# SHORT ANALYSIS ON PLUM'S FEATS

-Dhampir-



*~By Checkmate*

IMPORTANT DETAILS: WHITE
FSIQ/INTELLIGENCE: GREEN
STRATEGY/PLANNING: CYAN
SENSORY & AC : PINK

MANIPULATION/DECEPTION: RED
REASONING: LIGHT GREEN
PSYCHOLOGY/SQ/EI: YELLOW
MISCELLANEOUS: BLUE
FORESIGHT & FIELD SKILLS: ORANGE
OTHER EXPLANATION:PURPLE
METHODS:BROWN

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In v7 we do know that plum predicted Fiel and Chammel planning without even knowing them, their plan was to dominate The eastern federation when sora and shiro were in the god's game but Plum did saw through them , u may can be confuse bc it looks like EQP but it doesnt bc if u dont know a person and even that u even saw trough them it means u have comprehension of the hearth not that u see trough the person, also he did know Ino's state bc of the threat Fiel and Chammel did and used that in his favour again emotional understanding.

1st scan- it shows it was plum doing the plan (nothing that special)
2nd scan- plum prediction (prove that he did saw trough Fiel and Chammel.
Plum created the rule as a plan "if a player is expelled he will turn into a ghost" foreseeing that Ino would be one of the expelled players, this would leave him defenseless and make Fiel and Chlammy go on the attack but he foresaw their plan and put them in his hands, he deduced that Fiel and Chlammy didn't have his power level leaving him at an advantage,he also predicted Ino's mental state using this as the perfect moment to negotiate making Ino look like would be one of Plum's allies, Plum said "if you give me 50 beast men to feed me I'll kill Fiel" with this he would become much more powerful and with Fiel's blood he would be able to put his race alive again (because his race was dying out).
He foresaw all of Fiel's and Chlammy's plans without even knowing them, he created the perfect opportunity and managed to get all three of them in his hand as well as controlling Ino's mind and the beast men using negotiation and manipulation.

"What in the world...? Who drafted this scenario, and to what end—?!"

Ino unintentionally verbalized his dismay—whereupon a voice answered:

"Oh, yes? *I wrote this scenario for myseeelf...* Did you caaall?"

It was a high, girlish voice, beguiling and teasing. Everyone turned at once t the center of the room, where a girl—no, a boy so beautiful as to be mistake for a girl—had been standing for who knew how long, wearing a somehov gloomy smile.

"M-Mr. Plum...?!"

"Yeees, I am the majestic prince of Dhampir, renowned for my lack o presence, Plum Stoker."

His form was translucent. He must have dropped out and had his deat deferred, like Ino. The Dhampir apparently having employed some kind o magic, Chlammy glared at him keenly.

"—When did you—?"

"...Why, when did I get *theeere*...?"

Plum dropped his composure and interrupted Fiel, who was staring daggers at him.

"Ah-ha-haaa... That's not exactly the right question."

The malice in Fiel's eyes was sharp enough to cut, but he brushed it off condescendingly as though tired.

"The question is, when did we get *heeere*? ♥ And the answer is—"

Just as Plum corrected them, the group that had been assembled in the Chinkai Tandai District reception chamber found themselves thirty-two floors down, deep in the basement in a vast subterranean hall with a VR machine. Suddenly and out of nowhere, the light had shimmered like a summery haze... and here they were, somewhere else. Even Ino, who now possessed keen senses comparable to his bloodbreak, had caught nothing—except that there had been some spirits. There was no table or sofa, and instead, everyone was simply sitting together on the ground.

"We were *always* heeere. You two never entered the reception chamber at allll, ah-ha-haaa!"

Fiel's eyes widened as Plum floated around in the air by himself, and she wiped the smile off her face.

No further evidence was required to tell Ino what had happened. Here was an Elf...and of all Elves, a mage capable of undermining Elven Gard with a single accomplice. Plum hadn't let her catch on or even suspect that he'd led them to the wrong destination. To alter others' senses—to directly violate them—was impossible because of the Covenants. Which meant—

"As a gesture of welcome for my new acquaintances, I prepared a little surprise... Did you enjoy it?"

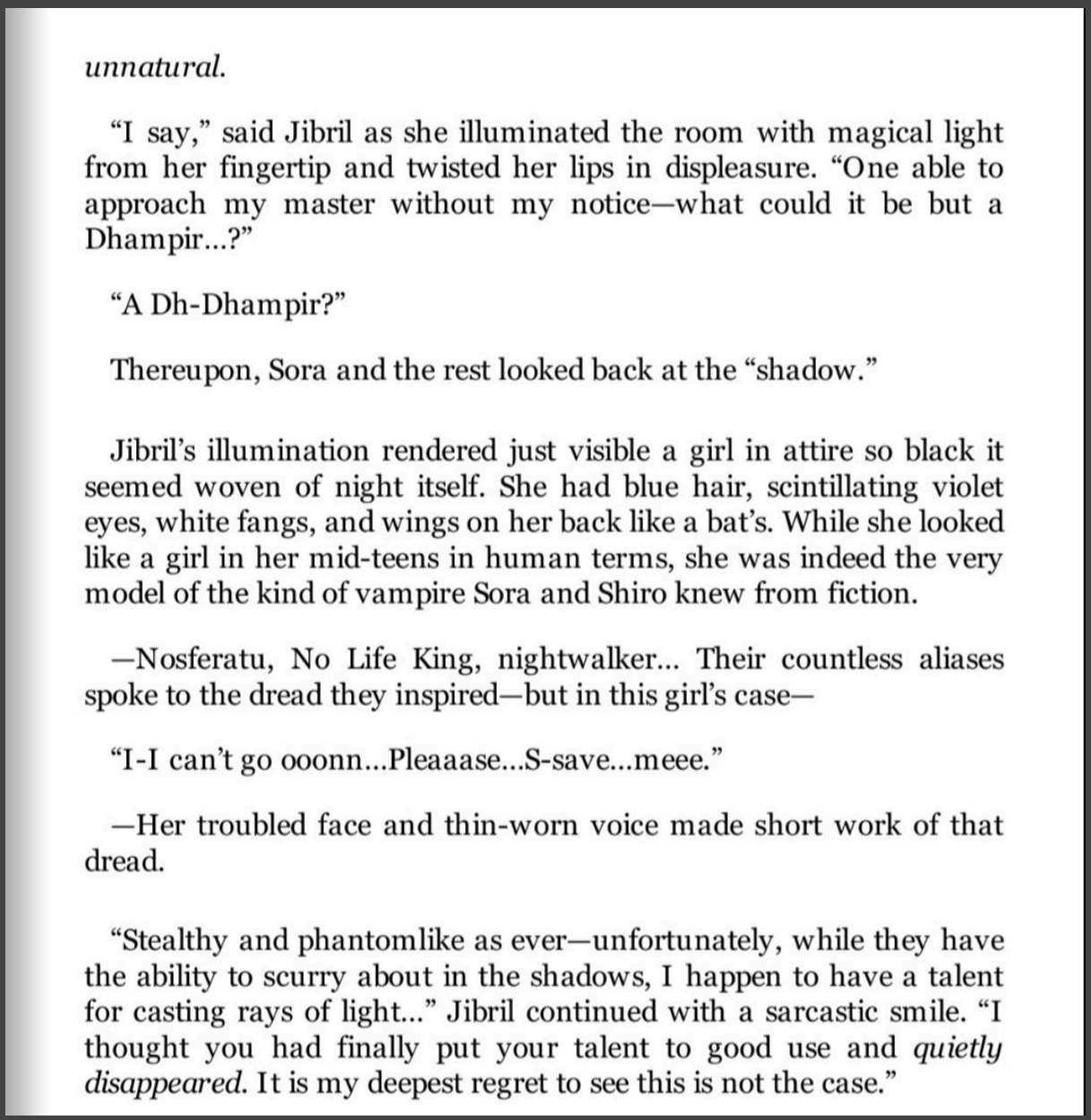
"....."

—a high-level Elven mage had been completely outstripped in a match of magic. Fiel and Chlammy said nothing, their gazes piercing enough to kill.

"Hmmm... 'Fi, what the hell is this guy?' 'Why, Rank Twelve, Dhampir.' 'The one who joined *them*?! What's he doing here? Shouldn't he be over there?' Oh,

[Foresight(prediction & Foresight),Overall EI(EU,EE & EP),Strategy(Short-term Strategy & Efficiency),Reasoning(Inductive Reasoning),Manipulation(Indirect Manipulation)]

We know In V4,Plum appeared in the room where Sora, Shiro and Jibril were looking harmless and weak, she managed to encourage the siblings to give some of Shiro's sweat to "her" to replenish "her". she played dumb and was looking for them to tell them that their race the "dhampirs" were going extinct and "she" would need their help to get these races out of extinction



*unnatural.*

"I say," said Jibril as she illuminated the room with magical light from her fingertip and twisted her lips in displeasure. "One able to approach my master without my notice—what could it be but a Dhampir...?"

"A Dh-Dhampir?"

Thereupon, Sora and the rest looked back at the "shadow."

Jibril's illumination rendered just visible a girl in attire so black it seemed woven of night itself. She had blue hair, scintillating violet eyes, white fangs, and wings on her back like a bat's. While she looked like a girl in her mid-teens in human terms, she was indeed the very model of the kind of vampire Sora and Shiro knew from fiction.

—Nosferatu, No Life King, nightwalker... Their countless aliases spoke to the dread they inspired—but in this girl's case—

"I-I can't go ooonn...Pleaaase...S-save...meee."

—Her troubled face and thin-worn voice made short work of that dread.

"Stealthy and phantomlike as ever—unfortunately, while they have the ability to scurry about in the shadows, I happen to have a talent for casting rays of light..." Jibril continued with a sarcastic smile. "I thought you had finally put your talent to good use and *quietly disappeared*. It is my deepest regret to see this is not the case."

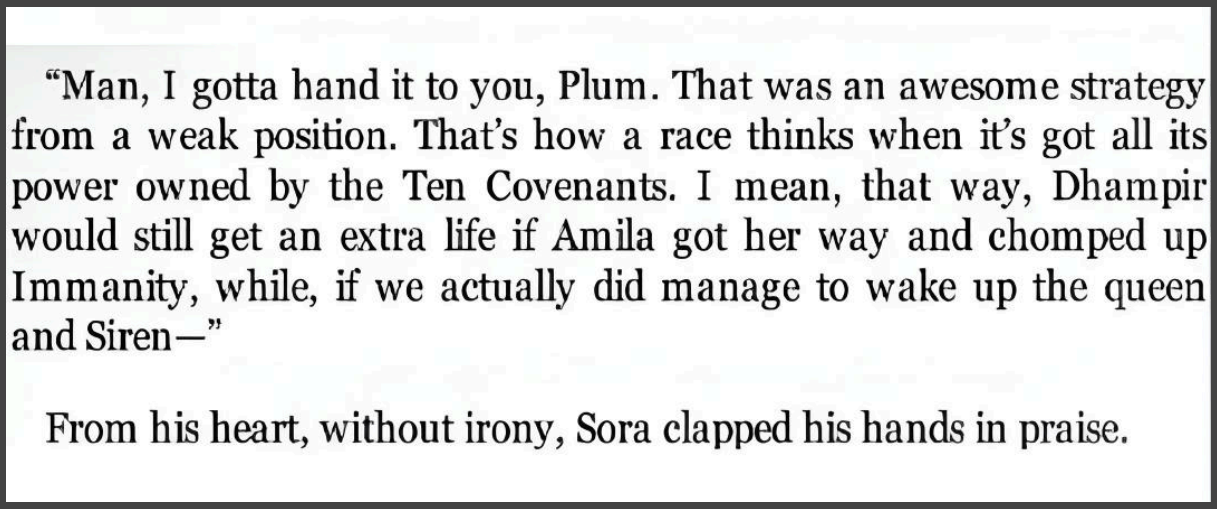
The way to do this would be to play a game with the Seirans to wake up the princess "Laila" (how would this help?). Seirans are a race that can breed with other races allowing Plum's race to breed with the Seirans) he said that they would be good because the siblings wanted peace between the races and that they would receive 30% of the resources of Oceando (city of the Seirans race) good relations between the races and Plum would do what they wanted (btw the Seirans accepted this agreement tho) , (just saying it was an Ecchi game) , but Sora and Shiro didn't accept it at first but "she" then started telling all the beast men that they would give affection to whomever they wanted, This was a way of persuading them to do what he wanted, so

he convinced Sora and Shiro to join the game,Plum says that to make the queen wake up she would have to fall in love in the ecchi game, he had a magic to make the person fall in love when he touched certain parts of the female body and to solve this he had a magic (this was a method he found so as not to violate the 10 commandments because the queen wanted to fall in love)

Shielding- Insane, the situation of ocenado that he placed would be effective against the beast men not allowing them to see about his lies, and even before that he found a way to tell a half-truth going against the instinct of the beast men again, and in the game of Laila he would win even losing or winning in the bet of the game and also he did not comment on the game not showing that he is not on either side, besides that his EQM was insane because the beast men could not feel any difference in the state of Plum.

Plum lied to Sora and Shiro about the game, he had the magic to make the queen fall in love so he could do it without their help, he came up with a method so that the beast men (a race that can see the lies of others) couldn't see him lying, sora gives an example of a horse race saying that this was a bet, because if this was a horse race the prize of the bet that was promised wouldn't go anywhere, because Laila at no time bet the said prizes (starting part: At the beginning we see that Plum talked about rewards if they helped him in the game but as the game was with Laila and she didn't bet anything nothing would be demanded so he didn't lie nor did he speak the truth) plus he predicted Miko's arrival in Oceando, Since Oceando is underwater, it inculcates the senses of the beastmen (in this case Miku's) so Plum could lie as much as he wanted without anyone knowing, and at first when he asked Sora and Shiro to save the two races, he was really only referring to his own race, in reality this game was all a plan Plum made based on the bet of the Seirans and the Dhampirs (which Sora and Shiro didn't know existed until they deduced it) Plum bet that Sora and Shiro would make the queen wake up while the Seirans did the opposite, the plan was also insane because if the Seirans won they would feed on the Immanity (the race Sora and Shiro are representing) without them even knowing why but if the Dhampirs won the race would take over the Seirans making them return to their normal selves

How insane is that: if his race lost or won he would win either way either by Immanity's death or by his domination over the Seirans, if he dominated the Seirans he would be able to take over a race and make the Seirans food for his race to be reborn, making Sora and Shiro's whole purpose in no game no life go in vain or in other case take need to get the suniaster to create a new race to replace
the serians, them which could ruin everything
sora himself said thats impressive




[Methods(Innovation/Fluid Methods), Strategy(Shielding,Efficiency & Effectiveness), Deception(Misdirection & Fabrication), Planning(preparation process,Versatility,Coverage & Harder to Counter) ]

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Ino was turned into a ghost after being kicked out of the game. He was worried that the Elven Gard fleet had been sent to the Eastern Union, this action was due to a sea blockade caused by Fiel and Chlammy, they deduced that the game was accepting intermediate shares, due to this fact they decided to manipulate the beastmen into giving away all the territories, people and resources or else it would be a threat of war, plus Fiel threatened to leak all the information about the beastmen game and its countermeasures, Fiel and Chlammy thought they were the ones who had planned it all but Plum had already foreseen it, Plum appears behind Ino saying that he was the one who created the whole situation, Plum created the rule "if a player is expelled he will turn into a ghost" foreseeing that Ino would be one of the expelled players, this would leave him defenseless and make Fiel and Chlammy go on the attack but he foresaw their plan and put them in his hands

counter used: Blank put Laila in the game knowing that she would win but at the same time lose, the rule that Sora and Shiro created was that they would create 2 Steph's, one within the game who would be the impostor and another who would be outside the game, in the game there would be a traitor and if they didn't discover who this impostor would be, they would win, Sora and Shiro put Laila in the game knowing that she was stupid and wouldn't discover the impostor, they also predicted that Plum would leave the board without trying to discover who the impostor was, this would lead to a victory for them, as Steph was on their team and they were the ones who created the rule, even if Ino and Plum won, everything would fall into the hands of Sora and Shiro

Still Plum's strategy was so brilliant,It would make him seize 50 of the beast men, the Eastern Union and the blood of the Fiel whose would revive his race which could lead to drastic things ( Destroy Sora and Shiro Plan to get all races to challenge Tet )
Here he used a method that can make him go against beast men senses

"—You ready for this, Plum?"

As if in response to Sora's pronouncement, in the light only of the fire, the red moon, and the stars, four pairs of eyes glinted, each with its own variety of light.

The first to move was the Shrine Maiden.

"—Why is it that you shied from mentioning matters relating to the two-sided nature of the game?"

The stick launched by the Shrine Maiden whooshed through the wind and caught Sora's first—splitting it in two.

*"Because she couldn't lie."*

Hearing Sora's answer, the next to move was Jibril.

"Whyever would you request our help when you already have a spell that will make her fall in love?"

Jibril's wooden projectile made a sonic boom and caught Sora's second skewer, shattering it.

"Because *Plum* couldn't lie."

At Sora's response, the last to move was Shiro.

"...In the first place...why—*couldn't*...she lie?"

Shiro's skewer arced through the air and caught the core of Sora's third—and stuck there.

"Because if she lied—*we'd know.*"

—Indeed.

"If it's a horse race, then you gotta remember—everyone's betting on *different horses.*"

Amila was betting on—the queen. Plum was betting on—Team Sora. Two games. Two wills. And, taking all of this into account, there was indeed but one conclusion.

"Siren was using the sleeping queen game as bait to chow down on Immanity."

"Wha——!"

Steph alone was still shocked. Siren, just as Sora had said at the beginning, had made the game out to be cake to draw in Sora and Shiro—the agent plenipotentiary of Immanity. To avert the destruction of their race by gaining new "resources for reproduction"—Immanity itself. But—

"Dhampir took it a step farther and plotted against Siren—to stab them in the back and free Dhampir."

Yes—Plum was *actually* trying to make the queen fall in love. But Amila—wasn't.

"So she couldn't lie around Werebeasts, but *she couldn't tell the truth that there were two agendas, either.*"

As usual, Steph alone was speechless, just flabbergasted. But—Sora raised his hand to say, *Hold on.*

—To say, *This is where it gets good.*

"So, let's think back, shall we? What's the prize money for winning the queen's game?"

Tossing a merry smile at Plum, Sora turned his line of sight. And—under the moon, glinting sharp, four pairs of eyes shone.

"Be there aught to make Amila—to make Siren—prefer to maintain the status quo rather than awaken the queen?"

The Shrine Maiden, with her bewitching golden eyes, smirked.

Having bodies with more densely packed muscle tissues, nerves and bones, the Werebeasts generally have heightened senses and physical abilities above that of many Living Being races. Although they are unable to use magic directly, they are able to control the flow of Elementals within their bodies. This allowed them to attain superhuman physical capabilities along with sensory acuteness in all five senses, as well as the ability to detect the presence of magic. It is stated in No Game No Life, Desu! 3, that the Werebeasts can cure their illness by strengthening their interior Elemental with determination


БРРР
ТОП
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ТЫ ВСЕГДА ВСЕ СКИДЫВАЕШЬ НА МЕНЯ, СОРЦ-СА-МЯКА...
ФУХ...
ВЫ ТАКИЕ ЖАЛКИЕ, АЕСУ!
ПРОГОНИТЕ ЭТУ ПРОСТУДУ ЧУДОТВОЙ СИЛОЙ ВОЛИ, АЕСУ!
ОЙ, ВОТ И ОНА.
ЭТА СТРАННАЯ ТВОРЯЩАЯ ОБОРОТНЯ, РЕШИТЬ ВСЕ СИЛОЙ ВОЛИ.
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ОБОРОТНИ МОГУТ ИЗГНАТЬ ЗАДНИЦУ ЛЮБОЙ ДЖАГНОЗИ, РАЗЖИГАЯ ЧИСТУЮ СИЛУ ВОЛИ В СВОИХ ТЕЛАХ.




[Methods(Innovation/Fluid Methods & Crystalized methods) Strategy(Long-term Strategy,control,alignment, complexity, efficiency,effectiveness & Hard to counter) ]