	Score (1-10)	Rating
Offensive Strategy	9/10	Exceptional
Group Dynamics	9/10	Exceptional

SCD Subcategory	Score (1-10)	Rating
Cognitive Bias Exploitation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

Chapter 5: FBI

Total feats in this chapter: 7

Feat 5-1: FBI Surveillance Detection via Ryuk

Type: **SIMPLE FEAT**

Uses Ryuk's supernatural ability to sense observation to detect FBI surveillance, then logically deduces FBI involvement based on timeline correlation with the information leak.

SCD Categories: Surveillance Detection | Deductive Reasoning | Situational Awareness

SCD Subcategory	Score (1-10)	Rating
Surveillance Detection	**7/10**	Very Good

SCDSubcategory	Score (1-10)	Rating
Deductive Reasoning	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Situational Awareness	**7/10**	Very Good

Feat 5-2: Bus Hijacking Operation: Controlled Criminal Scenarios

Type: **COMPLEX FEAT**

Orchestrates an elaborate multi-criminal operation using Death Note rule 4 (detailed actions within 6 min 40 sec) to force FBI agent Raye Penber to reveal his name. Controls criminal Osoreda Koiichiro to hijack the specific bus Light is riding, while a second controlled criminal threatens

Penber from behind. Pre-studies the bus route and counts all 26 security cameras and their angles one week prior. Wears disguise (hat, sports clothes). The entire bus becomes a theater of manipulation.

SCD Categories: Operational Strategy | Sequential Planning | Logistical Planning | Surveillance Detection | Information Control | Misdirection | Counter Intelligence | Systems Thinking

SCD Subcategory	Score (1-10)	Rating
Operational Strategy	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Sequential Planning	**10/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
Logistical Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Surveillance Detection	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Information Control	9/10	Exceptional
Misdirection	9/10	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
System Thinking	**9/10**	Exceptional

Context

FBI agent Raye Penber is following Light as part of L's investigation. Light needs Penber's real name to eliminate him and all 12 FBI agents in Japan, but cannot ask directly without revealing his identity as Kira.

Objective

Extract Raye Penber's full name through a controlled scenario that appears to be a random criminal event.

Methodology

(1) Pre-studies the bus route 1 week prior, counting 26 cameras and their exact angles. (2) Wears hat and sports clothes as disguise. (3) Controls criminal Osoreda Koiichiro via Death Note to: board

the specific blue-striped bus, commit armed hijacking, pick up a Death Note fragment Light deliberately drops, see Ryuk (invisible to others), panic and shoot at the entity, flee, and be hit by a car at exactly 11:43 AM.

(4) Controls a second criminal as 'fake Kira' to position behind Penber and threaten him. (5) Drops Death Note fragment as bait. (6) During the chaos, Penber reveals his FBI badge and name.

Reasoning

The bus operation solves multiple problems simultaneously: it extracts Penber's name, it creates a scenario where Kira appears to be a third party (the hijacker acts on behalf of 'Kira'), and it gives Light plausible deniability (he is a victim of the hijacking, not its architect). The 26-camera pre-study ensures no angle captures Light's involvement.

Psychological Warfare

Every passenger on the bus is an unwitting prop in Light's theater. The hijacker, the 'fake Kira,' and even Penber himself are controlled variables in an equation whose solution is Penber's name. The terror the passengers feel is Light's camouflage.

Outcome

Penber reveals his name. Light obtains the critical intelligence needed to eliminate all 12 FBI agents in Japan.

Feat 5-3: Multi-Criminal Cross-Border Supply Chain

Type: **SIMPLE FEAT**

Creates an untraceable supply chain using two criminals across South Korea and Japan: one buys equipment and ships it, then commits suicide; the other receives and deposits it, then dies in a staged 'drunk driving accident.' Light retrieves with gloves.

SCD Categories: Logistical Planning | Counter Intelligence | Cover Story Creation | Operational Strategy

SCDSubcategory	Score (1-10)	Rating
Logistical Planning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CoverStoryCreation	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Operational Strategy	**8/10**	Excellent

Feat 5-4: Death Note Envelope System for Penber

Type: **COMPLEX FEAT**

Creates an envelope containing a communicator, pen, and Death Note pages with pre-written death times. Scripts a 'fake Kira' to threaten Penber into calling his FBI superior, obtaining all 12 agents' names, and writing them in the Death Note. All 12 agents die on schedule.

SCD Categories: Operational Strategy | Trust Exploitation | Sequential Planning | Identity Falsification | Document Forgery

SCD Subcategory	Score (1-10)	Rating
Operational Strategy	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
TrustExploitation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Sequential Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Identity Falsification	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Documentforgery	**8/10**	Excellent

Context

Has Penber's name. Needs the names of all 12 FBI agents surveilling the Kira-suspect families to eliminate the entire surveillance network.

Objective

Force Penber to obtain and write all 12 agents' names in the Death Note without realizing he is dooming his colleagues.

Methodology

(1) 'Fake Kira' threatens Penber, claiming to have investigated him and his fiancee. (2) Demonstrates killing power: a nearby criminal dies of heart attack in 10 seconds. (3) Gives Penber

a 'mission': call FBI chief using a pre-scripted excuse about 'inconsistent data' to obtain full agent list.

(4) Envelope contains Death Note pages with pre-written death times (2-6 minute variations) and blank quadrants for Penber to write names. (5) All 12 agents die of heart attacks on the pre-scheduled times.

Reasoning

Penber's strongest instinct is to protect his fiancee (Naomi Misora). By threatening her, Light overrides all other considerations. The demonstration kill proves the threat is real.

The pre-scripted phone excuse ensures the FBI chief provides the information without suspicion.

Psychological Warfare

Uses Penber's love for Naomi as the lever. The cruelty is precise: Penber believes he is saving his fiancee by sacrificing his colleagues, when in reality he is accomplishing nothing except his own destruction. A demonstration kill (criminal dying in 10 seconds) provides visceral proof that bypasses rational analysis.

Outcome

All 12 FBI agents in Japan die. The entire FBI surveillance network is eliminated in one operation.

Feat 5-5: Penber Amnesia Induction via 23-Day Control

Type: **COMPLEX FEAT**

Writes that Penber will suffer a 'mild early myocardial infarction' with 'amnesia from traumatic brain injury,' causing him to forget the bus/metro events while remembering only early surveillance. Penber works for 2 weeks with amnesia, submits a report exonerating Light, then dies.

SCD Categories: Operational Strategy | Cover Story Creation | Timeline Planning | Information Control | Counter Intelligence

SCD Subcategory	Score (1-10)	Rating
Operational Strategy	**10/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
CoverStoryCreation	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Timeline Planning	**9/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
Information Control	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**10/10**	Exceptional

Context

Penber has experienced the bus hijacking and the fake Kira encounter. If he reports these events, the FBI and L will have critical intelligence about Kira's methods.

Objective

Turn Penber into a posthumous alibi witness who reports Light as 'completely normal' while having no memory of the incriminating events.

Methodology

Uses the Death Note's 23-day action control to specify: (1) Cause of death: mild early myocardial infarction. (2) Amnesia from traumatic brain injury (he fell on the sidewalk during the incident). (3) Hospitalized for 3 days.

(4) Memory: remembers only early surveillance of families including Light, forgets the bus/metro events entirely. (5) Continues working for 2 weeks, then dies of heart attack.

Reasoning

By controlling what Penber remembers, Light controls what Penber reports. The amnesia creates a clean narrative: Penber surveilled Light, found nothing suspicious, and eventually died of the same Kira-related cause as his colleagues. No bus incident.

No fake Kira. No Death Note pages.

Psychological Warfare

Turns a victim into an alibi. The man whose name Light stole becomes the man whose words exonerate Light. This is manipulation at its most macabre: the dead speak, but only what Kira allows them to say.

Outcome

FBI chief reports to L that all agents investigated normally. No mention of the bus incident, the page request, or the envelope. Light's alibi is reinforced by the victim himself.

Feat 5-6: Coded Messages to L: Pentagram and Poem

Type: **SIMPLE FEAT**

Controls three prisoners to create solvable but time-consuming cryptograms (a blood pentagram, a suicide note whose first letters spell a message to L, and a circular-walking prisoner). Designed to keep L occupied while the real Penber operation unfolds.

SCD Categories: Deceptive Strategy | Misdirection | Parallel Planning | Creative Problem Solving

SCDSubcategory	Score (1-10)	Rating
Deceptive Strategy	**8/10**	Excellent
Misdirection	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Parallel Planning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Creative Problem Solving	**7/10**	Very Good

Feat 5-7: Achilles Heel Monologue: Strategic Philosophy

Type: **SIMPLE FEAT**

Articulates the principle that in a standoff between equally intelligent opponents, the winner is determined by external advantages, not raw intellect. Predicts an external factor will decide the L conflict.

SCD Categories: Meta Cognition | Grand Strategy | Self Awareness | Medium Term Prediction

SCD Subcategory	Score (1-10)	Rating
Meta Cognition	**8/10**	Excellent
Grand Strategy	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Self Awareness	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Medium Term Prediction	**7/10**	Very Good

Chapter 6: Black Widow

Total feats in this chapter: 8

Feat 6-1: Naomi Misora Real-Time Profiling

Type: **SIMPLE FEAT**

Reads Naomi in seconds: low neuroticism (calm greeting), objective/analytical demeanor, grief-stricken (not trauma from abuse), likely mourning someone close. Hypothesizes she is a family member of a killed FBI agent with critical information.

SCD Categories: Behavioral Profiling | Motivational Analysis | Abductive Reasoning | Empathy Reading

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Motivational Analysis	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Abductive Reasoning	**9/10**	Exceptional
Empathy Reading	**8/10**	Excellent

Feat 6-2: Benjamin Franklin Effect Exploitation

Type: **SIMPLE FEAT**

Asks Naomi to walk in a specific direction (a small favor) to trigger subconscious trust-building through the Benjamin Franklin psychological effect, lowering her guard and generating involuntary sympathy.

SCD Categories: Behavioral Conditioning | Trust Exploitation | Rapport Building | Analytical Thinking

SCDSubcategory	Score (1-10)	Rating
Behavioral Conditioning	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
TrustExploitation	**9/10**	Exceptional
RapportBuilding	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Analytical Thinking	**7/10**	Very Good

Feat 6-3: Camera-Aware Conversation Positioning

Type: **SIMPLE FEAT**

Orients his face toward Naomi while angling his body away from a security camera, preventing lip-reading or facial expression capture during a conversation about Kira.

SCD Categories: Counter Surveillance | Situational Awareness | Environment Adaptation

SCDSubcategory	Score (1-10)	Rating
CounterSurveillance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Situational Awareness	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Environment Adaptation	**8/10**	Excellent

Feat 6-4: False Identity Creation: Fake Investigation Team Member

Type: **SIMPLE FEAT**

Claims to be a Kira investigation team member who solved two cases, mixing truth (his father IS the chief) with lies to gain Naomi's trust and access to L.

SCD Categories: Identity Falsification | Trust Exploitation | Rapport Building

SCD Subcategory	Score (1-10)	Rating
Identity Falsification	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Trust Exploitation	**8/10**	Excellent
Rapport Building	**8/10**	Excellent

Feat 6-5: Controlled Anti-Pressure Interrogation

Type: **SIMPLE FEAT**

Maintains casual tone while extracting information from Naomi, deliberately avoiding direct questions that would trigger her defensive mechanisms. Positions himself as 'someone in the middle.'

SCD Categories: Social Engineering | Conversational Control | Empathy Reading

SCD Subcategory	Score (1-10)	Rating
Social Engineering	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Conversational Control	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Empathy Reading	**8/10**	Excellent

Feat 6-6: Fake Name Detection via Death Note Test

Type: **SIMPLE FEAT**

Writes Naomi's fake name 'Shoko Maki' in a Death Note fragment; 45 seconds pass without her dying, confirming she is using an alias. Rapid adaptation.

SCD Categories: Deductive Reasoning | Tactical Pivot | Technical Skills

SCDSubcategory	Score (1-10)	Rating
Deductive Reasoning	**8/10**	Excellent
Tactical Pivot	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Technical Skills	7/10	Very Good

Feat 6-7: Adulation as Key to Identity Extraction

Type: **SIMPLE FEAT**

Compliments Naomi's observation skills, references the BB case, and proposes she join the investigation, triggering her to voluntarily show her driver's license with her real name.

SCD Categories: Trust Exploitation | Dependency Creation | Rapport Building | Primacy Effect

SCDSubcategory	Score (1-10)	Rating
TrustExploitation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Dependency Creation	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Rapport Building	**9/10**	Exceptional
Primacy Effect	**8/10**	Excellent

Feat 6-8: 'I Am Kira' Declaration: Truth as Ultimate Weapon

Type: **COMPLEX FEAT**

When Naomi notices him checking his watch (counting seconds to her death), Light declares 'I am Kira.' The revelation is so unexpected it creates a cognitive freeze, buying time for the Death Note to complete its work. Her body disappears 3 days later.

SCD Categories: Psychological Warfare | Social Engineering | Emotional Performance | Tactical Strategy | Pressure Performance

SCD Subcategory	Score (1-10)	Rating
Psychological Warfare	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Social Engineering	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Tactical Strategy	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

Context

Naomi has counted 5 watch-checks and is becoming suspicious. She has critical information about the bus incident and Penber's surveillance that could reach L.

Objective

Neutralize Naomi before she can share her information, using psychological domination rather than physical force.

Methodology

The Death Note has already been written: Naomi will commit suicide in 3 days, rejecting the case. But she is becoming dangerous NOW. Light's solution: say the one thing she cannot process.

'I am Kira.' The cognitive dissonance between the charming young man she's been talking to and the monster she's been hunting creates a complete psychological freeze.

Reasoning

Human brains process threats in order of familiarity. A gun is familiar; a confession from the person you're casually walking with is not. The brain's threat-response system has no protocol for this scenario.

The result is a freeze response: the body stops moving, the mind stops processing, and time passes while the Death Note's countdown continues unnoticed.

Psychological Warfare

MASTERPIECE. Uses the absolute truth as the ultimate weapon. Not a lie, not a misdirection, but the naked truth delivered at the precise moment when it is most disorienting.

Naomi understands in a flash: she has been talking to the monster she's hunting. But it's too late. The Death Note has already been written.

Her body disappears 3 days later. The truth, delivered at the right moment, is more devastating than any lie.

Outcome

Naomi is neutralized. Her information never reaches L. The 'I am Kira' moment becomes one of the most psychologically powerful scenes in the novel.

Chapter 7: French Fries

Total feats in this chapter: 6

Feat 7-1: Dual-Layer Door Trap System

Type: **SIMPLE FEAT**

Installs two intrusion detection mechanisms: a door handle position test and a thin wire in the door frame gap. Enters at 45-degree angle, kneels to 'tie shoe' to check wire. Discovers the wire is cut: L has entered.

SCD Categories: Counter Surveillance | Counter Espionage | Analytical Thinking | Risk Assessment

SCDSubcategory	Score (1-10)	Rating
CounterSurveillance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterEspionage	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**8/10**	Excellent
Risk Assessment	**8/10**	Excellent

Feat 7-2: Family Member Elimination from Suspect List

Type: **SIMPLE FEAT**

Instantly rules out mother and sister as intruders using deep knowledge of their behavioral patterns: mother's limited curiosity, Sayu's messiness and inability to keep secrets.

SCD Categories: Behavioral Profiling | Deductive Reasoning | Analytical Thinking

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Deductive Reasoning	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**7/10**	Very Good

Feat 7-3: Surveillance Camera Mapping via Mental Geometry

Type: **COMPLEX FEAT**

When Ryuk reveals 58 cameras but only points out 4, Light maps the rest using his body as a measuring unit (shoe 40cm, foot width 10cm, height 177cm), creates a mental 1:20 scale floor plan, calculates 24-30 cameras in his room alone, and deduces blind spots using adversary modeling of L's placement logic.

SCD Categories: Spatial Reasoning | Systems Thinking | Situational Awareness | Surveillance Detection | Counter Espionage | Deductive Reasoning

SCD Subcategory	Score (1-10)	Rating
Spatial Reasoning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Situational Awareness	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Surveillance Detection	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterEspionage	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Deductive Reasoning	**9/10**	Exceptional

Context

L has installed 58 surveillance cameras throughout the Yagami house. Ryuk, being a shinigami, can see them all but only points out 4 in the dining room. Light needs to know where every camera is without physically searching (which would confirm guilt).

Objective

Map all camera positions and blind spots purely through mental calculation, without any visible search behavior.

Methodology

(1) Uses body measurements as reference units: shoe size 40cm, foot width 10cm, height 177cm. (2) Creates a mental 1:20 scale floor plan, dividing the space into 'blocks' (Block M, Block F, Block Ap, etc.).

(3) Calculates camera separation at approximately 30cm apart (except corners). (4) Determines cameras are small, fixed-angle, limited FOV (if 360-degree, fewer than 10 cameras would suffice for the room). (5) Estimates 24-30 cameras in his room alone.

(6) Maps blind spots by modeling L's probable placement logic: cameras would be in shelves, closets, and hidden positions, not obvious wall/ceiling mounts.

Reasoning

L operates on logic and thoroughness. He would maximize coverage while minimizing detectability. Small, fixed-angle cameras hidden in everyday objects provide the best cover.

The spacing pattern reveals the density, and the density reveals the positions. By thinking like L, Light predicts L's actions.

Psychological Warfare

Outmaneuvers L's surveillance from within the surveillance itself. L is watching, and Light knows L is watching, and Light calculates his calculations based on knowing that L knows. Multiple layers of recursive awareness.

Outcome

Successfully maps all camera positions and blind spots in his mind. Uses this knowledge to operate the chips bag killing system without detection.

Feat 7-4: THE CHIPS BAG SYSTEM: Killing Under Full Surveillance

Type: **COMPLEX FEAT**

Creates an elaborate hidden writing system inside a bag of potato chips: mini TV on the right side, mirror on the left reflecting the screen (reversing text that Light's brain instantly translates), Death Note fragment and pencil in center. Uses his own head as a blind spot for camera B1, the bag blocks camera T1. Left hand writes names, right hand solves math equations. 17 criminals die during one study session. Even Watari's review confirms no evidence.

SCD Categories: Creative Problem Solving | Counter Espionage | Counter Surveillance | Operational Planning | Environment Adaptation | Tactical Strategy

SCDSubcategory	Score(1-10)	Rating
CreativeProblemSolving	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counter Espionage	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterSurveillance	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Operational Planning	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Environment Adaptation	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Tactical Strategy	**10/10**	Exceptional

Context

58 cameras monitoring the Yagami house, including 24-30 in Light's room alone. L is watching every movement, every expression, every second of Light's life. Light needs to continue killing criminals while appearing to be a normal student studying and eating chips.

Objective

Operate the Death Note under complete surveillance without any camera capturing incriminating behavior.

Methodology

(1) Mini TV hidden inside chips bag on the right side, angled diagonally left. (2) Small rectangular mirror on the left side reflects the TV screen showing criminal names and faces. (3) Mirror reverses text: 'selàznoG ordeP' instantly translated by Light's brain as 'Pedro Gonzalez.

' (4) Death Note fragment and shortened pencil in the center of the bag. (5) His own head blocks camera B1's view by leaning forward at a specific angle. (6) The chips bag, aligned with his shoulder, blocks camera T1's view.

(7) Left hand writes names inside the bag. Right hand solves math equations on paper, appearing to study. (8) After writing a name, he eats a chip: 'With my system, everything is perfectly synchronized; after killing a criminal, I grab a fry and eat it!!

Reasoning

The system exploits the fundamental limitations of visual surveillance: cameras have fixed angles and cannot see through objects. By using the chips bag as both writing surface and visual shield, and his own body as an additional blind spot, Light creates a space where no camera can see what his hands are doing. The math equations provide the perfect cover activity.

Psychological Warfare

Kills while being watched. This is the ultimate power display: the world's greatest detective is looking directly at Light Yagami, and Light Yagami is killing people in front of him. The chips bag system completes its operation in 2 minutes and 19 seconds of setup.

Even Watari's analysis confirms: 'the absence of evidence is not evidence of absence.

Outcome

17 criminals die during one study session. L reviews the footage and finds nothing. Light's suspicion drops to 0.

78%.

Feat 7-5: Fake News Analysis Performance at Dinner

Type: **SIMPLE FEAT**

When L broadcasts fake news about '1,500 detectives' joining, Light calmly identifies it as a provocation: too many for real operations, wouldn't be publicly announced, exact numbers are a pressure tactic. No micro-expression of arrogance or nervousness detected.

SCD Categories: Emotional Performance | Self Regulation | Critical Thinking | Counter Strategy | Pressure Performance

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
SelfRegulation	**9/10**	Exceptional
CriticalThinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterStrategy	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

Feat 7-6: Portable Killing System: Bookmark Strips

Type: **SIMPLE FEAT**

Memorizes 27 criminal names per hour, cuts paper strips to exact size, pastes them in his criminology textbook. Can write names on strips while carrying the book, then insert into the Death Note later. Mobile, invisible killing.

SCD Categories: Operational Planning | Technical Skills | Creative Problem Solving

SCD Subcategory	Score (1-10)	Rating
Operational Planning	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Technical Skills	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Creative Problem Solving	**8/10**	Excellent

Chapter 8: Graduation

Total feats in this chapter: 7

Feat 8-1: Academic Credentials: Graduation at Age 17, IQ 185-201, 8 Languages

Type: **SIMPLE FEAT**

Entered To-Oh University at age 11 years 9 months, studied Literature, Criminology, and Cognitive Psychology with perfect grades, spoke 8 languages with near-native fluency by age 10. Academic reputation becomes part of his alibi.

SCD Categories: Analytical Thinking | Academic Intelligence | Long Term Prediction

SCD Subcategory	Score (1-10)	Rating
Analytical Thinking	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Academic Intelligence	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Long Term Prediction	**8/10**	Excellent

Feat 8-2: L Encounter: Calm Identity Assimilation

Type: **SIMPLE FEAT**

When L reveals his identity directly, Light freezes internally but controls his external reaction, greeting L with charismatic warmth: 'Pleased to meet you. Count on me. I admire that you and the Japanese police fight against Kira.'

SCD Categories: Emotional Performance | Pressure Performance | Presentation Skills

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Presentation Skills	**9/10**	Exceptional

Feat 8-3: L Profiling: Asperger's Analysis

Type: **SIMPLE FEAT**

Profiles L in real-time during their first meeting: neurodivergent traits, social ineptitude, obsessive tendencies, isolation preference. Concludes his case-solving effectiveness stems from natural solitude and obsession.

SCD Categories: Behavioral Profiling | Motivational Analysis | Vulnerability Identification | Analytical Thinking

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Motivational Analysis	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Vulnerability Identification	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Analytical Thinking	**8/10**	Excellent

Feat 8-4: Tennis Match: Seven-Game Psychological Operation

Type: **COMPLEX FEAT**

The tennis match is a layered psychological operation spanning 7 games. Game 1: each shot is a reconnaissance question. Game 4: deliberately misses a volley to test if L notices (he does). Game 5: plays at the limit, barely landing shots. Game 6: uses meta-criminology to perform innocence by being authentically narcissistic. Game 7: wins 4-3, close enough to be credible. Both players are analyzing each other throughout.

SCD Categories: Psychological Warfare | Emotional Performance | Tactical Strategy | Meta Cognition | Behavioral Profiling | Pressure Performance

SCD Subcategory	Score (1-10)	Rating
Psychological Warfare	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Tactical Strategy	**9/10**	Exceptional
Meta Cognition	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Behavioral Profiling	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

Context

L uses the tennis match to profile Light's personality. Every shot, every reaction, every expression is data for L's analysis. Light knows this and performs accordingly.

Objective

Pass L's personality test by exhibiting the exact behavioral profile of an innocent, competitive genius rather than a guilty person trying to appear innocent.

Methodology

Game 1 (Reconnaissance): Each shot is a question. Force = 'How do you handle aggression?' L's short angular return = 'I prefer indirect maneuvering.

' Game 4 (Deliberate Error): Misses a volley on purpose to test if L notices. L's eyes narrow fractionally: noticed but not commented on. Game 5 (Boundary Testing): Plays at the extreme limit of the court lines.

L: 'Always at the limit. Impressive. And also revealing.

' Game 6 (Meta-Criminology): 'Knowing criminology and profiling, I know innocents have nothing to hide, while a guilty person with narcissistic traits tends to want to seem the most upright person. Using this to my advantage, I know how to be innocent.' Game 7 (Calculated Victory): Wins 4-3.

Close enough to be credible, clear enough to satisfy ego.

Reasoning

The key insight is meta-criminological: L expects a guilty person to try to appear humble, which would itself be suspicious. By being authentically competitive and slightly arrogant, Light exhibits the behavior of an innocent genius who happens to be confident. This is a double-blind operation: L is profiling Light, Light is profiling L's profiling, and L knows Light is profiling his profiling.

Psychological Warfare

The entire match is psychological warfare conducted through a sport. Each rally is a conversation in a language only the two of them speak. When L says 'You are someone who leaves nothing to chance.

Every movement is calculated,' Light deliberately allows this accurate observation because denying it would be more suspicious than accepting it.

Outcome

L gains data but no conclusive evidence. The match ends in a draw of information: both players know more about each other, but neither has the decisive piece.

Feat 8-5: Cipher Analysis Double-Play

Type: **SIMPLE FEAT**

When L shows the coded messages (which Light himself created), Light recognizes them but pretends to analyze them. Chooses to present the incomplete interpretation rather than the full one, exactly as an innocent detective would. L says 'Good argument. You are not Kira.'

SCD Categories: Counter Strategy | Analytical Thinking | Emotional Performance | Misdirection | Counter Deduction

SCD Subcategory	Score (1-10)	Rating
Counter Strategy	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional
Misdirection	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Counter Deduction	**9/10**	Exceptional

Feat 8-6: The Dilemma Tactic: Engineered Perpetual Uncertainty

Type: **SIMPLE FEAT**

Develops a psychological framework designed for L's specific personality: provide indirect information that always leads to two equally plausible conclusions (Kira or not Kira), creating a paradox that L's analytical mind cannot resolve.

SCD Categories: Psychological Warfare | Grand Strategy | Systems Thinking | Vulnerability Identification | Counter Intelligence

SCDSubcategory	Score (1-10)	Rating
Psychological Warfare	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Grand Strategy	**9/10**	Exceptional
Systems Thinking	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Vulnerability Identification	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**9/10**	Exceptional

Feat 8-7: Hospital Confrontation: Deductive Innocence Performance

Type: **SIMPLE FEAT**

When L asks how Light knew Penber was following him, Light responds 'Because it's deducible' and constructs a complete logical chain using only public information. L and Soichiro respond with 'admiration and surprise.'

SCD Categories: Deductive Reasoning | Emotional Performance | Counter Strategy | Counter Deduction | Pressure Performance

SCD Subcategory	Score (1-10)	Rating
Deductive Reasoning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterStrategy	**9/10**	Exceptional
CounterDeduction	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

Chapter 9: Queen

Total feats in this chapter: 1

Feat 9-1: Second Kira Threat Assessment

Type: **SIMPLE FEAT**

Analyzes the Second Kira's broadcast with cold utilitarian calculation: 'Light Yagami didn't believe in allies, he believed in tools.' Determines the Second Kira must be controlled, not opposed.

SCD Categories: Operational Strategy | Motivational Analysis | Analytical Thinking

SCD Subcategory	Score (1-10)	Rating
Operational Strategy	**7/10**	Very Good

SCD Subcategory	Score (1-10)	Rating
Motivational Analysis	**7/10**	Very Good

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**7/10**	Very Good

Chapter 10: Love

Total feats in this chapter: 5

Feat 10-1: Accepting the Decoy Mission: Turning L's Trap

Type: **SIMPLE FEAT**

When L proposes Light act as Kira-bait, Light agrees with rehearsed casualness, analyzing the meta-game: 'the logic of contraband hidden in plain sight, the lie so enormous no one can believe it.'

SCD Categories: Counter Strategy | Meta Cognition | Emotional Performance | Pressure Performance

SCD Subcategory	Score (1-10)	Rating
Counter Strategy	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Meta Cognition	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**8/10**	Excellent

Feat 10-2: Misa Amane Real-Time Cognitive Profiling

Type: **SIMPLE FEAT**

Analyzes Misa with academic precision: pupil dilation at <0.5m, voice softening, steady gaze with natural blinking, head tilting away when directly looked at (submissive behavior). Applies cognitive psychology training in real-time.

SCD Categories: Behavioral Profiling | Empathy Reading | Micro Expression Reading | Analytical Thinking

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Empathy Reading	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
MicroExpressionReading	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Analytical Thinking	**8/10**	Excellent

Feat 10-3: Misa Manipulation: Conditional Love and Dependency Creation

Type: **COMPLEX FEAT**

Tells Misa he can be her boyfriend 'only if he is the center of her world.' She accepts immediately. Frames his paranoia as trauma from persecution to prevent questioning. Creates emotional dependency while positioning her Shinigami Eyes as a tool for eliminating L.

SCD Categories: Dependency Creation | Loyalty Cultivation | Emotional Manipulation Detection | Behavioral Conditioning | Operational Strategy

SCD Subcategory	Score (1-10)	Rating
Dependency Creation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Loyalty Cultivation	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
EmotionalManipulationDetection	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Behavioral Conditioning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Operational Strategy	**8/10**	Excellent

Context

Misa Amane has the Shinigami Eyes, which can see any person's real name and remaining lifespan. This is the one tool that can identify and eliminate L, whose real name is unknown.

Objective

Secure Misa's absolute loyalty and emotional dependence while maintaining control over her and her supernatural asset.

Methodology

(1) Conditional commitment: 'I can be your boyfriend only if I am the center of your world.' This creates a power dynamic where Misa must continuously prove her devotion. (2) Emotional warmth masks manipulation: displays vulnerability ('You're the first person who has come to see me like this') to make her feel special.

(3) Paranoia reframing: explains his need for privacy as trauma from being suspected as Kira, preventing her from seeing through his behavior. (4) Positions himself as her protector in a dangerous world.

Reasoning

Misa's personality profile (extroverted, submissive, emotionally needy) makes her highly susceptible to conditional affection. By making love contingent on devotion, Light creates a feedback loop: Misa invests more emotionally, which makes her more dependent, which makes her more compliant.

Psychological Warfare

Views Misa not as a person but as a resource: 'With the Shinigami Eyes, she could become an extraordinarily effective tool. A tool for eliminating L.' The emotional relationship is a control mechanism disguised as romance.

Every act of affection is simultaneously an act of manipulation.

Outcome

Misa becomes a loyal, emotionally dependent asset. Her Shinigami Eyes are now available on demand for Light's strategic use.

Feat 10-4: Aoyama Club Intelligence: Locating the Second Kira

Type: **SIMPLE FEAT**

Identifies Note Blue in Aoyama district as the logical meeting place for a young Second Kira based on demographic analysis of the coded diary entries. Goes with friends as social camouflage.

SCD Categories: Inductive Reasoning | Situational Awareness | Networking

SCDSubcategory	Score (1-10)	Rating
Inductive Reasoning	**7/10**	Very Good

SCDSubcategory	Score(1-10)	Rating
SituationalAwareness	**7/10**	VeryGood
Networking	**7/10**	VeryGood

Feat 10-5: 'First Friend' Counter-Maneuver

Type: **SIMPLE FEAT**

When L says 'Light-kun, you're my first friend,' responds in <2 seconds: 'Thank you, Ryuzaki. That means a lot to me too.' Uses L's real name with brotherly familiarity. 'Both smiled. And neither smile was real. Or perhaps both were.'

SCD Categories: Emotional Performance | Conversational Control | Social Engineering | Counter Strategy

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Conversational Control	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
SocialEngineering	**9/10**	Exceptional
CounterStrategy	**8/10**	Excellent

Chapter 12: Strategic Surrender

Total feats in this chapter: 2

Feat 12-1: THE FIVE-PHASE SURRENDER PLAN: Fake Previous Kira

Type: **COMPLEX FEAT**

Orchestrates the most elaborate deception in the novel: (1) Renounces Death Note, losing all memories. (2) Arranges Misa's confinement. (3) Creates a fake 'previous Kira' by controlling a criminal to buy identical paper, write 6 names with pre-dated deaths, write Light's name with instructions to find the notebook and become Kira, write a suicide note with a different psychological profile, and die by hanging (a method Light never uses). Inserts fake pages at the beginning of the real Death Note and creates a fake website. (4) Calls L volunteering for confinement. (5) Hands notebook to Ryuk; memories vanish. L is forced to conclude Light is innocent.

SCD Categories: Grand Strategy | Evidence Fabrication | Identity Falsification | Cover Story Creation | Sequential Planning | Contingency Planning | Systems Thinking | Counter Intelligence | Psychological Warfare | Information Control

SCD Subcategory	Score (1-10)	Rating
Grand Strategy	**10/10**	Exceptional
Evidence Fabrication	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Identity Falsification	**10/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
CoverStoryCreation	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Sequential Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Contingency Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Psychological Warfare	**10/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
Information Control	**10/10**	Exceptional

Context

L's suspicion is at approximately 5%. Not zero, but not actionable. Light needs to eliminate even this residual doubt permanently.

Objective

Achieve permanent clearance from L while maintaining the ability to resume Kira operations through proxies.

Methodology

Phase 1 (Renunciation): Gives Death Note to Ryuk, losing all memories of being Kira. This creates genuine innocence that even L's scrutiny cannot penetrate. Phase 2 (Misa's Confinement): Arranges for Misa to also be confined, eliminating two suspects simultaneously.

Phase 3 (The Masterpiece): Controls a ~40-year-old criminal via Death Note 23-day rule to: (a) Buy paper identical to the Death Note. (b) Write 6 random names with pre-dated 'traffic accident' deaths. (c) Write Light Yagami's name with instructions: 'Find black notebook, eliminate criminals, use all intelligence to avoid capture, if threatened, renounce notebook (losing memory), die of heart attack in 2011.

' (d) Write a suicide note with a different psychological profile from Light's. (e) Die by hanging (a method Light never uses, to differentiate the handwriting/profile). These fake pages are inserted at the beginning of the real Death Note.

A fake website documenting the 'accidents' with a coded header directs investigators to it. Phase 4 (The Phone Call): Calls L: 'I want you to confine me.' Logical framing about proving innocence.

Phase 5 (Execution): Hands Death Note to Ryuk. Memories vanish instantly.

Reasoning

The fake previous Kira creates: (1) A fourth 'user' with different handwriting, proving multiple people have used the notebook. (2) A narrative that Light was chosen/forced, not a voluntary participant. (3) A justification for the 13-day rule (the fake user died of a heart attack 13 days after writing).

(4) A plausible explanation for why Light was targeted (public figure as 'youngest To-Oh student'). Each element is designed to withstand L-level scrutiny.

Psychological Warfare

The most elaborate deception in the entire novel. Creates an entire fake history, fake person, fake website, and fake evidence trail. The genius is that the fake previous Kira's suicide note has a different psychological profile from Light's, meaning even psychological analysis of the writing style won't connect them.

The method of death (hanging, which Light never uses) further differentiates the profiles.

Outcome

L is forced to conclude Light is innocent. The confinement proves nothing because there is genuinely nothing to find. Deaths continue via Higuchi (the Third Kira), who operates independently.

Light's suspicion drops to effectively 0%.

Feat 12-2: Memory Loss as Ultimate Alibi

Type: **SIMPLE FEAT**

Willingly sacrifices all memories of being Kira. 'Light Yagami, the god of the new world, ceased to exist the instant the notebook left his hands.' The alibi is perfection: nothing to find because there is genuinely nothing there.

SCD Categories: Grand Strategy | Mental Endurance | Counter Intelligence | Risk Assessment

SCD Subcategory	Score (1-10)	Rating
Grand Strategy	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Mental Endurance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Risk Assessment	**9/10**	Exceptional

Chapter 13: Arrest

Total feats in this chapter: 1

Feat 13-1: Genuine Terror Performance (or Genuine Terror)

Type: **SIMPLE FEAT**

When Soichiro points an empty gun at him as a final test, Light screams in terror. 'There was no calculation in his eyes. No strategy in his crying.' Even the narrator cannot determine if the terror was real or performed. L declares: 'Light-kun is not Kira.'

SCD Categories: Emotional Performance | Pressure Performance | Composure Maintenance | Counter Strategy

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CompositureMaintenance	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Counter Strategy	**9/10**	Exceptional

Chapter 14: The Eight

Total feats in this chapter: 2

Feat 14-1: Memory Recovery Concealment

Type: **SIMPLE FEAT**

When memories flood back upon touching Higuchi's Death Note, maintains complete outward composure. 'No one noticed. Because Light Yagami was, above all things, an actor.'

SCD Categories: Self Regulation | Emotional Performance | Composure Maintenance

SCDSubcategory	Score (1-10)	Rating
Self Regulation	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Emotional Performance	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Composure Maintenance	**10/10**	Exceptional

Feat 14-2: Hidden Wristwatch Death Note Fragment Kill

Type: **COMPLEX FEAT**

Uses a Death Note fragment hidden in his wristwatch for WEEKS (placed before memory loss). During Higuchi's confrontation, creates a self-inflicted hand wound as distraction, writes 'Higuchi

Kyosuke. Heart attack. 40 seconds' in blood, and Higuchi dies. The wristwatch fragment was a time capsule from his pre-amnesia self.

SCD Categories: Contingency Planning | Counter Espionage | Tactical Strategy | Pressure Performance | Systems Thinking

SCD Subcategory	Score (1-10)	Rating
Contingency Planning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
CounterEspionage	**10/10**	Exceptional
Tactical Strategy	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Pressure Performance	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
System Thinking	**9/10**	Exceptional

Context

Light has been chained to L for weeks with no memory of being Kira. Higuchi is cornered but alive and could reveal the Death Note's existence. Light needs a killing capability that survives the memory gap.

Objective

Eliminate Higuchi and recover the Death Note without any visible mechanism.

Methodology

Weeks before losing his memory, Light pre-positioned a Death Note fragment inside his wristwatch. This is a time-capsule trust: his pre-amnesia self protecting his post-amnesia self. During the Higuchi confrontation: (1) Self-inflicts a hand wound as distraction.

(2) While everyone focuses on the bleeding hand, writes 'Higuchi Kyosuke. Heart attack. 40 seconds' using blood on the hidden fragment.

(3) Higuchi dies 40 seconds later. No one saw the writing.

Reasoning

The wristwatch fragment solves the fundamental problem of the memory-loss strategy: how do you maintain operational capability when you don't know you need it? The answer is pre-positioning. By hiding the fragment before losing memory, Light created a dead man's switch that his innocent self would carry unknowingly.

Psychological Warfare

The wristwatch is a trust exercise across the memory gap. Pre-amnesia Light trusts that post-amnesia Light will find a way to use the fragment when the moment arrives. The self-inflicted hand wound is both distraction and evidence of the willingness to suffer for the mission.

Outcome

Higuchi eliminated. Death Note recovered. No one saw the writing.

The time-capsule trust worked exactly as designed.

Chapter 15: The Third Kira

Total feats in this chapter: 3

Feat 15-1: Yotsuba Corporation: Full Financial-Criminal Cross-Analysis

Type: **COMPLEX FEAT**

Conducts massive cross-referential analysis: accesses police databases, national security agencies; has Matsuda extract deaths by zone/date for 5 months; cross-references with Yotsuba stock prices and competitors; finds 13 deaths benefiting Yotsuba in 3 months (vs. 2-3 for any competitor); discovers insider trading (executives bought put options 5 days before each competitor's death); calculates coincidence probability at <0.01%. Identifies Higuchi at 43% probability.

SCD Categories: Analytical Thinking | Systems Thinking | Probabilistic Reasoning | Inductive Reasoning | Cyber Skills | Resource Allocation

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Systems Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Probabilistic Reasoning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Inductive Reasoning	**9/10**	Exceptional
Cyber Skills	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Resource Allocation	**8/10**	Excellent

Context

Deaths resumed 15 days into Light's confinement. A Third Kira has been identified. Light (still appearing innocent, chained to L) must help identify the Third Kira while secretly positioning for his return as Kira.

Objective

Identify the Third Kira through financial forensics while maintaining his innocent persona.

Methodology

(1) Accessed police databases, public utilities, and national security agency records via L's computer. (2) Had Matsuda extract deaths by zone and date in 15-day periods spanning 5 months. (3) Cross-referenced death patterns with stock prices of Yotsuba Corporation and 3 main competitors.

(4) Found 3 suspicious executive heart attack deaths. (5) Discovered Yotsuba stock rose 122% concurrent with the deaths. (6) Found 13 total deaths benefiting Yotsuba in 3 months versus 2-3 benefiting any competitor.

(7) Identified insider trading: executives bought put options 5 days before each competitor's death. (8) Calculated probability of coincidence: <0.01%.

Reasoning

Financial forensics applied to supernatural murder. The methodology is identical to real-world securities fraud investigation: follow the money. If deaths consistently benefit one entity, that entity is either incredibly lucky or causally connected.

The 122% stock rise concurrent with 13 beneficial deaths is statistically impossible as coincidence.

Psychological Warfare

L responds: 'Light-kun, you are my equal in deduction. A Kira with your intellectual capacity is more dangerous, not less.' Light uses the investigation to demonstrate his detective capability while secretly being Kira himself.

Outcome

Identifies Higuchi Kyosuke (43% probability), Namikawa Reiji (7%), and profiles all 8 Yotsuba committee members.

Feat 15-2: Death Note Power Versatility Deduction

Type: **SIMPLE FEAT**

Deduces that the Death Note can kill by any cause (not just heart attacks), and that the first Kira's exclusive use of heart attacks was a deliberate 'death signature' to create a false limitation.

SCD Categories: Abductive Reasoning | Analytical Thinking | Behavioral Profiling | Grand Strategy

SCDSubcategory	Score (1-10)	Rating
Abductive Reasoning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Behavioral Profiling	**8/10**	Excellent
Grand Strategy	**8/10**	Excellent

Feat 15-3: Yotsuba Eight: Detailed Probability Profiling

Type: **SIMPLE FEAT**

Creates probability profiles for all 8 Yotsuba committee members: Higuchi 43%, Namikawa 7%, Ooi 2%, Shimura 1%, Kida 3%, Midou 0.5%, Takahashi 1%, Hatori 2.5%. Notes: 'Intelligent men are the hardest to dismiss, not because they are more likely to be criminals, but because they are more capable of hiding it.'

SCD Categories: Analytical Thinking | Probabilistic Reasoning | Behavioral Profiling | Resource Allocation

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Probabilistic Reasoning	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Behavioral Profiling	**8/10**	Excellent

SCD Subcategory	Score (1-10)	Rating
Resource Allocation	**7/10**	Very Good

Chapter 17: Spy

Total feats in this chapter: 1

Feat 17-1: Yotsuba Committee Surveillance Profiling

Type: **SIMPLE FEAT**

Profiles each committee member via surveillance footage: ambition levels, intelligence, nervousness, personality traits. Confirms Higuchi as primary suspect and identifies Namikawa as someone who 'knows who Kira is.'

SCD Categories: Behavioral Profiling | Micro Expression Reading | Analytical Thinking

SCD Subcategory	Score (1-10)	Rating
Behavioral Profiling	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
MicroExpressionReading	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Analytical Thinking	**7/10**	Very Good

Chapter 18: Bells

Total feats in this chapter: 4

Feat 18-1: Memory Recovery: Instant Composure Under Transformation

Type: **SIMPLE FEAT**

All memories return upon touching the Death Note. Maintains complete outward composure. Whispers to Ryuk: 'I'm back.' 'Actors don't break character on stage.'

SCD Categories: Self Regulation | Composure Maintenance | Emotional Performance

SCD Subcategory	Score (1-10)	Rating
Self Regulation	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Compos ure Maintenance	**10/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Emotional Performance	**10/10**	Exceptional

Feat 18-2: Covert Message to Ryuk via Double-Speak

Type: **SIMPLE FEAT**

Says aloud: 'The Shinigami definitely won't say anything about Kira. The fact that it's here in front of us must mean the Death Note is real.' Surface meaning: logical analysis. Hidden meaning: 'Brother, don't tell them anything important about me.' Ryuk inclines his head imperceptibly.

SCD Categories: Information Control | Lateral Thinking | Conversational Control | Tactical Strategy

SCD Subcategory	Score (1-10)	Rating
Information Control	**9/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Lateral Thinking	**8/10**	Excellent

SCDSubcategory	Score (1-10)	Rating
Conversational Control	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Tactical Strategy	**8/10**	Excellent

Feat 18-3: False 13-Day Rule Maintenance

Type: **SIMPLE FEAT**

The fake 13-day rule (written by Ryuk at Light's instruction) continues to protect Light: if he doesn't die 13 days after writing a name, he cannot be Kira. A lie embedded in the fabric of the Death Note itself.

SCD Categories: Evidence Fabrication | Long Term Planning | Counter Intelligence

SCDSubcategory	Score (1-10)	Rating
EvidenceFabrication	**9/10**	Exceptional

SCDSubcategory	Score(1-10)	Rating
LongTermPlanning	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Counterintelligence	9/10	Exceptional

Feat 18-4: 'Friend' Declaration: Mutual Deception in the Rain

Type: **SIMPLE FEAT**

When L says 'You are my friend, Light-kun. My first friend,' Light responds: 'You are my friend too, Ryuzaki.' 'Light, who felt nothing, who could not afford to feel anything, said it.' The line between truth and lies has become so thin both are stepping on it simultaneously.

SCD Categories: Emotional Performance | Social Engineering | Grand Strategy | Psychological Warfare

SCD Subcategory	Score (1-10)	Rating
Emotional Performance	**10/10**	Exceptional

SCDSubcategory	Score (1-10)	Rating
Social Engineering	**9/10**	Exceptional
Grand Strategy	**9/10**	Exceptional

SCD Subcategory	Score (1-10)	Rating
Psychological Warfare	**9/10**	Exceptional

Composite Intelligence Profile

SCDCategory	Average Score	Peak Score	Features Count
Spatial Reasoning	**10.0/10**	10/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Academic Intelligence	**10.0/10**	10/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Logistical Planning	**9.7/10**	10/10	3

Category	Average Score	Peak Score	Features Count
Psychological Warfare	**9.6/10**	10/10	5

SCDCategory	AverageScore	PeakScore	FeatsCount
Identity Falsification	**9.5/10**	10/10	4

SCDCategory	AverageScore	PeakScore	FeatsCount
SelfRegulation	**9.5/10**	10/10	4
CompositeMaintenance	**9.5/10**	10/10	4

SCDCategory	AverageScore	PeakScore	FeatsCount
Defensive Strategy	**9.5/10**	10/10	2
Long Term Planning	**9.5/10**	10/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Evidence Fabrication	**9.5/10**	10/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Probabilistic Reasoning	**9.5/10**	10/10	2

Category	Average Score	Peak Score	Features Count
Counter Intelligence	**9.4/10**	10/10	11

SCDCategory	AverageScore	PeakScore	FeatsCount
Contingency Planning	**9.4/10**	10/10	5

SCDCategory	AverageScore	PeakScore	FeatsCount
Information Control	**9.4/10**	10/10	5

SCDCategory	AverageScore	PeakScore	FeatsCount
Sequential Planning	**9.3/10**	10/10	4

SCDCategory	AverageScore	PeakScore	FeatsCount
CounterSurveillance	**9.3/10**	10/10	3

Sc Dc Ca te go ry	Av er ag e Sc or e	Pe ak Sc or e	Fe at s Co un t
Em oti on al Pe rfo rm an ce	**9. 2/ 10**	10/ 10	13

SCDCategory	AverageScore	PeakScore	FeatsCount
TacticalStrategy	**9.2/10**	10/10	5
GrandStrategy	**9.1/10**	10/10	7

SCDCategory	AverageScore	PeakScore	FeatsCount
CounterEspionage	**9.1/10**	10/10	7
CriticalThinking	**9.0/10**	9/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Misdirection	**9.0/10**	10/10	4
SystemsThinking	**9.0/10**	10/10	11

SCDCategory	AverageScore	PeakScore	Features Count
LongTermStrategy	**9.0/10**	9/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
MultiDomainStrategy	**9.0/10**	9/10	1

Scategory	Average Score	Peak Score	Features Count
Presure Performance	**9.0/10**	10/10	9

SCDCategory	AverageScore	PeakScore	FeatsCount
PersonaManagement	**9.0/10**	9/10	2
GroupDynamics	**9.0/10**	9/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Confirmation Bias Exploitation	**9.0/10**	9/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Reframing	**9.0/10**	9/10	1
Timeline Planning	**9.0/10**	9/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Vulnerability Identification	**9.0/10**	9/10	3

SCDCategory	AverageScore	PeakScore	FeatsCount
Offensive Strategy	**9.0/10**	9/10	1
Parallel Planning	**9.0/10**	9/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Abductive Reasoning	**9.0/10**	9/10	2

Scategory	Average Score	Peak Score	Features Count
Environment Adaptation	**9.0/10**	10/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Operational Planning	**9.0/10**	10/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
CounterDeduction	**9.0/10**	9/10	2
LoyaltyCultivation	**9.0/10**	9/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
EmotionalManipulationDetection	**9.0/10**	9/10	1

Category	Average Score	Peak Score	Features Count
Social Engineering	**8.8/10**	10/10	8

Sector	Average Score	Peak Score	Features Count
Conversational Control	**8.8/10**	9/10	5

Security Category	Average Severity Score	Peak Severity Score	Features Count
Trust Exploitation	**8.8/10**	9/10	4

Scenario Category	Average Score	Peak Score	Features Count
Surveillance Detection	**8.7/10**	10/10	3

Scenario Category	Average Score	Peak Score	Features Count
Operational Strategy	**8.6/10**	10/10	7

SCDCategory	AverageScore	PeakScore	FeatsCount
CoverStoryCreation	**8.6/10**	10/10	5
MentalEndurance	**8.5/10**	9/10	2

Scenario Category	Average Score	Peak Score	Feature Coverage
Behavioral Profiling	**8.5/10**	9/10	10

SCDCategory	AverageScore	PeakScore	FeatsCount
Deceptive Strategy	**8.5/10**	9/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
Presentation Skills	**8.5/10**	9/10	2

Scategory	Average Score	Peak Score	Features Count
Motivational Analysis	**8.5/10**	9/10	4

SCDCategory	AverageScore	PeakScore	FeatsCount
Dependency Creation	**8.5/10**	9/10	2

Scenario Category	Average Score	Peak Score	Features Count
Deductive Reasoning	**8.4/10**	9/10	7

Skill Category	Average Score	Peak Score	Features Count
Micro Expression Reading	**8.3/10**	9/10	4
Cyber Skills	**8.3/10**	9/10	3

Scategory	Average Score	Peak Score	Feats Count
Behavioral Conditioning	**8.3/10**	9/10	3

Scategory	Average Score	Peak Score	Feats Count
Creative Problem Solving	**8.3/10**	10/10	3

SCDCategory	AverageScore	PeakScore	FeatsCount
MetaCognition	**8.3/10**	9/10	3
RapportBuilding	**8.3/10**	9/10	3

SCDCategory	AverageScore	PeakScore	FeatsCount
Situational Awareness	**8.2/10**	10/10	5

Strategy	Average Score	Peak Score	Features Count
CounterStrategy	**8.1/10**	9/10	9
Analytical Thinking	**8.0/10**	9/10	13

SCDCategory	AverageScore	PeakScore	FeatsCount
CasualReasoning	**8.0/10**	9/10	2
ScenarioPlanning	**8.0/10**	8/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Abstract Reasoning	**8.0/10**	8/10	1
Recovery Speed	**8.0/10**	8/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
PrimacyEffect	**8.0/10**	8/10	2
InformationHiding	**8.0/10**	9/10	2

SCDCategory	AverageScore	PeakScore	FeatsCount
DocumentForgery	**8.0/10**	8/10	1
TacticalPivot	**8.0/10**	8/10	1

Scategory	Average Score	Peak Score	Features Count
LongTermPrediction	**8.0/10**	8/10	1

Scategory	Average Score	Peak Score	Feats Count
Inductive Reasoning	**8.0/10**	9/10	2
Lateral Thinking	**8.0/10**	8/10	1

Skill Category	Average Score	Peak Score	Feature Count
Self Awareness	**7.8/10**	8/10	4
Empathy Reading	**7.8/10**	8/10	5

Skill Category	Average Score	Peak Score	Features Count
Resource Allocation	**7.7/10**	8/10	3
Technical Skills	**7.5/10**	8/10	4

Score Category	Average Score	Peak Score	Features Count
Risk Assessment	**7.5/10**	9/10	4
Method Change	**7.0/10**	7/10	1

SCDCategory	AverageScore	PeakScore	FeatsCount
Cognitive Biases Exploitation	**7.0/10**	9/10	4

SCDCategory	AverageScore	PeakScore	FeatsCount
Cognitive Load Manipulation	**7.0/10**	7/10	1

SC Category	AV Average Score	PE Peak Score	FE Features Count
Medium Term Prediction	**7.0/10**	7/10	1
Networking	**7.0/10**	7/10	1

Overall Composite Score: 8.6/10

Top Intelligence Dimensions (9.0+ Average)

Light Yagami's highest-scoring dimensions across the first 18 chapters are: Spatial Reasoning, Academic Intelligence, Logistical Planning, Psychological Warfare, Identity Falsification, Self Regulation, Composure Maintenance, Defensive Strategy, Long Term Planning, Evidence Fabrication, Probabilistic Reasoning, Counter Intelligence, Contingency Planning, Information Control, Sequential Planning, Counter Surveillance, Emotional Performance, Tactical Strategy, Grand Strategy, Counter Espionage, Critical Thinking, Misdirection, Systems Thinking, Long Term Strategy, Multi Domain Strategy, Pressure Performance, Persona Management, Group Dynamics, Confirmation Bias Exploitation, Reframing, Timeline Planning, Vulnerability Identification, Offensive Strategy, Parallel Planning, Abductive Reasoning, Environment Adaptation, Operational Planning, Counter Deduction, Loyalty Cultivation, Emotional Manipulation Detection. These categories represent his core intellectual strengths, demonstrating that his intelligence is not merely raw processing power but a sophisticated fusion of strategic thinking, psychological manipulation, operational planning, and creative problem-solving under extreme pressure. His ability to maintain composure and emotional performance under the highest possible stakes (being surveilled by the world's greatest detective while continuing to commit crimes) places him in the upper echelon of fictional intelligence characters when measured against SCD community standards.

WAIS-Inspired Composite Indices

Index	Description	Score	Classification

VCI (Verbal Comprehension)	Deductive reasoning, verbal analysis, knowledge applic	**8.6/10**	Superior

Index	Description	Score	Classification
	cation		

PRI(Perceptual Reasoning)	Spatial reasoning, systems thinking, operational exec	**8.8/10**	Superior

Index	Description	Score	Classification

El (Emotional Intelligence)	Self-regulation, empathy reading, emotional performa	**8.9/10**	Superior

Index	Description	Score	Classification
	nce		