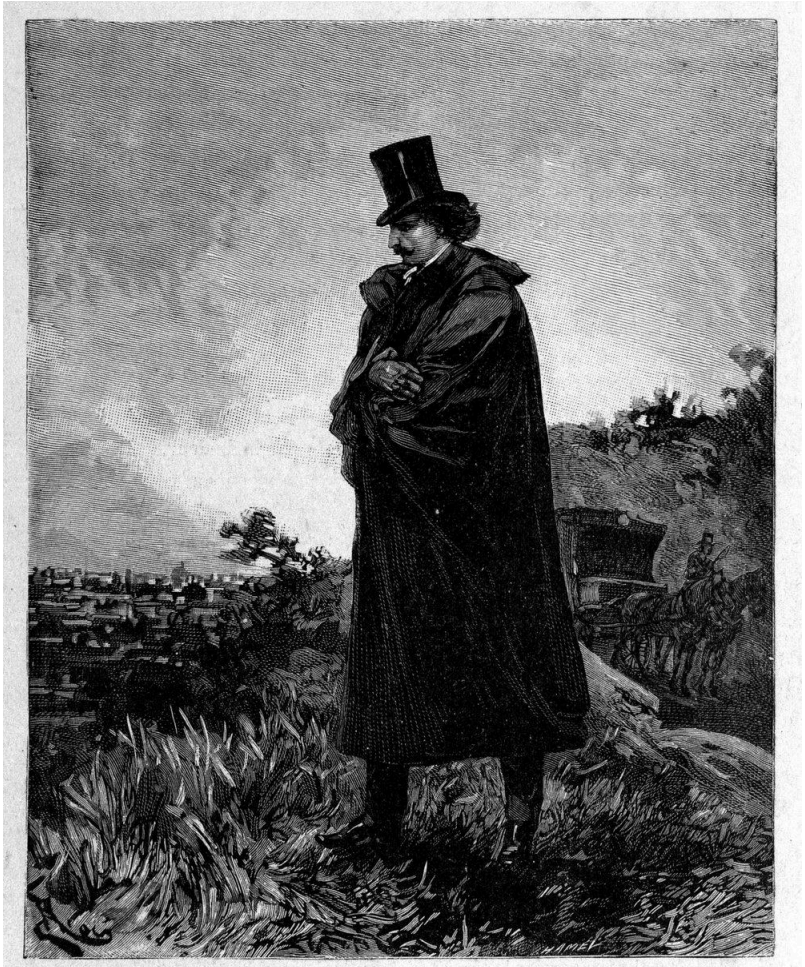
Edmond Dantes.

The avenging archangel.



Maintenant mon œuvre est accomplie, adieu Paris ! adieu ! (P. 1311.)

"Before you embark on a journey of revenge, dig two graves."

- Confucius

This document will explain and analyse Edmonds feats as a SCD character.

Made by: plank_krabs66/suspicious-cut3802

If you have any questions, doubts, or criticisms, feel free to DM me.

The black/white text will be a general summary, and supplier of context.

Red will be FSIQ, cognition, and General Intelligence.

Orange will be EQ, SQ, and AC.

Green will be strategy, planning, and foresight.
Blue will be manipulation, and deception.
Purple will be thinking, and reasoning.
Yellow will be field skills, and counteraction.

Quotes.

“Oh, yes,” replied the count; “understand me, I would fight a duel for a trifle, for an insult, for a blow; and the more so that, thanks to my skill in all bodily exercises, and the indifference to danger I have gradually acquired, I should be almost certain to kill my man. Oh, I would fight for such a cause; but in return for a slow, profound, eternal torture, I would give back the same, were it possible; an eye for an eye, a tooth for a tooth, as the Orientalists say,—our masters in everything,—those favored creatures who have formed for themselves a life of dreams and a paradise of realities.”

“Look, look,” cried the count, seizing the young men’s hands; “look, for on my soul it is curious. Here is a man who had resigned himself to his fate, who was going to the scaffold to die—like a coward, it is true, but he was about to die without resistance. Do you know what gave him strength? Do you know what consoled him? It was, that another partook of his punishment—that another partook of his anguish—that another was to die before him! Lead two sheep to the butcher’s, two oxen to the slaughterhouse, and make one of them understand that his companion will not die; the sheep will bleat for pleasure, the ox will bellow with joy. But man—man, whom God created in his own image—man, upon whom God has laid his first, his sole commandment, to love his neighbor—man, to whom God has given a voice to express his thoughts—what is his first cry when he hears his fellow-man is saved? A blasphemy. Honor to man, this masterpiece of nature, this king of the creation!”...

“Do you say so now, Mercédès?—then what would you say if you knew the extent of the sacrifice I make to you? Suppose that the Supreme Being, after having created the world and fertilized chaos, had paused in the work to spare an angel the tears that might one day flow for mortal sins from her immortal eyes; suppose that when everything was in readiness and the moment had come for God to look upon his work and see that it was good—suppose he had snuffed out the sun and tossed the world back into eternal night—then—even then, Mercédès, you could not imagine what I lose in sacrificing my life at this moment.”...

“Live, then, and be happy, beloved children of my heart, and never forget that until the day when God shall deign to reveal the future to man, all human wisdom is summed up in these two words,—‘Wait and hope.’—Your friend,
“Edmond Dantès, Count of Monte Cristo...”

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- Chateau d'if escape
- Treasure discovery strategy.
- Italian underworld control, and Luigi vampa.
- Rome trap.
- Disguises recontextualization.
- Bankrupting Danglars.
- Villefort poisonings.
- Saving valentine.
- Andrea Calvacanti.
- Fernand Mondego.
- Visual summary, and explanation of overlapping elements.
- Antifeats.
- Feats of other characters.
- Conclusion.

Chateau D'if escape.

Edmond had been imprisoned for almost 14 years within the Chateau D'if. His intense feelings of hatred for those who had framed him was what kept him alive, and what allowed him to escape. This intense hatred was constantly drawn upon by himself, all throughout the novel, meaning that he was actively engaging with these emotions for up to 19 years(he didn't know why he was in prison until he had met Abbe faria, hence the subtraction of the first six years.)
(EQE)

Edmond spends the first six years of his time in prison in complete isolation, and yet his mental faculties were still reasonably intact.

To understand how impressive this is, your average individual will start hallucinating, and displaying signs of mental and cognitive decay after minimal time in solitary confinement. (it should be noted that international law dictates that solitary confinement can only last up to a maximum of 14 days.)

(Mental fortitude, stress tolerance.)

At the end of the first six years, Edmonds emotional state had deteriorated so much that he considered suicide. However before he could carry out his plan, he heard a scratching noise on the wall of his cell.

He accurately infers that it A is another prisoner trying to break out, or B, a workman repairing the prison for the governer.While the book doesn't supply us with specific premises, I'll just list the most likely ones:

> "There can be no doubt about it," thought he; "it is some prisoner who is striving to obtain his freedom. Oh, if I were only there to help him!"
>
> Suddenly another idea took possession of his mind, so used to misfortune, that it was scarcely capable of hope—the idea that the noise was made by workmen the governor had ordered to repair the neighboring dungeon.

Premise 1: I'm hearing a scratching sound within one of my walls.
Premise 2: digging from afar will produce a similar noise.
General conclusion 1: someone is digging through the prison.
Premise 3: prisoners most often try to escape by digging through, or around walls.
General conclusion 2: there's a possibility that the person digging within my walls is a prisoner trying to escape.
Premise 4: workmen are usually hired by the prison governors to repair the building.
Premise 5: these workmen often dig out large portions of the building, to further contribute to the mending process.
General conclusion 3: there is also a possibility that the person digging is a hired workman.

FINAL CONCLUSION: someone is digging their way through the prison, and it is either A a prisoner attempting to escape, or B a workman hired by the governor.

(Deductive reasoning, abductive reasoning.)

Edmond then devises a tactic through which he can confirm which conclusion is the correct one.

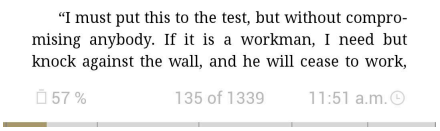
He reasons that he would be able to confirm which conclusion is correct by knocking on the wall a few loud times.

He thinks of a few premises.

1. Prisoners will obviously not want to get caught trying to escape.
2. By knocking on the wall, I would be conveying to the digger that I know that they are digging, and that I know where they're doing it.
3. If the digger is a prisoner, they'll get frightened by my knocking, and won't start digging again for days.
4. If the digger is a workman, they won't be bothered by my digging at all, and will continue as normal.

And so he performs his tactic, by knocking on the wall multiple times, and the sounds stop for multiple days, confirming to him that the sound was of a prisoner trying to escape.

(FRI, fluid intelligence, EQU, EQM, Indirect manipulation, critical thinking, holistic thinking, abductive reasoning, tactics, setting traps.)



in order to find out who is knocking, and why he does so; but as his occupation is sanctioned by the governor, he will soon resume it. If, on the contrary, it is a prisoner, the noise I make will alarm him, he will cease, and not begin again until he thinks everyone is asleep."

After confirming that the digging noise is a prisoner, Edmond waits until it starts again.

When it does, after 3 days, it sounds different to its original sound.

Edmond reasons that the first noise was being caused by a lever, and because of the knocking, the prisoner got more cautious, and switched to a chisel, which would be quieter.

The reasoning would be somewhat akin to the following premises.

1. Levers are louder than chisels.
2. The prisoner beforehand was making more noise by digging.
3. The prisoner is now making less noise, but is still digging.
4. Therefore, the prisoner WAS using a lever, but is now using a chisel.

(EQU, abductive reasoning, critical thinking, holistic thinking.)

Edmond then decides that he wants to help his fellow inmate, as it would prove to be a good chance for him to escape as well.
He decides that he should dig into his own wall, as a way of meeting the other prisoner halfway there.

After searching around his cell for items, he devises a quick tactic to dig into the wall.

He takes his water jug, (every prisoner is supplied with one), and smashes it. Using the broken pieces, he begins digging into his wall.

(Tactics, improvisation, creativity)

Unfortunately for him, the shards make little impact on the wall.
His jailer gives him a replacement jug after seeing the first one broken.

Edmond then devises a quick strategy through which he can overcome this obstacle.

Firstly, he leaves his plate right in front of the door. The jailer always brings an iron jug with him, to fill a prisoner's plate with soup, the main meal prisoners are provided with.

By leaving his plate by the door, Edmond would be counting on the fact that when the jailer comes in, he'll step on the plate and break it.

Edmond reasons that the iron jug the jailer carries has only enough soup left for one person, meaning that no one would be deprived of food by this stage.

He comes to this conclusion through the following premises.

1. The jailer usually comes to my cell last to refill my soup.
2. He is coming to my cell now.
3. Therefore he'll only have enough soup for one person(me)

So, when the jailer steps on the soup, Edmond tells him that it would be more convenient to just give him the iron jug, as by giving it to him the jailer wouldn't be depriving any prisoners of their food.

This argument is made more appealing by the fact that Edmond has already broken multiple plates and jugs, meaning that by giving him an iron jug, he wouldn't be able to break any more plates or utensils.

The jailer gives him the jug.
Edmond now has something he can use as a lever, and therefore dig more effectively.

STRATEGY CATEGORICAL BREAKDOWN

EFFECTIVENESS.

- Edmond has successfully acquired a lever, and a more effective means of digging.

EFFICIENCY.

- He has acquired the jug in minimal time, and has done so without expending any resources.
- Has acquired the jug without revealing his true intentions to the jailer.

EXECUTION.

- Edmond perfectly predicted what the jailer would do through his EU of why the jailer would give him the jug(for convenience's sake)

FORESIGHT

- Predicted that the jailer wouldn't pay attention to the plate on the floor, and therefore would step on it.

SHIELDING.

- Verbally convinces the jailer to give him the jug, as a means of ensuring he would, leaving it less to chance.

RESILIENCE.

- None.

ADAPTABILITY.

- None.

ALIGNMENT.

- None.

COMPLEXITY.

- None

(Fri fluid intelligence, eu, em, convergent thinking, critical thinking, analogical thinking, inductive reasoning, direct manipulation, logical manipulation, verbal manipulation, individual manipulation, persuasion, strategy effectiveness, strategy efficiency, strategy execution, strategy shielding, tactics, prediction)

After some time of digging and turmoil, dantes finally meets his fellow prisoner, who breaks through into his cell.

Dantès's neighbor tells him that his name is Abbé Faria and that he has been imprisoned for his political beliefs, as he is an agitator for a unified Italy. Dantès realizes that Abbé Faria is the mad priest that the jailer once mentioned. Dantès is overjoyed to have a companion. The abbé is less happy to see Dantès, however, as he had mistakenly believed he had been digging a tunnel to freedom.

Faria shows to Dantes that he's actually a genius of sorts, creating tools for escape out of rudimentary items, and he also is incredibly learned in almost all studies. I won't go into the specifics here, as the portion of this document dedicated to faria's feats will cover it.

However, what IS important, is that faria, through logical reasoning, deduces who it was that had Edmond imprisoned. Those people being Danglars, Fernand Mondego, and Gerard de Villefort.

After profoundly meditating upon this discovery, Edmond vows vengeance on those who imprisoned him, and later in the novel states that he would continue to re take this vow over and over every day. (This is the EE feat I mentioned at the start.)

Faria, for the next two years, takes Edmond under his tutelage, and teaches him a myriad of subjects, ranging from languages, to history, to mathematics, to philosophy.

Edmond displays an incredibly potent learning ability, as he masterfully learns all of these subjects, and more within the 2 year time frame.
(Learning ability, neuroplasticity)

The two then devise an escape plan, which again, I wont get into the specifics of here, because it will be properly analysed at faria's section of this document.

After carrying this out for a further six years, the plan is ruined by the death of faria. He falls into an epileptic fit, and dies shortly after.
By now Edmond has given up on all and any hope of escaping, until he suddenly devises a brilliant strategy to escape.

Faria is currently being kept in a burial shroud, on his bed in his prison cell.

All the burial shrouds are taken out of the prison complex, and Edmond confirms this belief when he overhears two guards discussing it.

So, Edmond sneaks into Farias room, takes his corpse out of the shroud, buries it in the secret passage they had both made, and climbs into the shroud. He waits for multiple days, not moving a single inch, and keeping perfect composure.

The guards arrive then, and carry him out. However, instead of burying him, they threw him into the sea. Thanks to his skills as an experienced sailor, he is able to swim to land, and has now successfully escaped the chateau D'if.

(Fri, fluid intelligence, crystallised intelligence, EQM, composure, acting skills, strategy effectiveness, strategy efficiency, strategy shielding, improvisation, critical thinking.)

STRATEGY CATEGORICAL BREAKDOWN.

EFFECTIVENESS.

- **Has successfully broken out of the chateau D'if, and is now a free man.**

EFFICIENCY

- **Wasted absolutely zero resources in escaping.**
- **Immediately took advantage of the opportunity presented to him, in minimal time.**

EXECUTION.

- **None.**

ADAPTABILITY.

- **NONE.**

ALIGNMENT.

- **None.**

SHIELDING

- **Hid Abbe faria's body, to avoid being caught.**

RESILIENCE.

- **His skills as an experienced sailor allowed him to swim to safety.**

FORESIGHT.

- **Will be covered in the antifeats section.**

TACTICAL COMPLEXITY.

- **None.**

Best category = efficiency.
Worst category = foresight.

Best overall categories throughout this arc= fri, overall eq, adversity capacity, indirect manipulation, overall counteraction, short term tactics and strategies.

Current outsmarting style: reliant on exploitable elements, often reactionary to them.
Sets up short term tactics and traps as a means of gathering info.
Mostly aligns with the role of:a passive detective.
Serves as a counter to more reckless and less methodical characters, who have poor concealment and misdirection.
Gets countered by characters with sophisticated concealment and info control.