Paul Atreides

The Messiah Of Dune
The Duke Of Arrakis
The Lisan Al Gaib
The Kwisatz Haderach
The Preacher
The Mentat Emperor
The Umma Regent
The Supreme Dreamer
The False Messiah
The Father of the Indefinite Roads of Time

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Introduction/Background :

Paul Atreides, predominantly known as Muad'Dib (By the Freman), was the last Duke of the noble House Atreides. The only son of Duke Leto Atreides and Bene Gesserit Sister Lady Jessica, he rose to power among the native Fremen of Arrakis (Also known as 'Dune'... DUNE!?, OH MY GOSH THAT'S THE STORY NAM!-) in their efforts against the brutal occupation of House Harkonnen. His natural clairvoyant abilities were greatly enhanced by the spice melange, and he used his mother's knowledge of Bene Gesserit propaganda to embody the role of Fremen prophet Lisan al-Gaib.

Their allied victory in the Desert War ousted Emperor Shaddam IV from the Golden Lion Throne, which became the seat of a new Atreides Empire. Paul ruled through twelve years of interstellar bloodshed and oppression before abdicating his throne and exiling himself into the deep desert after losing his eyes and his Fremen lover to the growing conspiracy against his reign.

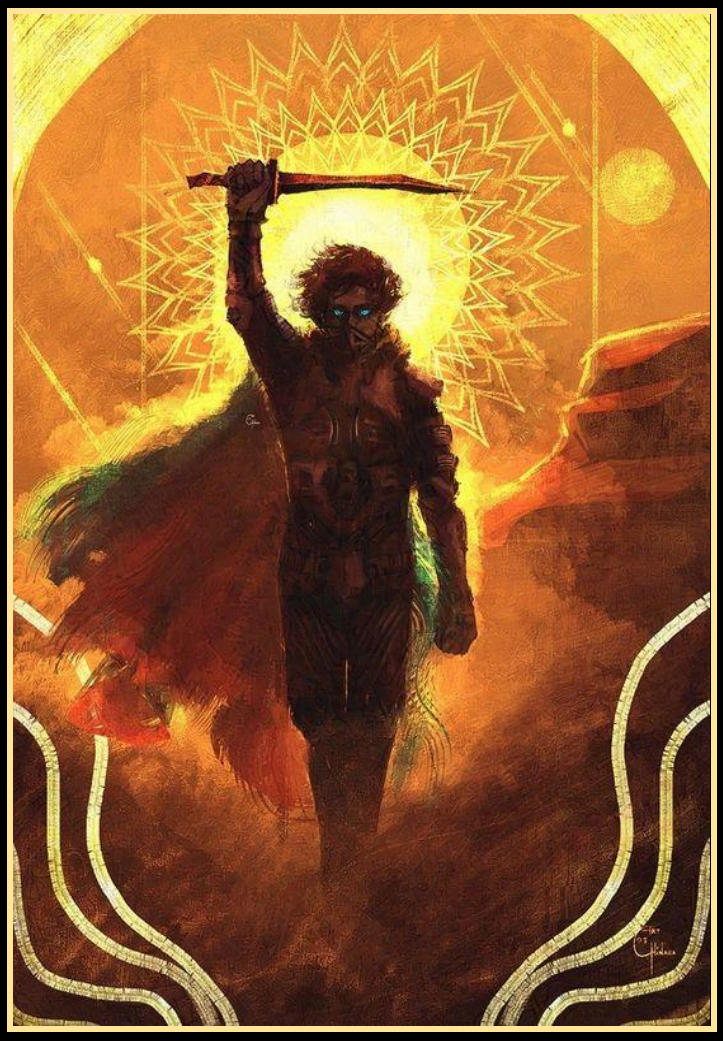
Nine years later, Paul was succeeded by his surviving son, Leto Atreides II (best dad boy-worm), God Emperor of Dune and the Known Universe for 3 '500+ years...

This document is intended to inform people of Paul's Atreides feats for each SCD category within the entire Dune franchise. Not only that, but I will also gonna list off an overall scaling of him at the of this doc and his anti feats. A lot of the information will require a bit of understanding of the Dune world building, SO I will also gonna list some important terminology for this doc and as well fixing debunked attempts by people, in this doc. But of course, the best way to truly gauge Paul's intellect is to actually read the novel.

! Note that This doc will use interpretation of the DUNE books that will boost Paul Atreides intelligence !

! NOTE THAT THIS DOC WILL CONTAIN BOOK SPOILERS ABOUT PAUL ATREIDES AND THE ENTIRE DUNE BOOK SERIES. IF YOU WANT TO DEBUNK SOMETHING, PLEASE MESSAGE ME ON DISCORD !









Quotes :

There is no one in this room who can stand against me! Your mothers warned you about my coming! Fear the moment. But you think you could have a chance. But you are afraid, what if I could be the One? This could be the moment you've been praying for, all your life...

Paul Atreides to the Fremen

My name is a killing word.

Paul Atreides most famous quote

I am Paul Muad'Dib Atreides, Duke of Arrakis! The Hand of God be my witness, I am the Voice from the Outer World! I will lead you to PARADISE!

Paul claimed leadership over the Fremen and declared himself as Arrakis' Messiah

It's coming. I see a holy war spreading across the universe like unquenchable fire. A warrior religion that waves the Atreides banner in my father's name. Fanatical legions worshipping at the shrine of my father's skull. A war in my name. Everyone shouting my name!

Paul foreseen the war ahead of him

My father came, not for spice, not for the riches, but for the strength of your people. My road leads into the desert. I can see it. If you'll have us, we will come.

Paul to Stilgar

"The visions are clear now. I see possible futures, all at once. Our enemies are all around us, and in so many futures they prevail. But I do see a way, there is a narrow way through"

Paul after his prescience

"You did this to me! Your Bene Gesserit turned me into a freak!"

Paul to Lady Jessica

"I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone there will be nothing. Only I will remain".

Paul fear is mind killer quote

A Solo Doc By : u/creationcawthon2[Reddit]
@raoncore [Discord]

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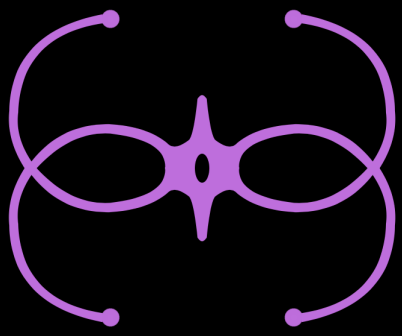
Terminology :

Bene Gesserit :

-A religious/political sect of women that seek to improve humanity, and use eugenics to do so with their goal being to create a male superhuman and control them to save humanity, Paul was supposed to be the superhuman (aka The Kwisatz Haderach) for them but was later a mistake because of lady Jessica liking Leto Atreides.

They have trained themselves to have great control of their minds and bodies. This gives them great understanding of people and the ability to control them with the Voice.

The leaders of the Bene Gesserit are Reverend Mothers. They have a degree of prescience from their shared consciousness with other Reverend Mothers, past and present.



(Symbol of the Bene Gesserit)

The Imperium / The Galactic Padishah Empire / The Corrino Empire / House Corrino:

The Corrino Empire, also known as the Corrino Imperium or simply the Imperium and later the Old Imperium, was a galactic-wide empire ruled by House Corrino and maintained by various forces including the Landsraad, the Spacing Guild and CHOAM. The empire was established in the year 88 BG following the Battle of Corrin, and lasted until Paul Atreides usurped Shaddam Corrino IV after the epochal Arrakis Revolt and founded the replacing Atreides Empire in 10196 AG. The seat of power of the Imperium was initially the planet Salusa Secundus, the traditional home of House Corrino. However, it was later moved to Kaitain.

The Corrino Empire provided a socioeconomic and political framework within which the Faufreluches class system operated.

The population of the empire was at least tens, if not hundreds of billions. It's known that the Fremen were not in the official imperial census.



House Atreides :

House Atreides was a respected House Major within the infrastructure of the Galactic Padishah Empire. They were ruled by the patriarch of the Atreides family, who took the title of Duke.

Up until the latter days of Duke Leto Atreides I, House Atreides maintained the planetary fief of Caladan and had their center of operation on the planet, which they had also ruled for twenty generations. House Atreides had perfected a form of government that resulted in a well-organized society and a spiritually satisfied people. Furthermore, House Atreides kept Caladan a lush, prosperous paradise with relatively low industrial levels, in stark contrast to House Harkonnen's capital, Giedi Prime. However, the House was also proficient in war; it maintained Swordmasters, Warmasters and Mentats to train and lead their army, and had even developed its own Battle Language.



House Harkonnen :

House Harkonnen, also known as the Family Harkonnen, was a Great House of the Landsraad whose capital resided on the heavily industrialized world of Giedi Prime. Historical enemies of House Atreides since the Battle of Corrin, the Harkonnens earned a notorious reputation for underhanded and sinister political tactics fueled by their ambition, malevolence, hatred and brutality. Typically ruled by a Siridar-Baron, House Harkonnen was essentially annihilated after the Battle of Arrakeen, though its family line continued on Giedi Prime throughout the entire reign of the Atreides Empire.

Basically, they are the dick of the houses.



The Kwisatz Haderach :



"Shortening of the Way." "This is the label applied by the Bene Gesserit to...a male Bene Gesserit whose organic mental powers would bridge space and time." The Kwisatz Haderach achieves prescience by tapping into a shared consciousness. He has the memories, experience, and knowledge of both ancestors and descendants. Whereas a Reverend Mother of the Bene Gesserit can only tap into the female aspects of this consciousness, the Kwisatz Haderach can tap into both the female and male aspects. Paul is revealed to be "*the*" Kwisatz Haderach over the course of the book.

Freman :

-The Fremen were a culture of humans descended from the Zensunni Wanderers who considered the planet Arrakis their home, native people of Arrakis. They formed an integral part in the establishment of the Atreides Empire and Muad'Dib's Jihad launched by Paul Atreides. Their adopted leader.



Spice/Melange :

-Here was another ingredient of ideal history: a material whose psychic chemistry unraveled Time (aka Drug of Dune). Without melange, the Sisterhood's Reverend Mothers could not perform their feats of observation and human control. Without melange, the Guild's Steersman could not navigate across space. Without melange, billions upon billions of Imperial citizens would die of addictive withdrawal. Without melange, Paul-Muad'dib could not prophesy.

Bene Tleilaxu / The Tleilaxu :



Bene Tleilax, or the Tleilaxu as they were more commonly called, were a group of secretive, genetically altered humans who inhabited Tleilax, the sole planet of the star Thalim. The customs and ethics of the Bene Tleilax led to widespread revulsion by the other cultures of the Known Universe, a reaction that did little to quench the Tleilaxu's hunger to subjugate their rivals. Their skills with genetic engineering, however, made them effectively a "necessary evil". A ghola was an artificially created human, who was replicated from a dead individual. Gholas were created in Axlotl tanks and could be reconstructed from as little as one cell from the original being. They were created almost exclusively by the Bene Tleilax, although at least one (based on Miles Teg) was created by the Bene Gesserit shortly before the Return of the Honored Matres.

The CHOAM Company :



Combine Honnete Ober Advancer Mercantiles (CHOAM) was one of the major galactic organisations in the time of the Corrino Empire and later the Atreides Empire, a gigantic monopoly encompassing all forms of commerce across the Imperium which essentially controlled all economic affairs across the cosmos, although it relied upon the Spacing Guild for transport across space due to the Guild's monopoly on faster-than-light travel. CHOAM touched almost all products the Guild will transport, from art forms to technology and of course melange. Many Houses depended on CHOAM profits, and an enormous proportion of those depended on melange. Most economic ventures were conducted through CHOAM, in which the Imperial House, the Landsraad, and Bene Gesserit and the Spacing Guild all had a stake. CHOAM directorships were the real evidence of political power in the Imperium, passing with the shifts of voting strength within the Landsraad as it balanced itself against the Emperor and his supporters. Directorship in the CHOAM was the key to wealth, each noble House dipping from the company's coffers whatever it could under this power.

The Spacing Guild :



The Spacing Guild, also called the Guild of Navigators on rare occasions, was an interstellar shipping and trade conglomerate during the ten-thousand-year Corrino Empire and 3,500-year Atreides Empire, serving as one leg of the political tripod maintaining the Great Convention. After the Bene Gesserit Sisterhood, the Guild was the second mental-physical training school established after the Butlerian Jihad, and its monopoly on space travel and international banking marked the starting point of the Imperial Calendar (1 AG). A Guild Navigator - also known as a Steersman - was a senior rank of pharmaceutically-enhanced humans within the Spacing Guild and

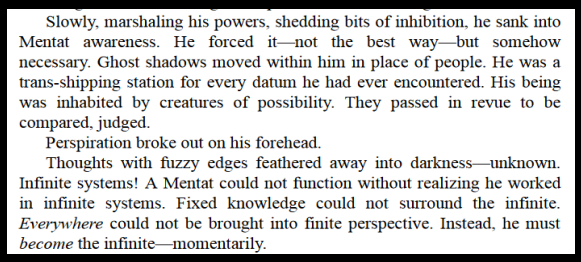
the pinnacle of Guild ambition. Physically transformed through the consumption of massive amounts of spice melange in a microgravity habitat, Navigators utilized a highly conditioned form of prescience to safely cross interstellar and intergalactic space in colossal starships called Heighliners.

The Golden Path : **! VERY IMPORTANT !**
https://youtu.be/CWKUiuq1NQw?si=6TomNpLeIm3KEkOf
Due to my terrible explanation that I am not gonna relied on, I highly recommend you to watch this 5 minute video of The Golden Path, as for the non dune reader, this will not have a problem whatsoever :3

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FSIQ+Memory+Cognition +Knowledge+Intelligence Concept+Analytics :

-Paul is a Mentat. Mentats are embodiments of logic, human computers, much more powerful than even the greatest ancient computers. He is Capable of reworking complex information that can be described as infinite (literally) in his head due to how complex it is.



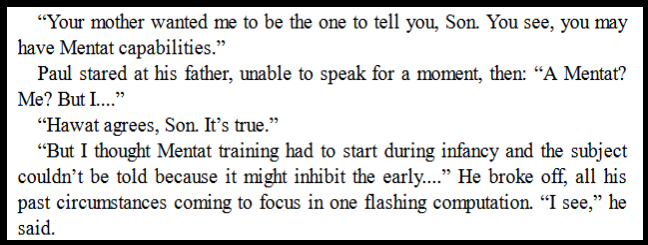
Slowly, marshaling his powers, shedding bits of inhibition, he sank into Mentat awareness. He forced it—not the best way—but somehow necessary. Ghost shadows moved within him in place of people. He was a trans-shipping station for every datum he had ever encountered. His being was inhabited by creatures of possibility. They passed in revue to be compared, judged.

Perspiration broke out on his forehead.

Thoughts with fuzzy edges feathered away into darkness—unknown. Infinite systems! A Mentat could not function without realizing he worked in infinite systems. Fixed knowledge could not surround the infinite. *Everywhere* could not be brought into finite perspective. Instead, he must *become* the infinite—momentarily.

(Dune Messiah, Chapter 9)
[PSI + WMI + Knowledge]

Paul is able to project multiple patterns into the future. A Mentat can step into a trance where time doesn't exist, only computation.



"Your mother wanted me to be the one to tell you, Son. You see, you may have Mentat capabilities."

Paul stared at his father, unable to speak for a moment, then: "A Mentat? Me? But I...."

"Hawat agrees, Son. It's true."

"But I thought Mentat training had to start during infancy and the subject couldn't be told because it might inhibit the early...." He broke off, all his past circumstances coming to focus in one flashing computation. "I see," he said.

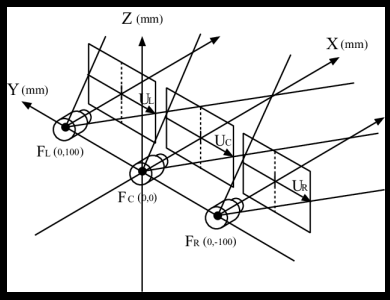
(Dune, Chapter 6)
[PSI + Knowledge + VSI + WMI + Foresight]

-However, Mentat since in addition to immense mathematical skills, Also possessed the exceptional cognitive abilities of memory and perception, which were the foundations for supra logical hypothesizing, strategizing and tacticizing (skills in which the Mentats surpassed even those of the pre-Butlerian Jihad Thinking Machines, which are basically just a bunch of AI that want to be AM and then got destroyed by the human, leading by Vorian Atreides). Thus, Mentats were able to gather large amounts of data and devise concise analyses in a process **that went far beyond logical deduction**: Mentats cultivate "the naïve mind", a supralogical mind without preconception or prejudice, one that can extract the essential patterns or logic of data and deliver, with varying degrees of certainty, useful conclusions.
[Logical Mathematical intelligence + Perception + Memory + Academic + Data Analysis + CPI + Calculation]
Source :
https://dune.fandom.com/wiki/Mentat

-Paul has knowledge of martial arts as he is trained by Gurney Halleck and Duncan Idaho. who are the best fighters in the Atreides army. Duncan and Gurney trained a fighting force that was even better than the Sardaukar, who are considered the greatest soldiers in the Imperium. With Duncan slaying 19 of them. Defeated Jamis, one of the Fremen that were able to kill over a hundred men composed of Sardaukar while only losing two. And there wasn't a single Fremen who could defeat him. And fought a combat robot at level 10, when the greatest fighters in the Imperium didn't go past 7.
[Knowledge + BIQ]

-Paul processes “thousands of information bits,” implying he sifts through countless data points in “perhaps three second”, which is also how long his deduction was made on the Steersman (for more info and proof, go to the reasoning part of this doc)
[PSI + Data Analysis + Deduction]

-Using higher order dimensions (In the context of the Dune universe, the term "higher-order dimensions" is used to refer to the prescient mind and the ability to see **beyond** the normal perception of time and space.) Paul views the past, future and present all combined in a trinocular vision.



(How a trinocular vision look like)
He sees infinite timelines and possibilities for his path. During that time, Paul experiences emotions without numbers, meaning he is experiencing infinite emotions and even knows names and places. He even saw his own

death in countless ways and saw new planets and culture, all within a heartbeat. (A single heartbeat, or cardiac cycle, takes approximately 0.8 seconds to complete at a typical heart rate of 70 to 75 beats per minute, which means that Paul processes the entire higher order dimensions in 0.8 seconds or even lower. Tho we can wank this to a instant via saying that the statement of processing within a heartbeat can be hyperbolic)

Only in the realm of mathematics can you understand Muad'Dib's precise view of the future. Thus: first, we postulate any number of point-dimensions in space. (This is the classic n-fold extended aggregate, *an aggregate of* n *dimensions.) With this framework.* Time *as commonly understood becomes an aggregate of one-dimensional properties. Applying this to the Muad'Dib phenomenon, we find that we either are confronted by new properties of* Time *or (by reduction through the infinity calculus) we are dealing with separate systems which contains* n *body properties. For Muad'Dib, we assume the latter. As demonstrated by the reduction, the point-dimensions of the* n-fold *can only have separate existence within different frameworks of* Time. *Separate dimensions of* Time *are thus demonstrated to coexist. This being the inescapable case, Muad'Dib's predictions required that he perceive the* n-fold *not as extended aggregate but as an operation within a single framework. In effect, he froze his universe into that one framework which was his view of* Time.

– Palimbasha: Lectures at Sietch Tabr

High Order Dimensions is at bare minimum around 11D to 13D (which is Complex Multiversal level in Power Scaling term) in mathematical logic, which would make Paul VSI around those higher dimensional.

Paul's mind had gone on in its chilling precision. He saw the avenues ahead of them on this hostile planet. Without even the safety valve of dreaming, he focused his prescient awareness, seeing it as a computation of most probable futures, but with something more, an edge of mystery—as though his mind dipped into some timeless stratum and sampled the winds of the future.

Abruptly, as though he had found a necessary key, Paul's mind climbed another notch in awareness. He felt himself clinging to this new level, clutching at a precarious hold and peering about. It was as though he existed within a globe with avenues radiating away in all directions ... yet this only approximated the sensation.

He remembered once seeing a gauze kerchief blowing in the wind and now he sensed the future as though it twisted across some surface as undulant and impermanent as that of the windblown kerchief.

He saw people.

He felt the heat and cold of uncounted probabilities.

He knew names and places, experienced emotions without number, reviewed data of innumerable unexplored crannies. There was time to probe and test and taste, but no time to shape.

The thing was a spectrum of possibilities from the most remote past to the most remote future—from the most probable to the most improbable. He saw his own death in countless ways. He saw new planets, new cultures.

People.

People.

He saw them in such swarms they could not be listed, yet his mind catalogued them.

[VSI + PSI + CPI + EQ + Stress Tolerance + Logical Mathematical Intelligence + Perception + Knowledge + Foresight]

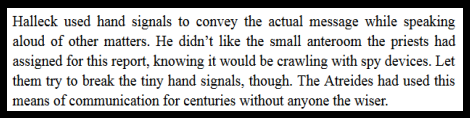
-Paul remembers and processes back that he was taught mnemonics, the focusing of awareness, the muscle control and sharpening of sensitivities, the study of languages and nuances of voices.

Paul rubbed his chin. All the special training from Hawat and his mother —the mnemonics, the focusing of awareness, the muscle control and sharpening of sensitivities, the study of languages and nuances of voices—all of it clicked into a new kind of understanding in his mind.

(Dune, Chapter 6)

[VCI + WMI + PSI + Sense]

-Paul is a native level speaker in the Freman language and is proficient in the Atreides battle language.


Halleck used hand signals to convey the actual message while speaking aloud of other matters. He didn't like the small anteroom the priests had assigned for this report, knowing it would be crawling with spy devices. Let them try to break the tiny hand signals, though. The Atreides had used this means of communication for centuries without anyone the wiser.

(Children Of Dune, Chapter 7)

[VCI + Knowledge]

-After drinking the water of life, he acquired all the memories and knowledge of all his ancestors, considering the fact that dune takes place in 10191 AG. (My goal here is to explain how many years of ancestry knowledge that Paul get)

The Dune novels use a different calendar from that of present day Earth. Years are not counted before and after the birth of Christ, but before and after the establishment of the Spacing Guild's monopoly, measured as before and after the Guild. Using the information given by the Dune books, it is possible to determine how the dating system used in the novels corresponds to our own.

Source for all of this :

https://dune.fandom.com/wiki/Universal_Standard_Calendar

'BG stands for Before Guild, and AG stands for After Guild.

1. Butlerian Jihad

Butlerian Jihad lasts *"two cruel generations"*

Dune, Appendix II / V ~ 201 - 108 BG

2.The 200th Century

"Mankind's movement through deep space placed a unique stamp on religion during the one hundred and ten centuries that preceded the Butlerian Jihad."

Dune, Appendix II ~ 11,000 years

We would simply add 10,191 to 11,000+201 together:

10,191 + 11,000 + 201 = 21,394

This gives us the number of years that have passed in-between 10,191 AG and the beginning of deep space exploration. One could say that Paul's first ancestor is King Agamemnon, a son of Atreus (from Greek mythology) in Greece back in old earth. Ancient Greece was about 2700 years ago in 1960 (depend), The first interplanetary space probe was Pioneer 5 which was launched in 1960.

And we simply add together... :

2'700+21'394= 24'094

It would mean that Paul process and have the knowledge of all of his Atreides ancestors till

1) -24 '094 Years Ago/ 13,903 BG
   (Mid Balled)
2) -10'148 Years Ago/ 11,223 BG
   (Low Balled)
3) -321'394 Years Ago / 311'203 BG
   (High Balled)

If we only count Vorian Atreides as the first Atreides for 2 and count human evolution (in 1960) for 3. (Paul can't access the whole world's memories since there was no first human in Dune. So there is no “He literally experience everything since the first year of humanity”)

With him processing all of his female and male ancestry memory In 11 seconds (according to the movie scene of him drinking the water of life) before he started to genuinely tweak and see his unborn sister comforting him after the processing. Paul had consumed only one drop of the bile, and it had put him into such a deep coma that he was believed dead. After 3 weeks, however, he emerged having successfully converted the bile into the Water of Life. (One could argue that the PSI feat is 3 Weeks and not 11 seconds). Along with drinking came many powerful abilities, such as perfect prescience, which made him become the Kwisatz Haderach, a genetic solution of a male Bene Gesserit whose organic mental powers would bridge space and time. Which allows him to access the knowledge and memory of his ancestry. His Kwisatz Haderach awakening raised his knowledge and computation awareness to a higher level than that of even a Mentat.

her body's memory. We look down so many avenues of the past ... but only feminine avenues." Her voice took on a note of sadness. "Yet, there's a place where no Truthsayer can see. We are repelled by it, terrorized. It is said a man will come one day and find in the gift of the drug his inward eye. He will look where we cannot—into both feminine and masculine pasts."

"Your Kwisatz Haderach?"

(Dune, Chapter 1)

It was the day of the Kwisatz Haderach, the first Holy Day of those who followed Muad'Dib. It recognized the defiled Paul Atreides as that person who was everywhere simultaneously, the male Bene Gesserit who mingled both male and female ancestry in an inseparable power to become the One-with-All. The faithful called this day *Ayil*, the Sacrifice, to commemorate the death which made his presence 'real in all places'.

(Children Of Dune, Chapter 33)

[PSI + GAI + CPI + WMI + Memory + VSI + Knowledge + Fluid Intelligence + Knowledge Application + Perception + AC (For the AC aspect of the feat, go to the AC part of the doc)]

-Threw a knife and hit a one millimeter spot at the exact speed to penetrate the combat shield of Alia.

Something flashed by [Alia's] shoulder, slowed at the shield aura around the target, slid through and tripped the deactivating stud. The lights darkened. Prisms and target twisted their way to stillness.

Alia whirled, angered by the intrusion, but her reaction was thrown into tension by the awareness of the supreme ability which had hurled that knife. It had been a throw timed to exquisite nicety--just fast enough to get through the shield zone and not too fast to be deflected.

And it had touched a one-millimeter spot within an eleven-light target.

...

She was not surprised to see who had thrown the knife.

Paul stood just inside the training room doorway, Stilgar steps behind him. Her brother's eyes were squinted in anger.

(*Messiah*, pp. 134-135)

[VSI + Observation]

-Paul has total recall of the exact details of a sand fall and in a fraction of a second, uses the data to calculate where his mother is buried and dig her up.

[Paul] set his mind as a blank slate upon which the past few moments could write themselves. Every partial shift and twist of the slide replayed itself in his memory, moving with an interior stateliness that contrasted with the fractional second of real time required for the total recall.

Presently, Paul moved slantwise up the slope, probing cautiously until he found the wall of the fissure, an out-curve of rock there. He began to dig, moving the sand with care not to dislodge another slide. A piece of fabric came under his hands. He followed it, found an arm. Gently he traced the arm, exposed her face.

(*Dune B2*, pp. 401-402)

Common dune sands (Yes this is real sand😭🙏 and it is confirmed to be the real sand on Arrakis) have median grain diameters between 0.02 and 0.04 cm (0.008 and 0.016 inch). The maximum common range is between 0.01 and 0.07 cm. Most dune sands are well sorted, and a sample of sand from a dune will usually have particles all of very similar size. Meaning that Paul can observe and process sand grain as small as 0.02 and 0.07 cm in a sand fall.

[WMI + VSI + PSI + Data Analysis + Analyze + Stress Tolerance + Perseverance + Focused Thinking + Observation]

-Paul analyzes the complexities of a powerful storm in order to navigate an aircraft safely through it. He was computing on the basis of a fraction of a minute. At the same time, he felt dust fronts, billowings, mixings of turbulence, an occasional vortex.

As Paul fought the 'thopter's controls, he grew aware that he was sorting out the interwoven storm forces, his more than Mentat awareness computing on the basis of fractional minutiae. He felt dust fronts, billowings, mixings of turbulence, an occasional vortex.

...

The tan flow of dust outside appeared featureless, but his inner sense began to *see* through the curtain.

I must find the right vortex, he thought.

...

The vortex began as an abrupt billowing that rattled the entrée ship. Paul defied all fear to bank the 'thopter left.

(*Dune B1*, p. 389)

[PSI + WMI + VSI + Analysis + Perseverance + Sense]

-Paul describes the catalogue of sensory data from his mentata power as it adds up to his knowledge.

Something had happened to his awareness this night--he saw with sharpened clarity every circumstance and occurrence around him. He felt unable to stop the inflow of data or the cold precision with which each new item was added to his knowledge and the computation was centered into his awareness. It was Mentat power and more.

(*Dune B1*, p. 305)

[Data Analysis + Knowledge + PSI + Sense]

-The Prana-Bindu is the special Bene Gesserit training that allows one to control **every** muscle, **every** fiber of the body inorder to drink the water of life safely. At 15 Paul was stated to be better than Jessica at mind-bindu nervature. It can be used to slow down the heart beats to reduce oxygen needs. It allowed Jessica to change the molecular properties of substances that enter the body, like transforming the poison to negate its effects. Which Paul then mirrored.

And it came to pass in the third year of the Desert War that Paul-Muad'Dib lay alone in the Cave of Birds beneath the kiswa hangings of an inner cell. And he lay as one dead, caught up in the revelation of the Water of Life, his being translated beyond the boundaries of time by the poison that gives life. Thus was the prophecy made true that the Lisan al Gaib might be both dead and alive.

—"CollectedLegends of Arrakis" by the Princess Irulan

(Dune, Chapter 37)

"I feel so weak," he said. His gaze darted around the room. "How long have I been here?"

"You've been three weeks in a coma so deep that the spark of life seemed to have fled," Jessica said.

"But it was .... I took it just a moment ago and ...."

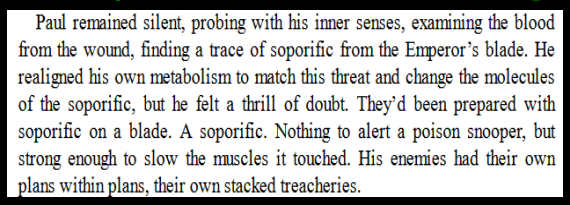
"A moment for you, three weeks of fear for me," Jessica said.

"It was only one drop, but I converted it," Paul said. "I changed the Water of Life." And before Chani or Jessica could stop him, he dipped his hand into the ewer they had placed on the floor beside him, and he brought the dripping hand to his mouth, swallowed the palm-cupped liquid.

(Dune, Chapter 45)

[Bodily Kinesthetic Intelligence + Learning Ability]

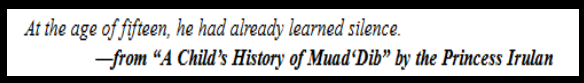
-Paul realigned his metabolism to neutralise a soporific with his Prana-Bindu training.


Paul remained silent, probing with his inner senses, examining the blood from the wound, finding a trace of soporific from the Emperor's blade. He realigned his own metabolism to match this threat and change the molecules of the soporific, but he felt a thrill of doubt. They'd been prepared with soporific on a blade. A soporific. Nothing to alert a poison snooper, but strong enough to slow the muscles it touched. His enemies had their own plans within plans, their own stacked treacheries.

(Dune, Chapter 48)

[Bodily Kinesthetic Intelligence]

-At 15, Paul already learned silence, A Cone of Silence is a field or zone wherein the sound of the human voice was electronically distorted so that recording and amplifying devices could not reproduce it effectively or clearly. It was also referred to as a "sound-deadening field".


At the age of fifteen, he had already learned silence.
—from "A Child's History of Muad'Dib" by the Princess Irulan

(Dune , Chapter 27)

[Knowledge + Learning Ability]

Paul fully understood the ecological and cultural power of the sandworms on Arrakis. Sandworms are unique to Arrakis, and their connection to the Fremen. He understands the Fremen's knowledge of sandworm riding to deploy his forces rapidly and unpredictably. Sandworms' ability to move across desert terrain far faster than conventional vehicles gave Paul's forces tactical mobility.

[Knowledge + Learning Ability + Adaptability]

-_____-

EQ+SQ+AC+Seeing Through People+Psychology Manipulation+Deception :

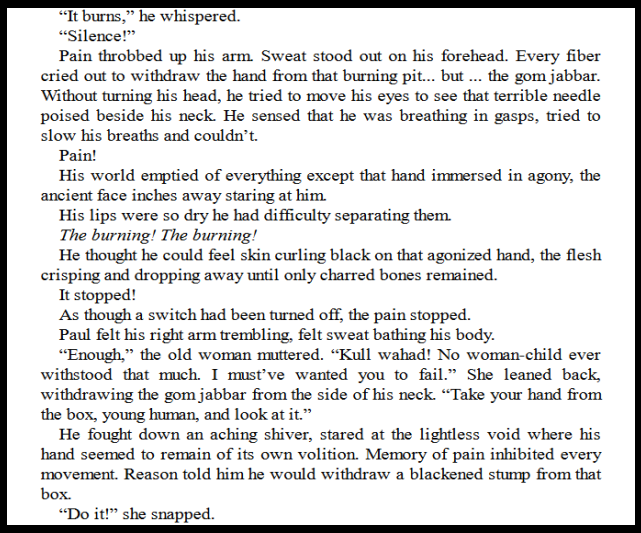
-From such an early age, Paul is trained to become a duke. He learned from his father, Leto Atreides, and other extremely talented men. He used this training to become the leader of the Freman (the Fremen population is estimated to be at least 10 million, in addition to the 5 million people living in the towns and villages on Arrakis Btw), and eventually seized power of the universal empire.

[Leadership + Charisma + Social Skills + Learning Ability]

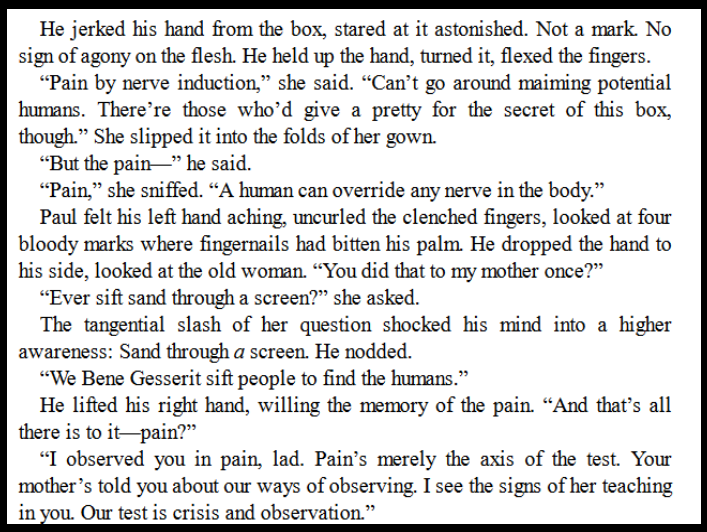
-In the Water Of Life feat. Surviving the physical and psychological ordeal is impressive, but it is the mental integration and mastery of the memories that make the feat great imo.

The real challenge isn't just staying alive, it's processing and synthesizing the overwhelming influx of ancestral memories while retaining one's identity and sanity. This shows when Alia, the sister of Paul who was in the womb, managed to receive a small drop of the Water Of Life and process all of the knowledge.
But unfortunately, this led to Vladimir (the grandfather of Paul and the leader of the Harkonnen) corrupt and controlling Alia's mind, since she was still in the womb and she didn't have the awareness or even an identity to even mentally survive the corruption. This shows that even after 3 weeks, Paul still remains himself even after processing all of his female and male ancestry memories.
[Self Awareness + Self Management + Emotional Management + Mental Fortitude]

-Paul experiences the gom jabbar test by a Reverend Mother. Where he put his hand in the box and experienced pain. except, there is a poison needle that is an instant death to Paul if he grabs his hand out of the box.. But how painful was it for his hand? Well, in the book it was stated that the pain was so intense that Paul thought his hand was being chemically destroyed or burned, but when he remembered his mother's mind killer quote, he managed to stay in and pulled it out after the test was done, completing the test.



"It burns," he whispered.
"Silence!"
Pain throbbed up his arm. Sweat stood out on his forehead. Every fiber cried out to withdraw the hand from that burning pit... but ... the gom jabbar. Without turning his head, he tried to move his eyes to see that terrible needle poised beside his neck. He sensed that he was breathing in gasps, tried to slow his breaths and couldn't.
Pain!
His world emptied of everything except that hand immersed in agony, the ancient face inches away staring at him.
His lips were so dry he had difficulty separating them.
The burning! The burning!
He thought he could feel skin curling black on that agonized hand, the flesh crisping and dropping away until only charred bones remained.
It stopped!
As though a switch had been turned off, the pain stopped.
Paul felt his right arm trembling, felt sweat bathing his body.
"Enough," the old woman muttered. "Kull wahad! No woman-child ever withstood that much. I must've wanted you to fail." She leaned back, withdrawing the gom jabbar from the side of his neck. "Take your hand from the box, young human, and look at it."
He fought down an aching shiver, stared at the lightless void where his hand seemed to remain of its own volition. Memory of pain inhibited every movement. Reason told him he would withdraw a blackened stump from that box.
"Do it!" she snapped.



He jerked his hand from the box, stared at it astonished. Not a mark. No sign of agony on the flesh. He held up the hand, turned it, flexed the fingers.
"Pain by nerve induction," she said. "Can't go around maiming potential humans. There're those who'd give a pretty for the secret of this box, though." She slipped it into the folds of her gown.
"But the pain—" he said.
"Pain," she sniffed. "A human can override any nerve in the body."
Paul felt his left hand aching, uncurled the clenched fingers, looked at four bloody marks where fingernails had bitten his palm. He dropped the hand to his side, looked at the old woman. "You did that to my mother once?"
"Ever sift sand through a screen?" she asked.
The tangential slash of her question shocked his mind into a higher awareness: Sand through *a* screen. He nodded.
"We Bene Gesserit sift people to find the humans."
He lifted his right hand, willing the memory of the pain. "And that's all there is to it—pain?"
"I observed you in pain, lad. Pain's merely the axis of the test. Your mother's told you about our ways of observing. I see the signs of her teaching in you. Our test is crisis and observation."

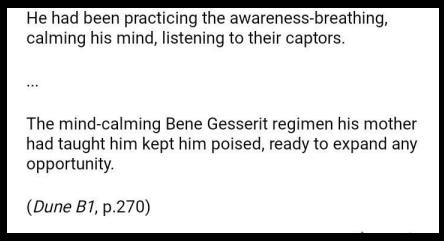
(Dune, Chapter 1)

“I must not fear. Fear is the mind-killer. Fear is the little-death that brings total obliteration. I will face my fear. I will permit it to pass over me and through me. And when it has gone past I will turn the inner eye to see its path. Where the fear has gone there will be nothing. Only I will remain.”
(Peak fiction)
[Self Management + Composure + Impulse Control + Emotional Management + Mental Fortitude]

-Paul frequently exhibits immense self-control, particularly when he undertakes the spice agony to become the Kwisatz Haderach. He manages to control his fear and physical reactions effectively with his philosophy of fear being the mind killer.
[Self Management + Emotional Management + Self Awareness + Composure + Impulse Control + Mental Fortitude]

-Paul used the Bene Gesserit’s Missionaria Protectiva, which had seeded myths and prophecies across the universe, to position himself as the Mahdi. By fulfilling these prophecies, Paul inspired absolute loyalty among the Fremen, turning them into a fanatical force.
[Mass Manipulation + Deception + Charisma + Leadership]

-Paul Atreides remains calm and observant, despite facing what seems to be an inevitable execution, due to his extensive training in the Bene Gesserit techniques, particularly the practice of awareness-breathing and mind-calming exercises.


He had been practicing the awareness-breathing, calming his mind, listening to their captors.

...

The mind-calming Bene Gesserit regimen his mother had taught him kept him poised, ready to expand any opportunity.

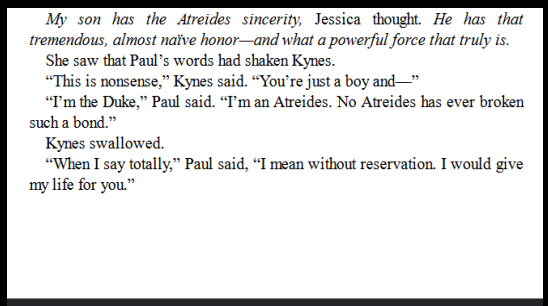
(*Dune B1*, p.270)

The Bene Gesserit regimen emphasizes the suppression of emotional responses like panic or despair. By focusing on his breathing and calming his mind, Paul can prevent fear from clouding his judgment. Paul's breathing sharpens his sensory perception, enabling him to listen carefully to their captors and assess their behavior, intentions, and potential weaknesses. His training ensures that he remains mentally prepared to seize any opportunity for escape. This readiness is rooted in his ability to process information rationally, even under duress, and avoid impulsive actions. By observing the captors closely while maintaining a calm demeanor, Paul maximizes his chance of identifying exploitable moments, whether it's a lapse in their guard, environmental factors, or psychological weaknesses in his enemies.
[Observation + Focused Thinking + Perception + Emotional Management + Stress Tolerance + Psychological Insight + Cold Reading]

-Using higher order dimensions Paul views the past, future and present all combined in a trinocular vision, he sees infinite timelines and possibilities for his path. During that time, Paul experiences emotions without

numbers, meaning he is experiencing infinite emotions and even knows names and places. He even saw his own death in countless ways and saw new planets and culture.
[EQ + AC]

-Paul managed to quickly gain the trust of Kynes to the point where he could give his life for him despite Kynes' thinking all Paul's words are no sense.



My son has the Atreides sincerity, Jessica thought. *He has that tremendous, almost naïve honor—and what a powerful force that truly is.*

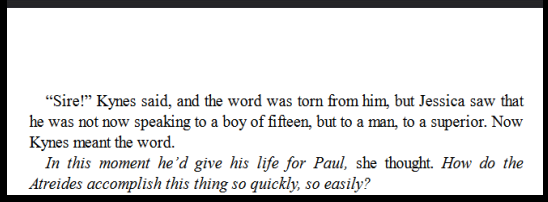
She saw that Paul's words had shaken Kynes.

"This is nonsense," Kynes said. "You're just a boy and—"

"I'm the Duke," Paul said. "I'm an Atreides. No Atreides has ever broken such a bond."

Kynes swallowed.

"When I say totally," Paul said, "I mean without reservation. I would give my life for you."

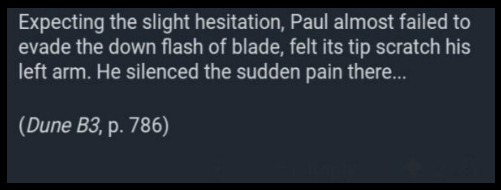


"Sire!" Kynes said, and the word was torn from him, but Jessica saw that he was not now speaking to a boy of fifteen, but to a man, to a superior. Now Kynes meant the word.

In this moment he'd give his life for Paul, she thought. *How do the Atreides accomplish this thing so quickly, so easily?*

Paul managed to do this, knowing the bene Gesserit propaganda of the Lisan Al Gaib and with the Freman thinking that both Paul and Lady Jessica is part of the prophecy Cause of the fact that during the arrival on Arrakis, the Freman are seen yelling "Lisan Al Gaib" at seeing the Atreides, cause of the prophecy saying that the Lisan Al Gaib is from a another planet who come to Arrakis with a bane Gesserit mother. Not to mention that Kynes already believed that Jessica is part of the prophecy.
(Dune, Chapter 25)
[Social Skills + Aura + Social Integration + Fear Inducement + Deception + Logical Manipulation + Direct Manipulation]

-Paul is presumably resistant to pain, as shown when he felt the tip of a blade scratch his left arm.



Expecting the slight hesitation, Paul almost failed to evade the down flash of blade, felt its tip scratch his left arm. He silenced the sudden pain there...

(*Dune B3*, p. 786)

[Stress Tolerance + Emotional Management]

-Paul recognizes Jamis strategy in a duel and subsequent mistakes, then kills him with a parting shot, (in the movie)

> And Paul had seen Jamis' mistake: bad footwork so that it took the man a heartbeat longer to recover from his leap, which had been intended to confuse Paul and hide the knife shift.
>
> ...
>
> Paul shifted his own knife in a blurred motion, slipped sideways and trust upward where Jamis' chest was descending--then away to watch the man crumple.
>
> (*Dune B2*, pp. 493-494)

[Seeing Through Strategy + BIQ]

-Paul reluctantly leads a jihad (Holy War) that dominates the Empire. Later Paul understood his actions as evil, even comparing them to those of Hitler, his name was a killing word. But if you remember the keyword on the Golden Path, then you would know that all of this was in order to save humanity and later passed the empire to his son.

> "Statistics: at a conservative estimate, I've killed sixty-one billion, sterilized ninety planets, completely demoralized five hundred others. I've wiped out the followers of forty religions which had existed since--" [Paul said]
>
> (*Messiah*, p. 154)

[Self Awareness + Leadership]

-Paul is able to sense his mother's thoughts by studying her body language.

> He studied the tallness of her, saw the hint of tension in her shoulders as she shoes clothing for him from the closet racks. Another might have missed the tension, but she had trained him in the Bene Gesserit Way—in the minutiae of observation
>
> (*Dune B1*, p. 7)

In this specific instance, Paul observed the tension in her shoulders and interpreted it as a sign of inner conflict or concern. The Bene Gesserit training taught him to link such physical manifestations to underlying psychological states. For example, subtle shifts in posture, muscle tension, and microexpressions can reveal emotions and unspoken thoughts.

[Cold Reading + Psychological Analysis + Psychological Insight + Observation]

-Chani asks Paul if she should leave him for the sake of political alliance after Paul marries Irulan for political reasons, before Paul puts his finger to her lips (to shut her ass up) and tells her that he and Chani will always be together.

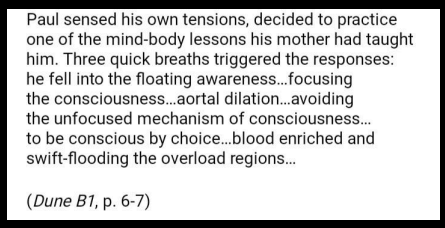
(Sound like a cheesy drama fr fr)

[Love Bombing + Social Skills]

-Under Paul leadership, the Freman exacted a heavy death toll on Harkonnen and Saudukar soldiers, which is 5 Saudukar for 1 Freman soldier in an entire two years. While in a raid, the Freman only lost two men that killed more than a hundred enemies, including Saudukar, enemy weaponary and soldiers. Gurney Hallack, trained by ‘the best fighter in the known universe’, acknowledged the Freman effectiveness under Paul leadership overall.

[Leadership + Charisma]

-Paul consciously alters his body physical responses, which help him focused his mind

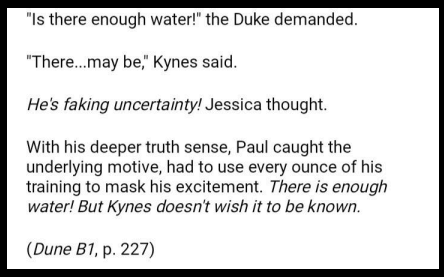


Paul sensed his own tensions, decided to practice one of the mind-body lessons his mother had taught him. Three quick breaths triggered the responses: he fell into the floating awareness...focusing the consciousness...aortal dilation...avoiding the unfocused mechanism of consciousness... to be conscious by choice...blood enriched and swift-flooding the overload regions...

(*Dune B1*, p. 6-7)

[Focused Thinking + Bodily Kinesthetic Intelligence + Emotional Management + Cognitive Discipline + Impulse Management]

-Paul has truth sense and uses it to see through lies and conceal the truth.



"Is there enough water!" the Duke demanded.

"There...may be," Kynes said.

He's faking uncertainty! Jessica thought.

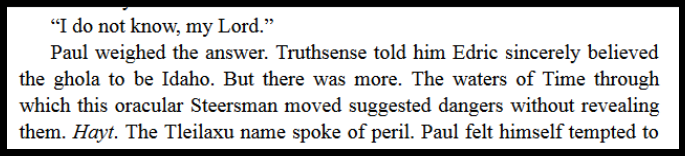
With his deeper truth sense, Paul caught the underlying motive, had to use every ounce of his training to mask his excitement. *There is enough water! But Kynes doesn't wish it to be known.*

(*Dune B1*, p. 227)

Paul with his truth sense somehow can even detect his motive and concluded that Kynes doesn't wish it to be known.

[Emotional Understanding + Seeing Through Manipulation + Cold Reading + Intuition]

-Paul, with his truth sense, knew Edric's beliefs about Duncan.



"I do not know, my Lord."

Paul weighed the answer. Truthsense told him Edric sincerely believed the ghola to be Idaho. But there was more. The waters of Time through which this oracular Steersman moved suggested dangers without revealing them. *Hayt*. The Tleilaxu name spoke of peril. Paul felt himself tempted to

(Dune Messiah, Chapter 6)

[Cold Reading]

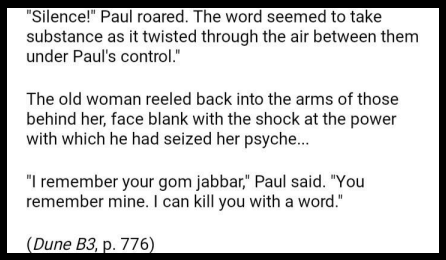
-By destroying the transportation, Paul immobilizes his enemies, leaving them stranded in the unforgiving desert.

[Ruthlessness + Strategic Thinking]

-Paul's forces exploit the confusion, overwhelming the Saudakar and Harkonnen with precision strikes while minimizing their own losses.

[Overloading + Strategic Thinking]

-Paul dominates an experienced Bene Gesserit leader with his voice, knocking her back; claims he could kill her with a word.



"Silence!" Paul roared. The word seemed to take substance as it twisted through the air between them under Paul's control."

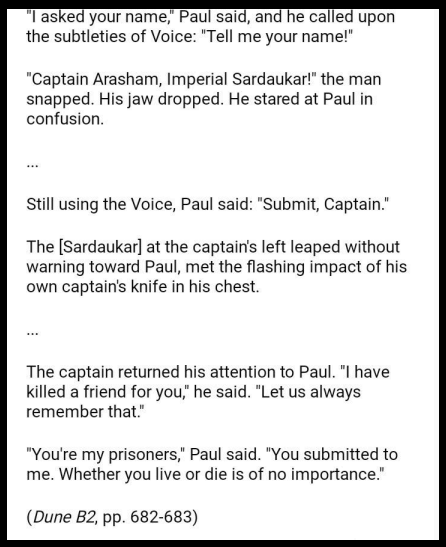
The old woman reeled back into the arms of those behind her, face blank with the shock at the power with which he had seized her psyche...

"I remember your gom jabbar," Paul said. "You remember mine. I can kill you with a word."

(*Dune B3*, p. 776)

[Fear Inducement]

-Paul induces fear and commands a Saudakar captain to submit; the captain even kills a comrade to save Paul.



"I asked your name," Paul said, and he called upon the subtleties of Voice: "Tell me your name!"

"Captain Arasham, Imperial Sardaukar!" the man snapped. His jaw dropped. He stared at Paul in confusion.

...

Still using the Voice, Paul said: "Submit, Captain."

The [Sardaukar] at the captain's left leaped without warning toward Paul, met the flashing impact of his own captain's knife in his chest.

...

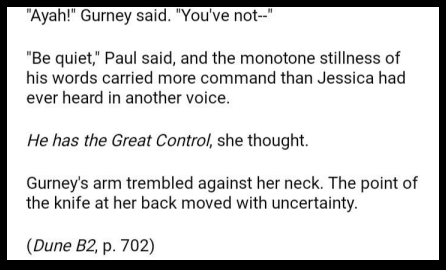
The captain returned his attention to Paul. "I have killed a friend for you," he said. "Let us always remember that."

"You're my prisoners," Paul said. "You submitted to me. Whether you live or die is of no importance."

(*Dune B2*, pp. 682-683)

[Fear Inducement + Direct Manipulation + Aura]

-Paul's mother, Lady Jessica, indicates that he has an ability she has only heard of; he manipulates others even with monotone command with great control of his voice.



"Ayah!" Gurney said. "You've not--"

"Be quiet," Paul said, and the monotone stillness of his words carried more command than Jessica had ever heard in another voice.

He has the Great Control, she thought.

Gurney's arm trembled against her neck. The point of the knife at her back moved with uncertainty.

(*Dune B2*, p. 702)

[Fear Inducement + Emotional Manipulation + Direct Manipulation + Aura]

-Paul Atreides uses a combination of The Voice, logic, and a display of authority to manipulate the Fremen into breaking a cultural pattern of infighting and instead directing their energies against their true enemy, the Harkonnens. As a part of his plan to destroy the Imperium and the Harkonnen. Paul uses his bene Gesserit

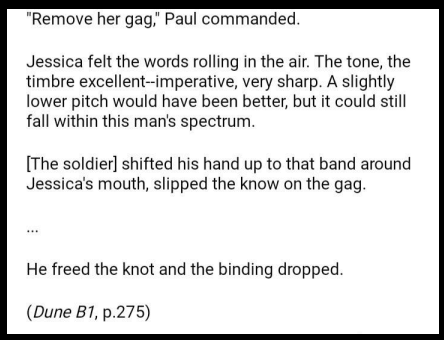
mother's understanding of the Lisan Al Gaib prophecy and religion to influence the Fremen, positioning himself as the Mahdi : Paul uses The Voice, a Bene Gesseri technique taught by his mother Jessica, which allows him to command others through the manipulation of tone and pitch. The text states: "Jessica heard the subtle intonations as he used the powers of the Voice she had taught him." This shows Paul subtly overrides the crowd's anger and dissent, coercing their attention and influencing their emotions on a subconscious level. Paul declares his rule decisively and claims ownership of Arrakis as a ducal fief granted to his father: "Who rules here?... I rule here! I rule on every square inch of Arrakis!" This reinforces his legitimacy and right to lead, presenting himself as a rightful ruler in the political and cultural context. Paul redirects the Fremen's anger and warrior culture toward a common enemy, the Harkonnens, rather than allowing internal conflict: "It is time we stopped killing off our best men and started killing our real enemies—the Harkonnens!" This statement leverages the Fremen's militaristic pride while uniting them under a shared cause. By presenting a logical argument (stop wasting your strength on internal battles) and pairing it with a powerful emotional climax, Paul triggers a roar of agreement : "A deafening roar filled the cavern, echoed and re-echoed. They were cheering and chanting." This signifies the crowd's complete submission to Paul's leadership, solidified by their chants of "Muad'Dib", his Fremen name.

(You don't have to read the entire thing below here as it is basically a scans)

Then, who rules this troop of our tribe—and who rules all the tribes and troops through the fighting instructors we've trained in the weirding way? Does Stilgar rule all this? He says himself that he does not. Do I rule? Even Stilgar does my bidding on occasion, and the sages, the wisest of the wise, listen to me and honor me in Council. So. Does my mother rule? Stilgar and all the other troop leaders ask her advice in almost every major decision. You know this. But does a Reverend Mother walk the sand or lead a razzia against the Harkonnens? No man recognizes leadership without the challenge and the combat, eh? What's our goal? To unseat Rabban, the Harkonnen beast, and remake our world into a place where we may raise our families in happiness amidst an abundance of water—is this our goal? Do you smash your knife before a battle? I say this as fact, not meaning it as boast or challenge: there isn't a man here, Stilgar included, who could stand against me in single combat. This is Stilgar's own admission. He knows it, so do you all. Many of you have been with me on the practice floor. You know this isn't idle boast. I say it because it's fact known to us all, and I'd be foolish not to see it for myself. I began training in these ways earlier than you did and my teachers were tougher than any you've ever seen. How else do you think I bested Jamis at an age when your boys are still fighting only mock battles? So, we come to this. This was taken from a Harkonnen courier. Its authenticity is beyond question. It is addressed to Rabban. It tells him that his request for new troops is denied, that his spice harvest is far below quota, that he must wring more spice from Arrakis with the people he has. How many of you see what this means? Stilgar saw it immediately. This was my father's ducal signet, I swore never to wear it again until I was ready to lead my troops over all of Arrakis and claim it as my rightful fief. Who rules here? I rule here! I rule on every square inch of Arrakis! This is my ducal fief whether the Emperor says yea or nay! He gave it to my father and it comes to me through my father! There are men here who will hold positions of importance on Arrakis when I claim those Imperial rights which are mine. Stilgar is one of those men. Not because I wish to bribe him! Not out of gratitude, though I'm one of many here who owe him life for life. No! But because he's wise and strong. Because he governs this troop by his own intelligence and not just by rules. Do you think me stupid? Do you think I'll cut off my right arm and leave it bloody on the floor of this cavern just to provide you with a circus? Who is there here to say I'm not the rightful ruler on Arrakis? Must I prove it by leaving every Fremen tribe in the

erg without a leader? Will I subtract from our strength when we need it most? I am your ruler, and I say to you that it is time we stopped killing off our best men and started killing our real enemies—the Harkonnens!
(4 STEPS OVERALL)
[Strategy Alignment + Planning Versatility + Planning Intricacies + Planning Process + Social Skills + Aura + Social Integration + Emotional Understanding + Emotional Realization + Charisma + Coercion + Leadership + Mass Manipulation + Emotional Management + Logical Manipulation + Direct Manipulation + Persuasion + Psychological Manipulation + Influence + Psychological Warfare + Concealment]

-Although still inexperienced in using the voice, Paul commands a captor to release his mother's bonds and let her use her voice to make the captor kill himself and the pilot.


"Remove her gag," Paul commanded.

Jessica felt the words rolling in the air. The tone, the timbre excellent--imperative, very sharp. A slightly lower pitch would have been better, but it could still fall within this man's spectrum.

[The soldier] shifted his hand up to that band around Jessica's mouth, slipped the know on the gag.

...

He freed the knot and the binding dropped.

(*Dune B1*, p.275)

[Fear Inducement + Direct Manipulation + Emotional Manipulation]

-Paul fully understood the ecological and cultural power of the sandworms on Arrakis. Sandworms are unique to Arrakis, and their connection to the Fremen (who revere and control them) gave Paul a psychological and logistical advantage and Paul realized that sandworms could serve as unstoppable war machines for troop movement across the vast desert. The sight of Fremen warriors riding massive sandworms struck fear into the Sardaukar and other enemies. This spectacle destroyed the myth of Sardaukar invincibility and shows Paul's command over Arrakis and its most fearsome creatures.
[Fear Inducement + Common Sense EU + Tactics + Knowledge + Learning Ability]

-Paul used the Bene Gesserit's Missionaria Protectiva, which had seeded myths and prophecies across the universe, to position himself as the Mahdi. By fulfilling these prophecies, Paul inspired absolute loyalty among the Fremen, turning them into a fanatical force. Paul transformed the Fremen from an isolated desert people into a galactic military powerhouse.
[Mass Manipulation]

-The decision to prioritize the survival of humanity over the well-being of individuals or even billions of lives showcased Paul's ability to think on a grand scale, putting aside personal morality for the greater good. Paul did not view himself as a savior but as a necessary villain. He accepted that history would remember him as a tyrant.
[Self Awareness + Emotional Facilities + Emotional Perception]

-Paul shown some insane concealment feat in the last two book after it take place 1'000+ years ahead after the golden path execution and Leto II Atreides death where it took 1'000 years just for the Bene Gesserit to find out about their role in the golden path plan.
[Concealment]

-Paul didn't directly impose his vision on Leto II but subtly manipulated his son's perspective, encouraging him to see the inevitability of the Golden Path. Paul shared glimpses of his own prescient visions with Leto II, allowing him to grasp the weight of their shared burden. This served to align Leto with Paul's long-term vision. Paul indirectly tested Leto's commitment to the Golden Path by allowing him to confront challenges and make critical decisions independently. These tests strengthened Leto's resolve and prepared him for the monumental decisions he would face. Through his interactions with Alia and others, Paul created an environment that would further pressure Leto to embrace his destiny. This indirect influence ensured that Leto's path remained aligned with Paul's vision.
[Individual Manipulation + Psychological Manipulation + Emotional Manipulation + Brainwashing + Direct Manipulation + Ruthlessness + Indirect Manipulation + Social Skills + Emotional Understanding]

-_____-

Reasoning + Thinking + Sensory + Judgement :

-In Book 1, Chapter 25, Paul encounters Liet-Kynes, the Imperial Planetologist secretly aligned with the Fremen. Paul quickly discerns Kynes' internal conflict and hidden motives through observation and reasoning. Paul notices Kynes' subtle mannerisms and hesitations during their interaction. Kynes initially appears neutral but reveals slight biases through his phrasing and body language. For example, his tone changes when discussing spice and ecological matters, indicating a deeper personal investment. Paul understands Kynes' dual role as a planetologist for the Emperor and a covert Fremen ally. This dual allegiance is fraught with conflict, which Paul interprets from Kynes' guarded answers. Paul applies his extensive knowledge of Fremen culture and ecology, gleaned from his studies and recent immersion, to identify discrepancies in Kynes' explanations. He realizes that Kynes' insights go beyond academic knowledge; they show firsthand experience with Fremen ways. Combining these observations, Paul deduces that Kynes is an influential figure within the Fremen. This realization helps Paul tailor his responses to gain Kynes' trust, subtly referencing the Fremen prophecy of the Mahdi.
[Knowledge + Deductive Reasoning + Observation + Associative Thinking + Abstract Thinking + Linear Thinking + Holistic Thinking + Logical Thinking + Metacognition + Emotional

Understanding + Bluffing + Direct Manipulation + Social Skills + Social Regulation + Self Awareness + Emotional Perception + Cold Reading + Charisma]

-Paul suspects Yueh's involvement in the Harkonnen plot based on subtle inconsistencies in his behavior. Despite Yueh being the trusted Suk doctor (with an unbreakable conditioning), Paul deduced Yueh's peculiar actions and emotional shifts that he is involved with the Harkonnen. (Dune, Chapter 7-8) Dr. Yueh is a Suk doctor, supposedly conditioned to be incapable of betrayal. This makes the idea of his involvement in treachery against House Atreides seem impossible to most. However, Paul notices discrepancies in Yueh's behavior that hint at underlying conflict or coercion. Paul picks up on subtle cues in Yueh's actions and demeanor: Yueh displays signs of inner turmoil, which Paul interprets as guilt or hesitation. His conversations and body language seem inconsistent with his usual calm, professional demeanor. Yueh becomes evasive when questioned directly, particularly about topics related to security or the Harkonnens. Paul applies reasoning to the situation: A Suk doctor is supposed to be unflinchingly loyal due to their Imperial conditioning. Yueh's emotional distress and evasive behavior contradict this, suggesting external factors at play. Paul knows the Harkonnens are adept at exploiting personal weaknesses to achieve their goals. Yueh's emotional vulnerability hints at manipulation, likely involving a deeply personal matter. Yueh's role as the family doctor gives him access to sensitive areas and information, making him an ideal target for coercion. Paul deduces that; The Harkonnens must have found a way to bypass Yueh's Suk conditioning, likely by exploiting a personal vulnerability. Yueh's behavior aligns with someone under extreme duress, possibly forced into betrayal through threats or leverage. Paul's deduction is later confirmed when Yueh admits to his betrayal, revealing that the Harkonnens used his love for his wife as leverage. This aligns perfectly with Paul's earlier suspicions.
[Deductive Reasoning + Inductive Reasoning + Logical Reasoning + Observation + Connecting The Dots + Associative Thinking + Abstract Thinking + Emotional Understanding + Emotional Perception + Hot Reading]

-Paul can rely on his prescience and his mentat traits to see even after he lost his physical sight to an atomic weapon. Because with his prescience ability, Paul can see many timelines ahead of him, and with his mentat traits, he can calculate all of those timelines and probabilities his path, making him almost like "seeing" again; and also because of his Kwisatz Haderach awareness.

"Do you see my lord?" Stilgar asked, wonder in his tone. "How can you see?"

...

"They've blinded my body, but not my vision," Paul said.

...

Paul stepped around Stilgar, strode down the street. His vision told him every movement, every irregularity beneath his feet, every face he encountered. He gave orders as he moved, pointing to men of his personal entourage, calling out names, summoning to himself the ones who represented the intimate apparatus of government. He could feel the terror grow behind him, the fearful whispers.

"His eyes!"

"But he looked at you, called you by name!"

(*Messiah*, pp. 259-262)

[Probabilistic Reasoning + Probabilistic Thinking + Sense + PSI + VSI]

-His Kwisatz Haderach awareness can senses recorded minuscule shadings of difference around him, a slight change in moisture, a fractional fall in temperature, the progress of an insect across their stilltent roof, the approach of dawn in the sky through a tent's transparent end.
His new awareness was sorting out the interwoven storm forces, computing on the basis of fractional minutiae. He felt dust fronts, billowings, mixings of turbulence, an occasional vortex. And managed to find the correct vortex to escape the sand storm that was able to spread metal while expertly flying a Ornithopter that is going around at 7-8 km/h. (Mind you Paul never flew an Ornithopter before this and only have seen his dad do it.)

He touched the remote control for lights.

Darkness blanketed them.

His hand was a shadow against the luminous dials as he tripped the remote door control. Grating sounded ahead of them. A cascade of sand swished away to silence. A dusty breeze touched Paul's cheeks. He closed his door, feeling the sudden pressure.

A wide patch of dust-blurred stars framed in angular darkness appeared where the door-wall had been. Starlight defined a shelf beyond, a suggestion of sand ripples.

Paul depressed the glowing action-sequence switch on his panel. The wings snapped back and down, hurling the 'thopter out of its nest. Power surged from the jetpods as the wings locked into lift attitude.

Jessica let her hands ride lightly on the dual controls, feeling the sureness of her son's movements. She was frightened, yet exhilarated. *Now, Paul's training is our only hope,* she thought. *His youth and swiftness.*

Paul fed more power to the jetpods. The 'thopter banked, sinking them into their seats as a dark wall lifted against the stars ahead. He gave the craft more wing, more power. Another burst of lifting wingbeats and they came out over rocks, silver-frosted angles and outcroppings in the starlight. The dust-reddened second moon showed itself above the horizon to their right, defining the ribbon trail of the storm.

Paul's hands danced over the controls. Wings snicked in to beetle stubs. G-force pulled at their flesh as the craft came around in a tight bank.

"Jetflares behind us!" Jessica said.

"I saw them."

He slammed the power arm forward.

Their 'thopter leaped like a frightened animal, surged southwest toward the storm and the great curve of desert. In the near distance, Paul saw scattered shadows telling where the line of rocks ended, the basement complex sinking beneath the dunes. Beyond stretched moonlit fingernail shadows—dunes diminishing one into another.

And above the horizon climbed the flat immensity of the storm like a wall against the stars.

Something jarred the 'thopter.

"Shellburst!" Jessica gasped. "They're using some kind of projectile weapon."

She saw a sudden animal grin on Paul's face. "They seem to be avoiding their lasguns," he said.

"But we've no shields!"

"Do they know that?"

Again the 'thopter shuddered.

Paul twisted to peer back. "Only one of them appears to be fast enough to keep up with us."

He returned his attention to their course, watching the storm wall grow high in front of them. It loomed like a tangible solid.

"Projectile launchers, rockets, all the ancient weaponry—that's one thing we'll give the Fremen," Paul whispered.

"The storm," Jessica said. "Hadn't you better turn?"

"What about the ship behind us?"

"He's pulling up."

"Now!"

Paul stubbed the wings, banked hard left into the deceptively slow boiling of the storm wall, felt his cheeks pull in the G-force.

They appeared to glide into a slow clouding of dust that grew heavier and heavier until it blotted out the desert and the moon. The aircraft became a long, horizontal whisper of darkness lighted only by the green luminosity of the instrument panel.

Through Jessica's mind flashed all the warnings about such storms—that they cut metal like butter, etched flesh to bone and ate away the bones. She felt the buffeting of dust-blanketed wind. It twisted them as Paul fought the controls. She saw him chop the power, felt the ship buck. The metal around them hissed and trembled.

"Sand!" Jessica shouted.

She saw the negative shake of his head in the light from the panel. "Not much sand this high."

But she could feel them sinking deeper into the maelstrom.

Paul sent the wings to their full soaring length, heard them creak with the strain. He kept his eyes fixed on the instruments, gliding by instinct, fighting for altitude.

(Dune, Chapter 25)

[Sense + Focused Thinking + Knowledge + Adaptability]

-His new Kwisatz Haderach awareness allowed him to pick up on clues so small that even his Bene Gesserit mother, Jessica didn't. Which let Paul tell who sat at those controls of who piloted the thopter.

His mother, he knew, had turned, expected to meet a lasgun in the hands of Harkonnen mercenaries, and had recognized Duncan Idaho leaning out the 'thopter's open door shouting: "Hurry! There's wormsign south of you!"

But Paul had known as he turned who piloted the 'thopter. An accumulation of minutiae in the way it was flown, the dash of the landing—clues so small even his mother hadn't detected them—had told Paul *precisely* who sat at those controls.

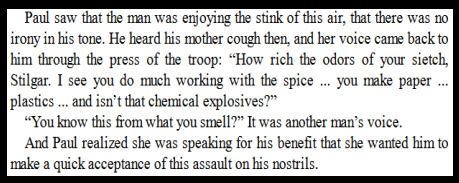
(Dune, Chapter 22)

[Observation]

-Paul could hear Hawat sneaking up on him and managed to discern it was him just by the noise.
[Sense]

-Paul has total recall of the exact details of a sand fall and in a fraction of a second, uses the data to calculate where his mother is burried and dig her up. Common dune sands (Yes this is real sand😭🙏 and it is confirmed to be the real sand on Arrakis) have median grain diameters between 0.02 and 0.04 cm (0.008 and 0.016 inch). The maximum common range is between 0.01 and 0.07 cm. Most dune sands are well sorted, and a sample of sand from a dune will usually have particles all of very similar size. Meaning that Paul can observe and process sand grain as small as 0.02 and 0.07 cm in a sand fall.
[PSI + WMI + VSI + FRI + Observation + Focused Thinking + Data Analysis + Fast Thinking + AQ]

-Paul, through his Mentat and Kwisatz Haderach senses. Discerned the various workings of the Fremen by smell alone.



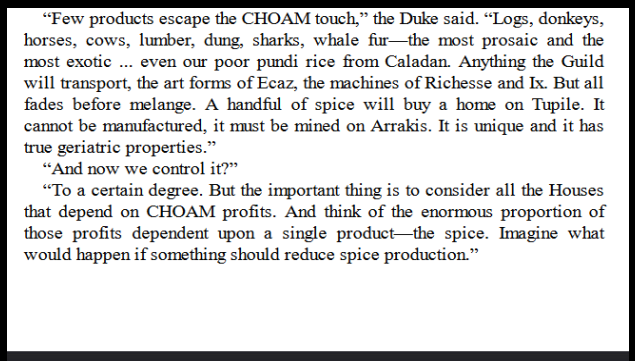
Paul saw that the man was enjoying the stink of this air, that there was no irony in his tone. He heard his mother cough then, and her voice came back to him through the press of the troop: "How rich the odors of your sietch, Stilgar. I see you do much working with the spice ... you make paper ... plastics ... and isn't that chemical explosives?"

"You know this from what you smell?" It was another man's voice.

And Paul realized she was speaking for his benefit that she wanted him to make a quick acceptance of this assault on his nostrils.

(Dune, Chapter 36)
[Sense + Perception]

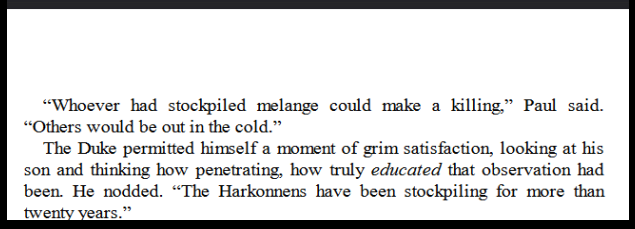
-Paul showed keen insight into the spice's importance. Duke Leto explains the unprecedented value of melange: it cannot be manufactured, is exclusive to Arrakis, and is essential for geriatric properties, space travel, and economic stability through the CHOAM Company. Paul recognized the spice's important role in galactic commerce and politics.



"Few products escape the CHOAM touch," the Duke said. "Logs, donkeys, horses, cows, lumber, dung, sharks, whale fur—the most prosaic and the most exotic ... even our poor pundi rice from Caladan. Anything the Guild will transport, the art forms of Ecaz, the machines of Richesse and Ix. But all fades before melange. A handful of spice will buy a home on Tupile. It cannot be manufactured, it must be mined on Arrakis. It is unique and it has true geriatric properties."

"And now we control it?"

"To a certain degree. But the important thing is to consider all the Houses that depend on CHOAM profits. And think of the enormous proportion of those profits dependent upon a single product—the spice. Imagine what would happen if something should reduce spice production."



"Whoever had stockpiled melange could make a killing," Paul said. "Others would be out in the cold."

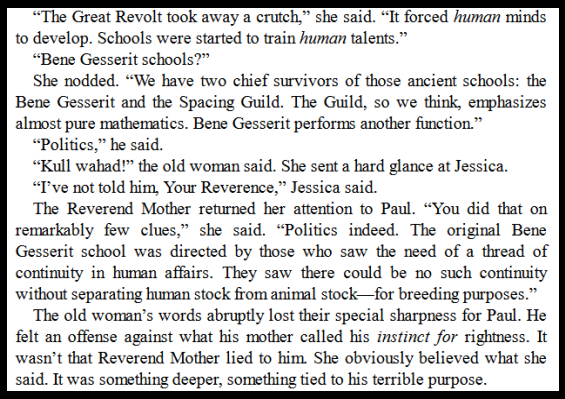
The Duke permitted himself a moment of grim satisfaction, looking at his son and thinking how penetrating, how truly *educated* that observation had been. He nodded. "The Harkonnens have been stockpiling for more than twenty years."

(Dune, Chapter 6)

Paul's statement, "Whoever had stockpiled melange could make a killing," means an understanding of supply and demand. By stockpiling melange, an individual or House could exploit a scarcity-driven price surge, creating an economic monopoly.

[Abductive Reasoning + Deductive Reasoning + Conceptual Thinking + Application Thinking + Knowledge (Economic + Politics) + Observation + Insight + Perception]

-Paul deduced the Bene Gesserit's true purpose and was able to guess that the Bene Gesserit perform politics in Bene Gesserit school from a few clues from Jessica.



"The Great Revolt took away a crutch," she said. "It forced *human* minds to develop. Schools were started to train *human* talents."

"Bene Gesserit schools?"

She nodded. "We have two chief survivors of those ancient schools: the Bene Gesserit and the Spacing Guild. The Guild, so we think, emphasizes almost pure mathematics. Bene Gesserit performs another function."

"Politics," he said.

"Kull wahad!" the old woman said. She sent a hard glance at Jessica.

"I've not told him, Your Reverence," Jessica said.

The Reverend Mother returned her attention to Paul. "You did that on remarkably few clues," she said. "Politics indeed. The original Bene Gesserit school was directed by those who saw the need of a thread of continuity in human affairs. They saw there could be no such continuity without separating human stock from animal stock—for breeding purposes."

The old woman's words abruptly lost their special sharpness for Paul. He felt an offense against what his mother called his *instinct for* rightness. It wasn't that Reverend Mother lied to him. She obviously believed what she said. It was something deeper, something tied to his terrible purpose.

(Dune, Chapter 1)

Jessica uses language indicating that the Bene Gesserit have a larger, hidden agenda. For instance, she refers to their plans as "far-reaching" (in the whole chapter, not in the page image I put sadly) and designed to shape outcomes over generations. This implies a deeply political motive tied to power and influence. Paul already knows Jessica was trained at the Bene Gesserit school, which emphasizes observation, manipulation, and control. These skills are inherently political, indicating the school serves more than just a spiritual or personal development purpose. Paul connects the dots between the nature of the training and the implications of Jessica's statements. He reasons that such training is not accidental or benign. it must serve a deliberate purpose. Jessica's

occasional hesitations or cryptic comments reveal an awareness of operating within a broader, secretive system. Her attitude suggests she is safeguarding sensitive information.
Paul has been exposed to political maneuvering from a young age. He understands that organizations operating across generations, like the Bene Gesserit, likely aim to influence power structures (e.g., marriages, alliances, or even bloodlines) rather than operate as neutral entities.
[Deductive Reasoning + Associative Thinking + Vertical Thinking + Critical Thinking + Intuition + Connecting The Dots + Knowledge + Analyze + VCI]

-Paul manages to grab a small, fast assassination drone (Which he recognized and it is a hunter seeker) mid-flight as it attacks a servant. A hunter seeker is no more than five centimeters.

Paul recognized it at once--a common assassination weapon that every child of royal blood learned about at an early age...It could burrow into moving flesh and chew its way up nerve channels to the nearest organ.

...

I could shout for Yueh, but it would take him the instant the door opened.

The hall door behind Paul creaked. A rap sounded there. The door opened.

The hunter-seeker arrowed past his head toward the motion.

Paul's right hand shot out and down, gripping the deadly thing. It hummed and twisted in his hand, but his muscles were locked on it in desperation. With a violent turn and thrust, he slammed the thing's nose against the metal doorplate. He felt the crunch of it as the nose eye smashed and the seeker went dead in his hand.

(*Dune B1*, pp. 108-109)

[Observation]

-After Paul got drugged, Paul alter the drug's molecular structure and realigned his metabolism to negate the drug

Paul remained silent, probing his inner senses, examining the blood from the wound, finding a trace of soporific from the Emperor's blade. He realigned his own metabolism to match this threat and change the molecules of the soporific...

(*Dune B3*, p. 787)

[Sense + Observation + Knowledge]

-Paul identified the instability of the sand as an obstacle to retrieving a lost pack. Paul deduced the water was insufficient and required an alternative solution. He deduced that foam could serve as a substitute to stabilize the sand.
[Deductive Reasoning + Knowledge]

-Paul is able to see through a face dancer's disguise.

The moment of supreme test for this girl-shape had come. Scytale had put on the shape, the mannerisms, the sex, the voice—everything his abilities could grasp and assume. But this was a female known to Muad'Dib in the sietch days. She'd been a child, then, but she and Muad'Dib shared common experiences. Certain areas of memory must be avoided delicately. It was the most exacting plan Scytale had ever attempted.

"I am Otheym's Lichna of Berk al Dib."

The girl's voice came out small, but firm, giving name, father and pedigree.

Paul nodded. He saw how Chani had been fooled. The timbre of voice, everything reproduced with exactitude. Had it not been for his own Bene Gesserit training in voice and for the web of *dao* in which oracular vision enfolded him, this Face-Dancer disguise might have gulled even him.

Training exposed certain discrepancies: the girl was older than her known years: too much control tuned the vocal cords; set of neck and shoulders missed by a fraction the subtle hauteur of Fremen poise. But there were niceties, too: the rich robe had been patched to betray actual status… and the features were beautifully exact. They spoke a certain sympathy of this Face Dancer for the role being played.

(Dune Chapter 15)

Bene Gesserit training allows mastery of the human voice and reading minuscule body language discrepancies. Paul uses these skills to detect unnatural precision in the girl-shape's voice and mannerisms. "Had it not been for his own Bene Gesserit training in voice..."

Paul's coracular vision (connected to his prescient abilities) grants him an enhanced perception of possibilities and outcomes. While the disguise is near-perfect, his prescient insight helps him sense that something is wrong, even if it is subtle. "...and for the web of *dao* in which oracular vision enfolded him..."

Paul's personal history with the actual girl (Otheym's child) gives him a familiarity with her behavior, voice, and appearance. This shared experience provides a baseline comparison that Scytale's disguise fails to replicate with complete accuracy. Memory plays a role here. Paul knows the girl's past and recognizes discrepancies.

Despite the Face Dancer's near-perfect mimicry, Paul's sharp perception exposes the following flaws: The girl's voice had "too much control," making it unnaturally tuned. Subtle inaccuracies in the set of the neck and shoulders, which would go unnoticed by most. The rich robe was patched in a way that betrayed the girl's true social status.

"The girl was older than her known years...set of neck and shoulders missing...robe had been patched..."

[Observation + Intuition + Deductive Reasoning + Reflective Thinking + Pattern Recognition + Perception + Inductive Reasoning + Critical Reasoning + Critical Thinking + Contextual Reasoning + Comparative Reasoning + Hot Reading + Self Awareness + Analyze + Knowledge + WMI]

-Paul managed to detect a secret exit in a room from feeling the air current.

Paul remained standing for another eye blink. A faint anomaly in the room's air currents told him there was a secret exit to their right behind the filing cabinets.

(*Dune B1*, p. 357)

[Sense]

-In a conversation with a Guildsman, Paul analyzes various pieces of data to deduce the Guildsman motives.

Paul's thoughts went *flick* (the association of Tleilaxu would be behind this move)--*flick* (the Jihad's recent Sembou victory would bear on Edric's actions)--*flick* (various Bene Gesserit credos showed themselves here)--*flick*...

A process involving thousands of information bits poured flickering through his computational awareness. It required perhaps three seconds.

"Does a Steersman question the guidelines of prescience?" Paul asked, putting Edric on the weakest ground.

(*Messiah*, p. 145)

Paul's thoughts move rapidly through different possibilities. the associations and alliances of the Tleilaxu, the Jihad's implications, and Bene Gesserit doctrines. The repeated flick emphasizes the rapid, sequential processing of the information. Paul processes "thousands of information bits," implying he sifts through countless data points in mere seconds. His prescient abilities allow him to cross-reference patterns, motivations, and consequences in real time. His prescience enables him to recognize which threads of events align with the Guild Steersman's actions. For example, he deduces how the Tleilaxu, the recent Sembou victory, and Bene Gesserit involvement might influence Edric's motives and actions. After analyzing these factors, Paul strikes verbally, "Does a Steersman question the guidelines of prescience?" By framing the question this way, Paul places Edric in a rhetorical trap. Since the Guild relies on prescience to navigate space and ensure their power, Paul's question highlights Edric's vulnerability in doubting prescience. The passage emphasizes that this entire deduction takes "perhaps three seconds.".

[Deductive Reasoning + Possibilities Thinking + Inductive Reasoning + Pattern Recognition + PSI + Data Analysis + Anticipation]

-Paul deduced the identity of the person flying a ship based on sensory data.

His mother, he knew, had turned, expected to meet a lasgun in the hands of Harkonnen mercenaries...

But Paul had known as he turned who piloted the 'thropter. An accumulation of minutiae in the way it was flown, the dash of the landing--clues so small even his mother hadn't detected them--had told Paul precisely who sat at the controls.

(*Dune B1*, p. 305)

The way the ship was flown, the dash of the landing, and other minute behaviors of the craft. These subtle cues, which even his highly trained mother failed to notice, allowed him to recognize the unique piloting style of the individual at the controls.

[Deductive Reasoning + Observation + Perception + Pattern Recognition + Self Awareness + Data Analysis]

-_____-

Foresight+Adaptability +Miscellaneous :

-Paul foresaw that humanity's reliance on spice and centralized control (through religion, politics, and the Spacing Guild) would lead to stagnation and extinction. His prescience revealed that without dramatic disruption, humanity would fail to diversify and adapt.

[Prediction]

-Cause of Paul Truth-sense, Paul is able to predict a potential plot against him. In which Thufir carried a poisoned needle which the Emperor commanded he use against “this upstart Duke”.

Paul thought then of prescient glimpses into the possibilities of this moment--the one timeline where Thufir carried a poisoned needle which the Emperor commanded he use against "this upstart Duke."

...

"For I say to you, Thufir, that in payment for your years of service to my family you may now ask anything you wish of me. Anything at all. Do you need my life now, Thufir? It is yours." Paul stepped forward a pace, hands at his side, seeing the look of awareness grow in Hawat's eyes.

He realizes that I know of the treachery, Paul thought.

...

He half turned in Paul's arms, extended his left hand, palm up, toward the Emperor, exposing the tiny needle cupped against his fingers. "See, Majesty?" he called. "See your traitor's needle? Did you think that I who've given my life to service of the Atreides would give them less now?"

(*Dune B3*, pp. 767, 770-771)

[Prediction]

-Paul assesses that his enemies cannot use atomics (nuclear weapons) against him, as it would risk political repercussions and damage to the spice, a resource vital to all factions.

[Anticipated]

-Paul knows and predicts that his mother is pregnant, despite her pregnancy only beginning a few weeks ago, and sees some of his sister's future with his prescience.

"I must tell you about my waking dream," Paul said..."To be sure you accept what I say, I'll tell you first I know you'll bear a daughter, my sister, here on Arrakis."

...

[Jessica] knew her pregnancy could not show yet. Only her own Bene Gesserit training had allowed her to tread the first faint signals of her body, to know of the embryo only a few weeks old.

...

And [Paul] thought: *and you'll bear my sister: St. Alia of the Knife.*

(*Dune B1*, pp. 319, 322)

[Prediction]

Paul anticipates the sand storm will disrupt visibility and communication for the enemy, creating chaos in their ranks.
[Anticipation]

-During a Strategy Orchestration. Paul understands that his enemies believe he is protected by shields. Knowing this, he can predict their hesitation in using projectile weapons on his location, which they consider a waste if shield defenses are assumed.
[Prediction + Emotional Understanding + Emotional Perception]

-During the same Strategy Orchestration. Paul anticipates that his opponents will conserve their 'thopters for a larger battle.
[Anticipated]

-Paul has increased understanding of Arrakis' unique environment. As during the Strategy Orchestration, Paul uses a storm to serve both as a shield and as a disruptor for the enemy's forces, who lack the same intimate knowledge of the terrain of Arrakis.
[Environmental Adaptability + Creativity + Strategy]

-Paul directs his gunners to prepare well in advance. This shows his foresight in anticipating when the storm will affect the enemy shields, rendering their defenses useless.
[Anticipation]

-Paul basically predicted and foresaw 3 '500+ years ahead to the execution of the golden path planning by Leto II.
[PSI + Prediction]

-The Tleilaxu provide Paul with a ghola of Duncan Idaho, intending to use it as a weapon against him. Paul predicts their intentions and uses the ghola to his advantage, allowing it to regain its memories and turn against the conspirators.
[Prediction + Strategic Thinking]

-Paul was able to see, foresaw and predict infinite future timelines in his mind's eyes.

Paul's mind had gone on in its chilling precision. He saw avenues ahead of them on this hostile planet. Without even the safety valve of dreaming, he focused his prescient awareness, seeing it as a computation of most probably futures, but with something more, an edge of mystery--as though his mind dipped into some timeless stratum and sampled the winds of the future.

...

The thing was a spectrum of possibilities from then most remote past to the most remote future--from the most probable to the most improbably. He saw his own death in a countless ways. He saw new planets, new cultures.

People.

People.

He saw them in such swarms they could not be listed, yet his mind catalogued them.

...

I have another kind of sight. I see another kind of terrain: the available paths.

(*Dune B1*, pp. 314-315)

[Prediction + FSIQ + EQ]

-Paul was able to communicate with his sister's future consciousness to receive a message.

Now, he gave his thoughts over to this day's accumulated discoveries--the mixed futures and the hidden *presence* of Alia within his awareness.

Of all the uses of time-vsion, this was the strangest. "I have breasted the future to place my words where only you can hear them," Alia had said. "Even you cannot do that, my brother. I find it an interesting play. And...oh, yes--I've killed our grandfather, the demented old Baron. He had very little pain."

Silence. His time sense had seen her withdrawal.

(*Dune B3*, p. 760)

[This was prescience btw]

-Paul can rely on his prescience and mentat abilities to see, even after he lost his physical eyes and sight to an atomic bomb. (Note : this occurred after Paul committed himself to the golden path and walked in “lockstep” with his vision; he lost this ability when he varied his course of action)

"Do you see my lord?" Stilgar asked, wonder in his tone. "How can you see?"

...

"They've blinded my body, but not my vision," Paul said.

...

Paul stepped around Stilgar, strode down the street. His vision told him every movement, every irregularity beneath his feet, every face he encountered. He gave orders as he moved, pointing to men of his personal entourage, calling out names, summoning to himself the ones who represented the intimate apparatus of government. He could feel the terror grow behind him, the fearful whispers.

"His eyes!"

"But he looked at you, called you by name!"

(*Messiah*, pp. 259-262)

[FSIQ + Strategic Thinking + Prediction + Anticipation + Perseverance + Cognitive Discipline + Determination]

-Paul becomes heavily aware of his genetic ancestry, despite it being a heavily guarded secret, even from his mother. And even after this, he wasn't shock or anything to find out that he is part of his enemies family

"When next you find a mirror, study your face--study mine now. The traces are there if you don't blind yourself. Look at my hands, the set of my bones. And if none of this convinces you, then take my word for it. I've walked the future, I've looked at a record, I've seen a place, I have all the data. We're Harkonnens."

...

"You're the Baron's own daughter," he said, and watched the way she pressed her hands to her mouth.

(*Dune B1*, p. 321)

[Self Awareness + Emotional Management + Prediction]

-_____-

Strategy+Planning+Tactics +Field Skills :

PAUL STRATEGY TO IMPROVISED A STABILIZING FOAM

Paul improvised a stabilizing foam with limited equipment to hold back sand while recovering a lost pack.

"If we could immobilize a small area of that slope and the upper face of a hole dug into the sand, we might be able to put down a shaft to the pack. Water might do it but we don't have enough water for..." He broke off, then: "Foam."
Jessica held herself to stillness lest she disturb the hyper-functioning of his mind.
"Spice," he said. "Its essence--highly alkaline. And I have the paracompass. It's power pack is acid-base."
He spilled the spice onto the sand in front of Jessica, squatted and began dismantling the paracompass, using the point of his knife. The compass face came off. He demoed his sash spread the compass parts on it, lifted out the power pack. The dial mechanism came out next, leaving an empty dished compartment in the instrument.
With his knife, Paul cut open the power pack, spilled its crystals into the water. They foamed slightly, subsided.
Presently, he stopped, pressed a pinch of the spice into the paracompass, shook the instrument case.
Green foam boiled out of the hole where the reset button had been. Paul aimed it at the slope, spread a low dike there, began kicking away the sand beneath it, immobilizing the open face with more foam.

(Dune B2, pp. 403-405)

1) Assessing the Problem: (**2 Steps**)

-Paul identified the instability of the sand as an obstacle to retrieving a lost pack.

-He deduced the water was insufficient and required an alternative solution.

2) Seeing A Another Solution: (**2 Steps**)

-Paul deduced that foam could serve as a substitute to stabilize the sand.

-He recognized that the spice, with its highly alkaline properties, combined with the acidic nature of the paracompass power pack, could create a chemical reaction.

3) Utilizing Available Resources: **(7 Steps)**

-Paul spilled some spice onto the sand to begin preparing the materials.

-He dismantled the paracompass

-Carefully extracting its components.

-He removed the compass face using a knife. -Spread the parts on his sash to organize them.

-Retrieved the power pack (an acid-base source)

-Emptied its contents.

4) Engineering the Reaction: **(4 Steps**)

-Using his knife, Paul opened the power pack -Silled its acid base crystals into water

-Observing slight foaming as the reaction began.

-He added spice to the mixture, leveraging its alkaline properties to enhance the reaction and produce foam.

5) Deploying the Foam: (**3 Steps**)

-Paul poured the reactive mixture into the paracompass casing

-Hook it to concentrate the foam production.
-The green foam began to boil out, indicating a successful reaction.

6) Executing the Plan**: (4 Steps)**

-He directed the foam toward the slope
-Spreading it along the sand to create a stabilizing dike.
-Kicking away the loose sand, he immobilized the open face with more foam
-Securing The area and Enabling safe retrieval of the pack.

(22 Steps Overall)

Mentats can formulate strategy in seconds with their logical mind, thus, Paul thinks of all of this in below of a second since this information is not crazily much compared to his Guildsman Analysis PSI feat, where Paul can process thousand informational bits in 3 seconds.

[Overall Strategy + Resources Management + Overall Planning + Problem Solving + Deductive Reasoning + Creativity + Fast Thinking + Perceptual Reasoning + Concrete Thinking + Analytical Thinking + Conventional Thinking + Knowledge + Analysis + PSI]

PAUL STRATEGY (or plan) TO DESTROY THE SAUDAKAR AND HARKONNEN ON ARRAKIS :

This plan will include something called a "Sub-Steps", as a way to explain steps of a plan more in Depth.

1) In this scene, Paul Atreides uses a combination of The Voice, logic, and a display of authority to manipulate the Fremen into breaking a cultural pattern of infighting and instead directing their energies against their true enemy, the Harkonnens. As a part of his plan to destroy the Imperium and the Harkonnen. Paul uses his bene Gesserit mother's understanding of the Lisan Al Gaib prophecy and religion to influence the Fremen, positioning himself as the Mahdi. **(4 SUB STEPS)**

An angry voice lifted from a corner of the cavern: "We'll say what's to change!"
There were scattered shots of agreement through the throng.
"As you wish," Paul said.
And Jessica heart the subtle intonations as he used the powers of the Voice she had taught him.
...
"Who rules here?" Paul asked. He raised his fist. "I rule here! I rule on every square inch of Arrakis! This is my ducal fief whether the Emperor says yea or nay! He gave it to my father and it comes to to me through my father!"
Paul lifted himself onto his toes, settled back to his his. He studied the crowd, feeling their temper.
Almost, he thought.
...
"I am your ruler, and I say to you that it is time we stopped killing off our best men and started killing our real enemies--the Harkonnens!"
...
A deafening roar filled the cavern, echoed and re-echoed. They were cheering and chanting. "Yah hya chouhada! Muad'Dib! Muad'Dib! Muad'Dib! Ya hya chouhada!"
(*Dune B2*, pp. 693-695)

-Paul uses The Voice, a Bene Gesseri technique taught by his mother Jessica, which allows him to command others through the manipulation of tone and pitch. The text states: "Jessica heard the subtle intonations as he used the powers of the Voice she had taught him." This shows Paul subtly overrides the crowd's anger and dissent, coercing their attention and influencing their emotions on a subconscious level.
-Paul declares his rule decisively and claims ownership of Arrakis as a ducal fief granted to his father: "Who rules here?... I rule here! I rule on every square inch of Arrakis!" This reinforces his legitimacy and right to lead, presenting himself as a rightful ruler in the political and cultural context.
-Paul redirects the Fremen's anger and warrior culture toward a common enemy, the Harkonnens, rather than allowing internal conflict: "It is time we stopped killing off our best men and started killing our real enemies—the Harkonnens!" This statement leverages the Fremen's militaristic pride while uniting them under a shared cause.
-By presenting a logical argument (stop wasting your strength on internal battles) and pairing it with a powerful emotional climax, Paul triggers a roar of agreement : "A deafening roar filled the cavern, echoed and re-echoed. They were cheering and chanting." This signifies the crowd's complete submission to Paul's leadership, solidified by their chants of "Muad'Dib", his Fremen name. After Paul get the trust of the Freman, he then perfectly orchestrated an attack on the Imperial and Harkonnen forces that quickly and decisively defeated them :

2) Paul successfully anticipated his opponent's moves and use a sand storm as a weapon : **(6 SUB-STEPS)**

"I'm perfectly safe here," Paul said.

"That ship monte projectile weapons," Gurney said.

"They believe us protected by shields," Paul said. "They wouldn't waste a shot on an unidentified trio even if they saw us."

...

"They might try a sortie by 'thopter," Stilgar said. "If they see us."

"Let them," Paul said. "We've 'thopters to burn today...and we know a storm is coming."

...

"They're saving their birds for the battle," Stilgar said. He glanced at the communications equipment, back to Paul. "Even with a tight beam, it is wrong to use those things, Muad'Dib. They can find you by taking a bearing on its emission."

"They'll soon be too busy to find me," Paul said.

(*Dune B3*, pp. 727-729)

-Paul's abilities as the Kwisatz Haderach enable him to foresee multiple potential futures. This allows him to predict not only the enemy's movements but also the broader implications of those actions.

-Paul understands that his enemies believe he is protected by shields. Knowing this, he can predict their hesitation in using projectile weapons on his location, which they consider a waste if shield defenses are assumed. By deliberately avoiding shields, Paul minimizes the risk of revealing his actual position while capitalizing on their misjudgments.

-Paul anticipates that his opponents will conserve their 'thopters for a larger battle. He uses this knowledge to manipulate their deployment and restrict their scouting and strike capabilities, ensuring they cannot locate him quickly.

-Paul's strategic use of the desert storm as a natural barrier shows his adaptability and understanding of Arrakis' unique environment. The storm serves both as a shield and as a disruptor for the enemy's forces, who lack the same intimate knowledge of the terrain.

-Paul's confidence and cryptic remarks (e.g., "They'll soon be too busy to find me") serve to confuse and destabilize his enemies mentally. This ensures that their reactions are less calculated, making them more predictable and easier to counter.

-Stilgar's warning about the dangers of using communication equipment shows Paul's awareness of how the enemy tracks movements. Paul deliberately avoids revealing his position while orchestrating diversions to draw the enemy's focus elsewhere.

3) Paul uses a risky strategy to destroy the Shield Wall, a wall which protected his enemies location from the storms of Arrakis : **(8 SUB STEPS)**

"My Duke," Gurney said, "my chief worry is the atomics. If you use them to bast a hole in the Shield Wall..."

"Those people up there won't use atomics against us," Paul said. "They don't dare...and for the same reason they cannot risk our destroying the source of then spice."

...

"Now!" Paul shouted, dropped his hand.

Gurney depressed the blast trigger.

It seemed that a full second passed before they felt the ground beneath them ripple and shake. A rumbling sound was added to the storm's roar.

The Fedaykin watcher from the telescope appeared beside Paul, the telescope clutched under one arm. "The Shield Wall is breached, Muad'Dib!" he shouted.

(*Dune B3*, pp. 731, 737)

-The Shield Wall protects the enemy's base from the destructive storms of Arrakis, making it a critical defensive structure.
-Destroying it exposes the base to natural forces, rendering their position untenable.
-Paul assesses that his enemies cannot use atomics (nuclear weapons) against him, as it would risk political repercussions and damage to the spice, a resource vital to all factions.
-By taking the calculated risk of using atomics on the Shield Wall, Paul demonstrates his confidence and control, knowing his enemies are restrained by the spice trade's value.
-Paul waits for the opportune moment, when the storm can be used to maximize the destructive effect of breaching the wall.
-Delegates the action of pressing the blast trigger to Gurney, showing a unified command structure and trust in his closest allies.
-The ripple and shaking of the ground confirm the Wall's destruction, followed by a Fedaykin confirming the breach. This validation cements Paul's tactical success.
-With the Shield Wall breached, the enemy is exposed to the storm's fury, turning Arrakis itself into a weapon against them.

4) Paul coincides his attack with the coming of a huge storm, which once passed the Shield Wall, shorts out his enemies' energy shield : **(7 SUB STEPS)**

"Is the weather report still favorable?" [Paul asked.]

"A great grandmother of a storm coming," Stilgar said. "Can you not feel it, Muad'Dib?"

...

"The storm'll be here in the hour." Stilgar said. He nodded toward the gap that look out on the Emperor's hutment and the Harkonnen frigates. "They know it there, too. Not a 'thopter in the sky. Everything pulled in and tied down. They've had a report on the weather from their friends in space."

...

[A Fremen scout said,] "The storm is on them and our gunners are already firing."

Paul thought of the storm sweeping across the basin, the static charge within the wall of sand that destroyed every whiled barrier in the enemy camp.

(*Dune B3*, pp. 730, 737)

A large sandstorm can generate static electricity and massive abrasive force. In the Dune universe, sandstorms are particularly ferocious due to the desert planet's extreme environment, capable of destroying machinery and structures.

-Paul anticipates the storm will disrupt visibility and communication for the enemy, creating chaos in their ranks.

Personal and large-scale shields in the Dune series repel fast-moving projectiles but are vulnerable to slower, sustained forces. The static electricity from sandstorms can interfere with shield technology, causing energy overloads or failures. This is especially relevant as energy shields are sensitive to high levels of electrical charge, potentially shorting out under such conditions. And Paul knows this so I am counting this as a knowledge feat.

- Paul coincides his attack with the storm's arrival to maximize its disruptive effects.
- The enemy, focused on defending against the storm, would be unprepared for a simultaneous assault.
- The storm's intensity also obscures Paul's troop movements, providing an element of surprise. Paul's Fremen forces are accustomed to the desert's harsh conditions, unlike the Emperor's and Harkonnen troops.
- While the enemy scrambles to protect themselves, the Fremen use the storm to their advantage, attacking swiftly and efficiently.
- The storm destroys the enemy's defensive barriers (both physical and energy-based).
- Paul's forces exploit the confusion, overwhelming the Saudakar and Harkonnen with precision strikes while minimizing their own losses.

5) Paul Positions artillery and times its fire to destroy his enemies transportation once the storm knocked out enemy shields : **(5 SUB STEPS)**

> "Tell our gunners to set their sights well before visibility drops," Paul said. "They must knock the nose off every one of those ships as soon as the storm has destroyed the shields."
>
> ...
>
> [A Fremen scout shouted,] "The storm is on them and our gunners already are firing."
>
> (*Dune B3*, pp. 735, 737)

-Paul directs his gunners to prepare well in advance. This shows his foresight in anticipating when the storm will affect the enemy shields, rendering their defenses useless.
-Paul orders the gunners to aim before visibility drops because once the storm hits, visual targeting will become nearly impossible. By firing at the right moment, his forces capitalize on the enemy's weakness.
-As confirmed by a Fremen scout, the storm reaches the enemy, and the gunners are already firing.
-Destroy the enemy's ships. Since the shields are down, the ships are now vulnerable to artillery fire. This ensures the enemy cannot escape or maneuver effectively.
-By destroying the transportation, Paul immobilizes his enemies, leaving them stranded in the unforgiving desert.

6) Finally, he uses the sandworms on Arrakis to transport troops, engaged his enemies, and spread fear : **(2 SUB-STEPS)**

> Out of the sand haze came an orderly mass of flashing shapes--great rising curves with crystal spokes that resolved into the gaping mouths of sandworms, a massed wall of them, eau with troops of Fremen riding to the attack. They came in a hissing wedge, robes whipping in the wind as they cut through the melee on the plain.
>
> Onward toward the Emperor's hutment they came while the House Sardaukar stood awed for the first time in their history by an onslaught their minds found difficult to accept.
>
> (*Dune B3*, p.754)

-Paul fully understood the ecological and cultural power of the sandworms on Arrakis. Sandworms are unique to Arrakis, and their connection to the Fremen (who revere and control them) gave Paul a psychological and logistical advantage and Paul realized that sandworms could serve as unstoppable war machines for troop movement across the vast desert. The sight of Fremen warriors riding massive sandworms struck fear into the Sardaukar and other enemies. This spectacle destroyed the myth of Sardaukar invincibility and shows Paul's command over Arrakis and its most fearsome creatures.
-He understands the Fremen's knowledge of sandworm riding to deploy his forces rapidly and unpredictably. Sandworms' ability to move across desert terrain far faster than conventional vehicles gave Paul's forces tactical mobility. This caught his enemies off guard and overwhelmed the House Sardaukar's established tactics and orchestrated a direct assault on the Emperor's forces, breaking their resolve and scattering their formations.

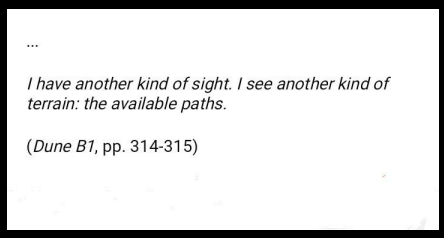
[OVERALL : 6+ STEPS & 32+ SUB-STEPS]

Under Paul leadership, the Freman exacted a heavy death toll on Harkonnen and Saudukar soldiers, which is 5 Saudukar for 1 Freman soldier in his reign. While in a raid, the Freman only lost two men that killed more than a

hundred enemies, including Saudukar, enemy weaponry and soldiers. Gurney Hallack, trained by 'the best fighter in the known universe', acknowledged the Freman effectiveness under Paul leadership overall.
[FRI + VCI + Knowledge + Pattern Recognitions + Fluid Intelligence + Trap Setting + Prediction + Anticipation + Environmental Adaptability + Adaptability + Creativity + Ovr. Strategy + Ovr. Planning + Tactics + Strategic Thinking + Risk Calculation + Emotional Perception + Emotional Understanding + Psychological Warfare + Mass Manipulation + Indirect Manipulation + Persuasion + Deception + Coercion + Social Skills + Aura + Social Integration + Emotional Realization + Charisma + Leadership + Emotional Management + Logical Manipulation + Direct Manipulation + Psychological Manipulation + Influence + Fear Inducement + Overloading + Ruthlessness + Influence Building + Concealment + Abstract Thinking + Logical Reasoning + Logical Thinking + Inductive Reasoning + Deductive Reasoning + Abductive Reasoning + Metacognition]

-THE GOLDEN PATH PLANNING (Very Messy and Not Chronological Order)

Paul after drinking the water life saw a alone path that was narrowed in his consciousness.
This is the path that was the only answer to all Paul's horrible acts. Like the trolley problem, one needs to kill a person in order to save the others for future generations, just like parents and children. This planning explanation will also gonna include everything after Paul's death since it is also part of this planning. Paul had foreseen and predicted the Golden Path and processed it.


...

I have another kind of sight. I see another kind of terrain: the available paths.

(*Dune B1*, pp. 314-315)

1) Paul prescient vision tell him everything what is coming if he didn't choose the golden path and decided to plan out to destroy Arrakis ecological environment : **(3 SUB STEPS)**

- Paul's mentat ability to process these futures. He didn't just see isolated events. He understood the ripple effects of every decision, policy, and action. The Golden Path emerged as the sole path where humanity could escape its self-destructive and thrive in the long term.
- Paul saw that the spice, central to the economy and culture of the universe, was both a blessing and a curse. Arrakis' desert ecology and its sandworms were tied to spice production, but humanity's reliance on it rendered them vulnerable. Paul realized that only by reshaping Arrakis' role could he create a sustainable balance.
-The moral weight of the Golden Path was crushing. Paul saw that for humanity to survive, he would need to commit atrocities: mass death, suffering, and tyranny were unavoidable steps along this path. The decision to prioritize the survival of humanity over the well-being of individuals or even billions of lives showcased Paul's ability to think on a grand scale, putting aside personal morality for the greater good. Paul did not view himself as a savior but as a necessary villain. He accepted that history would remember him as a tyrant.

2) Paul understood that his role was to ignite the process, not complete it. His planning revolved around setting the stage for the Golden Path and ensuring its inevitability, even after his death : **(6 SUB STEPS)**

-Paul used the Bene Gesserit's Missionaria Protectiva, which had seeded myths and prophecies across the universe, to position himself as the Mahdi.

-By fulfilling these prophecies, Paul inspired absolute loyalty among the Fremen, turning them into a fanatical force.

-Paul transformed the Fremen from an isolated desert people into a galactic military powerhouse. -He exploited their knowledge of Arrakis, guerrilla warfare tactics, and resilience to overthrow the Harkonnens and claim the Imperium throne. (This include The plan to destroy the Harkonnen and Imperium, so I am gonna count all of the Sub-steps from the strategy) **[6+ STEPS and 32+ SUB STEPS]**

-Paul's empire was designed to be unstable. By making the galaxy dependent on Arrakis' spice production and centralizing power under his rule, he created conditions that would eventually lead to a crisis. This crisis was necessary to force humanity to confront its vulnerabilities.

-Paul allowed the Fremen's religious devotion to spiral into fanaticism. He knew this would create a rigid, oppressive system that his successor would need to dismantle, paving the way for the Golden Path.

3) Paul exile himself into the depth dessert of Arrakis in the Freman way and manipulating Leto II into taking the golden path : **(7 SUB-STEPS)**

-Paul foresaw that humanity's reliance on spice and centralized control (through religion, politics, and the Spacing Guild) would lead to stagnation and extinction. His prescience revealed that without dramatic disruption, humanity would fail to diversify and adapt.

-In Dune Messiah, Paul walks into the desert as part of Fremen tradition, to pave the way for his son. Paul intentionally allowed himself to be blinded but retained his prescient abilities despite how hinder it is.

-In Children of Dune, Leto II embraces his father's vision and undergoes the transformation needed to achieve it, even as Paul accepts his own limitations. Paul recognized that his son, Leto II, was the key to executing the most critical aspects of the Golden Path from which Paul foresaw for the next 3 '500+ years that he is going to be the one.

-Paul didn't directly impose his vision on Leto II but subtly manipulated his son's perspective, encouraging him to see the inevitability of the Golden Path.

-Paul shared glimpses of his own prescient visions with Leto II, allowing him to grasp the weight of their shared burden. This served to align Leto with Paul's long-term vision.

-Paul indirectly tested Leto's commitment to the Golden Path by allowing him to confront challenges and make critical decisions independently. These tests strengthened Leto's resolve and prepared him for the monumental decisions he would face.

-Through his interactions with Alia and others, Paul created an environment that would further pressure Leto to embrace his destiny. This indirect influence ensured that Leto's path remained aligned with Paul's vision.

4) The Golden Path Executed by The God Emperor Of Dune / His son : **(4 SUB STEPS)**

-Paul foresaw that Leto II would merge with the sandworm, becoming an immortal, godlike being. This transformation was necessary to maintain absolute control over humanity for 4'000 years, a period of stability and oppression known as the "Great Peace."
-Paul understood that Leto II's tyranny would force humanity to evolve. By subjecting humanity to strict control and stagnation, Leto II ensured that when his rule ended, humanity would be prepared to scatter across the universe.
-Paul left behind a political and spiritual vacuum that Leto was destined to fill. This absence forced Leto to step into leadership early, developing the resilience and independence needed to execute the Golden Path.
-Paul's vision culminated in the Scattering, a mass exodus of humanity to the far reaches of the universe. This diversification ensured humanity's survival, as no single catastrophe could now threaten the species as a whole. The Scattering also shattered humanity's dependence on prescience and centralized power, making them more adaptable and resilient.

[52+ SUB-STEPS / 10 STEPS]

Paul throughout out this feat manipulate Leto II to pick up the golden path since he doesn't have the will to become a sandworm hybrid (and also that it was part of the golden path plan) and predicted and processed 4'000+ years of information an ahead to the golden path execution and anticipated 52 SUB-STEPS and 10 STEPS in this entire plan and sacrifice himself to let Leto II take the torch and continue it for 4'000+ through the great peace until he finally die as a part of his plan in God Emperor Of Dune to make human scattered in the next two Dune books and it took 1'000+ years after Leto II death for the Bene Gesserit to find out about the Golden Path planning

Paul ensured Leto II had the freedom to make his own choices while subtly guiding him toward the Golden Path. This approach prevented rebellion and secured Leto's II full commitment to the plan. By focusing on emotional, spiritual, and intellect preparation, Paul manipulated Leto II into the perfect executor of the Golden Path without overtly forcing him into the role. This manipulation ensured that the ideals and strategies of the Golden Path were not only understood but embraced by Leto II, creating a transition between Paul's vision and its execution

[PSI + WMI + VSI + FRI + Knowledge + Existential Intelligence + Ovr Strategy + Ovr Planning + Ovr Tactics + Leadership + Ruthlessness + Self Awareness + Mass Manipulation + Stress Tolerance + Concealment + Indirect Manipulation + Emotional Perception + Emotional Understanding + Perseverance + Mental Fortitude + Brainwashing + Direct Manipulation + Emotional Manipulation + Individual Manipulation + Event Manipulation + Social Regulation + Social Skills + Cognitive Discipline + Direct Manipulation + Influence + Charisma + Analogical Thinking + Analogical Reasoning + Logical Thinking + Metacognition + Decision Making + Predictions + Anticipation]

-_____-

Anti Feats/Weakness :



-Early in the story, Paul had excellent control of his mental states, but he did not have complete control of his unconscious responses; tho, this was no longer a problem by Children Of Dune.

> "Today you panicked," she said. "You know your mind and bindu-nervature perhaps better than I do, but you've much yet to learn about your body's prana-musculature. The body does things of itself sometimes, Paul, and I can teach you about this. You must learn to control every muscle, every fiber of your body."
>
> (*Dune B2*, p. 410)

-Jessica had trouble using the voice effectively against someone she just met, however, after listening to Paul speak and pattern, she learns how to control Paul with the voice.

> *I have his voice and pattern registered now*, Jessica thought. *I could control him with a word, but he's a strong man...worth much more to us unblunted and with full freedom of action. We shall see.*
>
> (*Dune B2*, p. 451)

-Mentats like Paul can become less reliable when emotional.

"The very audacity of this suspect will recommend her to Hawat's attention."

"Her?" Fed-Ruatha asked.

"The Lady Jessica herself," the Baron said.

"Is it not sublime?" Piter asked. "Hawat's mind will be so filled with this prospect it'll impair his function as a Mentat. He may even try to kill her." Piter frowned, then: "But I don't think he'll be able to carry it off."

(*Dune B1*, p. 31)

-Mentats are limited by their data; without enough, or incorrect data, they can also be less effective.

"Data," Paul said. "I need more data."

"Is it not dangerous to try meeting this threat *only* as a mentat?"

That was perceptive, Paul thought.

Mentat computation remained finite. You couldn't say something boundless within the boundaries of any language.

(*Messiah*, p. 155)

-Occasionally, Paul experiences a crucial moment in which the smallest change can alter the future;

And what he saw was a time nexus within this cave, a boiling of possibilities focused here, wherein the most minute action--the wink of an eye, a careless word, a misplaced grain of sand--moved a gigantic lever across the known universe.

(*Dune B2*, p. 478)

In these "time nexuses" Paul has difficulty determining which future paths to take.

-Paul sees many aspects of the future but in a shifting capacity; some things are hidden while others are visible, another reason why he has a hard time determining a path with his prescience.

This *sense* of the future--I seem to have no control over it. The thing just happens. The immediate future--say, a year--I can see some of that...a *road* as broad as our Central Avenue on Caladan. Some places I don't see...shadowed places...as though it went behind a hill" (and again he thought of the surface of a blowing kerchief) "...and there are branchings...."

(*Dune B1*, p. 320)

-Other people with prescience, such as Guild Steersman, can muddy or block Paul's prescient vision; Paul can similarly block others as well.

"Princess," Scytale said, "because of [the Guild Steersman] here, [Paul's] oracular sight cannot stumble upon certain incidents, including this one...presumably."

...

"Of course I haven't *seen* a Steersman," Paul said, mimicking her tone. "But I can see where one's been and where one's going. Let them send us a Steersman. Perhaps I have use for such a one."

And Irulan, hiding a smile behind her hand, thought: *It's true then. Our Emperor cannot see a Steersman. They are mutually blind. The conspiracy is hidden.*

(*Messiah*, p. 39, 106)

-_____-

Paul Atreides Power Scaling Profile :



"All paths lead into darkness."

Tier : **9-C to 9-B, Street Level to Wall Level** (Physically) | **9-B, Wall Level** (with equipment) |

Key : Book | Movies | Composite

Attack Potency : **Wall level** (Trained as a soldier from a young age. A headbutt from him sends Feyd Rautha a foot away. And defeat a combat robot at level 10, when the greatest fighters and Saudakar in the Imperium didn't go past 7)
Speed : **Superhuman** (He outrun a Sandworm and succeeded, and when he fought the Harkonnen soldiers, he avoided bullets directly shooting at him)
Lifting Strength : **Peak Human** (Easily made a big Harkonnen soldier fall down using his feet; he is comparable to Feyd Rautha, who resisted and reflected an Atreides soldier knife attack)
Striking Strength : **Street Level to Wall Level (**While handcuffed, with his toe, he was able to strike a soldier's right ventricle of his heart, killing him instantly.)
Durability : **Street Level** (Continued talking and walking even after getting injured in his fight with Feyd Rautha such as having a knife cut deep into a part of his shoulder near his vitals.) To **Wall Level** via Shield
Stamina: **Superhuman** (Continued talking and walking even after getting injured in his fight with Feyd Rautha such as having a knife cut deep into a part of his shoulder near his vitals. He was able to managed to keep his hand in the box during the gom jabbar test in which for Paul, it felt like his hand is burning or chemically destroyed)
Range: **Standard Melee Range** physically and with the Crysknife

Powers And Abilities :
•Peak Human Physical Characteristics

- ***Body Control*** (Capable of controlling all his nerves and muscles with the special prana-bindu training)
- ***Acrobatics*** (Hypermobility - He did a side flip when fighting Feyd Rautha in the movie)

•Enhanced Senses (**Hearing & Smell** - Could hear Hawat sneaking up on him and managed to discern it was him just by the noise. **[Dune, Chapter 4]** And through his Mentat and Kwisatz Haderach senses, Discerned the various workings of the Fremen by smell alone **[Dune, Chapter 36].**)
•Weapon Mastery & Martial Arts (Trained by Gurney Halleck and Duncan Idaho[**Dune, Chapter 4 & Chapter 33**]who are the best fighters in the Atreides army.[**Children Of Dune, Chapter 25 & Chapter 39**] Duncan and Gurney trained a fighting force that was even better than the Sardaukar,[**Dune, Chapter 39**] who are considered the greatest soldiers in the Imperium.[**Dune, Chapter39, Terminology Of The Imperium**] With Duncan slaying 19 of them.[**Children Of Dune, Chapter 32]** Easily overskilled Jamis and had many opportunities to kill him even made Stilgar think that he's toying with him. [**Dune, Chapter 33**] Jamis is also one of the Fremen that were able to kill over a hundred men composed of Sardaukar while only losing two.[**Dune, Chapter 24**] And there wasn't a single Fremen who could defeat him.[**Dune, Chapter 44**] And

fought a combat robot at level 10, when the greatest fighters in the Imperium didn't go past 7 when he was 15 or possibly way younger [**Dune, Chapter 3**])

- ***Pressure Points*** (While handcuffed, with his toe, he was able to strike a soldier's right ventricle of his heart, killing him instantly [**Dune, Chapter 29**])

•Superhuman Precision (Threw a knife and hit a one millimeter spot at the exact speed to penetrate a shield of Alia **[Children Of Dune]**)
•Social Influencing
•Vehicular Mastery (Expertly flew a thopter through a sandstorm, which are capable of shredding metal at 7-8 km/h speeds from remembering how his dad fly it.[**Dune, Chapter 25**] And can ride the giant sandworms[**Dune, Chapter 42**])
•Precognition (Divination & Analytical Prediction- Even before fully manifesting into the Kwisatz Haderach, Paul was having prophetic dreams of the future.[**Dune, Chapter 1**] And once he awakened his Kwisatz Haderach powers he could see infinite timelines using higher order dimensions **[Dune, Chapter 3]**)
•Memory Manipulation (His Kwisatz Haderach traits allow him to access the memory of his female and male ancestry and even inquire them for advice[**Dune, Chapter 6**])
•Information Analysis (Through his Mentat and Kwisatz Haderach awareness, prana-bindu training and due to him being a Truthsayer)
•Mind Control (Can control others actions and influence their minds with the Voice but it need logic inorder for it to work better)
•Forcefield Creation (Carries a shield belt)
•Poison Manipulation (The Crysknife is poisoned at the tip of the blade)

Resistance To :
•Pain Manipulation
•Poison Manipulation (The consumption of spice provides a natural immunity to most of the poisons of the Assassins' Handbook [**Dune, Chapter 14**]. The Atreides are naturally resistant to poisons **[Children of Dune, Chapter 21]**)
•Precognition (Even the finest Navigators that could quest ahead through time couldn't find him **[Dune, Chapter 45]**. Because of their nature of accessing higher order dimensions, another proto-Kwisatz Haderach can prevent the view of the future)

Standard Equipment :
•Crysknife: Made from the teeth of Shai-Hulud about 20cm long. It has to be kept near the user otherwise it will disintegrate. It also possesses a deadly poison at the tip of the blade.
•Stillsuit: It is a highly specialised suit for survival in the harsh Arrakis desert. It functions as a high efficiency filter and heat-exchange system. The skin-contact layer cools the body with a porous evaporation process. The next two layers include heat exchange filaments and salt precipitators. Motions of the body and some osmotic action provide the pumping force. The reclaimed water circulates to catch pockets from which it's drawn

through a tube in the clip at the neck. Urine and feces are processed in the thigh pads. And there is a filter face mask to allow breathing in the open desert.
•***Shield*** : Creates a protective field produced by a Holtzman generator that repels a blow that's dealt fast, only allowing slow movements to pass for air.

Weaknesses : If the shield or the stillsuit is struck with a laser weapon it would create a small nuclear explosion. He was blinded during the end of the events of Dune Messiah, although that didn't hinder his performance due to him being the Kwizatz Haderach he was able to move and "see" just as before.

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Overall /Conclusion :

(Just done copying the Akiyama doc and Novel Sherlock at the same time🔥)



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Top Paul Atreides (No Hax) SCD Categories (IMO) :

1. FSIQ/Cognition/Knowledge:

I'll be lumping all 3 categories into one, as each of them play a big role in his main feats and also that it is basically all the same category. When thinking of Paul's demonstrations of intelligence, most would immediately cite his mentats calculation. Paul can access all of his ancestry memory, and with his mentat PSI, it wouldn't be that hard to think that Paul can process all of his ancestors memory that span back to the Buttler Jihad or the Ancient Time of Earth. Letting him have insane Knowledge to use which raises his fluid intelligence and intuition from pure experience of all of his ancestors. Paul had been given mentat training, which means he can arrange his memories and his data storage in such a way as to access them instantly with cross-referencing for follow-up like a mentat. He can assimilate, arrange and store all data that he absorbs or receives and process them into probable through possible outcomes. A "human" computer with free will and unconstrained access to data and the ability to act on the processed outcome.
Paul has a level of FSIQ that can be compared to Beast Dazai FSIQ feats from his Higher Order Dimensions feats in which he perceived and saw higher dimensions and timelines as well his deaths and new planets, all in a trinocular vision and a heartbeat. basically making it a multiverse level FSIQ. These FSIQ feats best demonstrates his mentats capacity and cognitive feats :
-Water Of Life Ancestral Knowledge Feat
-Thousand Informational Bits Deduction Feat
-Higher Order Dimensions Feat
PSI>VSI>=WMI>FRI>VCI

2. Planning/ Strategy/Tactics :

Paul's strategies are not confined to immediate goals but encompass long-term implications and contingencies. His plans account for political, social, and military dimensions, ensuring that his moves achieve broader objectives. For instance:
Paul didn't simply ally with the Fremen; he integrated himself into their culture, leveraged their desert survival skills, and used their belief in the Mahdi prophecy to unite them under his leadership. Paul recognized the power of the Bene Gesserit's Missionaria Protectiva, which seeded religious myths in various societies. He used these myths to position himself as a prophesied savior, ensuring the loyalty and fervor of the Fremen.
Paul's use of sandworms as both a transport and psychological weapon against the Sardaukar is a brilliant tactical move. The Sardaukar, the Imperium's elite forces, were obviously afraid during the step of that plan. By appearing infallible and all-knowing, Paul manipulates both allies and enemies. His prescient abilities allow him to anticipate his opponents' moves, creating the illusion of invulnerability. In the harsh desert environment of Arrakis, Paul adapted his strategies to leverage the unique strengths of the Fremen. Using guerrilla warfare and the environment as a weapon, he turned Arrakis' unforgiving landscape into an advantage.
Paul's use of sandworms as a mode of transport and as a military asset is a testament to his innovative thinking. He basically turned a natural hazard worm sucker into a strategic tool. Paul is willing to sacrifice short-term gains for long-term dominance. His decision to seize control of the spice monopoly demonstrates his understanding that economic power is as crucial as military strength. By immersing himself in the Fremen way of life, Paul earned their respect and undying loyalty. His leadership was not just imposed; it was accepted and revered. Paul's assault on the Emperor's forces coincides with a carefully orchestrated sandstorm and the arrival of Fremen warriors. The simultaneous attack creates chaos and ensures victory. By forcing the Emperor to abdicate in the

wake of his military triumph, Paul consolidates his political power at the exact moment his enemies are weakest. While he has only a little bit of planning and strategy feats, he still performed insane strategic feats and as well planning from the 3 '500+ years golden path planning for the future of humanity and through his son. Paul ensured Leto II had the freedom to make his own choices while subtly guiding him toward the Golden Path. This approach prevented rebellion and secured Leto's II full commitment to the plan. By focusing on emotional, spiritual, and intellect preparation, Paul manipulated Leto II into the perfect executor of the Golden Path without overtly forcing him into the role. This manipulation ensured that the ideals and strategies of the Golden Path were not only understood but embraced by Leto II, creating a transition between Paul's vision and its execution. :

-The Plan To Usurp The Golden Lion Throne

-The Golden Path Planning

-The Strategy To Destroy The Enemy Force

Planning>Tactics>Strategy

3. Social Intelligence :

From such an early age, Paul is trained to become a duke. He learned from his father, Leto Atreides, and other extremely talented men. He used this training to become the leader of the Freman (the Fremen population is estimated to be at least 10 million, in addition to the 5 million people living in the towns and villages on Arrakis Btw), and eventually seized power of the universal empire. Paul combines emotional awareness, cultural adaptability, and strategic manipulation to achieve his objectives. He engages with people on a psychological and cultural level, manipulating the entire Freman race to his will and lead and turning the Freman into a galactic level empire from his leadership and causing 61+ Billions of people across the known universe. The jihad also resulted in the destruction of 90 worlds, the crippling of 500 others, and the extinction of 40 religions. Influencing his name into a killing word for the golden path which was forced due to him picking the golden path since it was the only path he can take or the best one even though he despised it.

-The Duke Training Statement

-Utilizing The Missionaria Protectiva Feat

-Diplomatic Mastery with the Spacing Guild Feat

Influence>Leadership>=Charisma>Social Skills>Self Awareness>=Social Awareness>=Social Regulation>Influence Building

4. Manipulation / Deception

-Manipulating The Freman Into believing he is the Lisan Al Gaib Feat

-Manipulating Leto II to follow the Golden Path

-The Voice Statement

Mass Manipulation>Direct Manipulation>Individual Manipulation>Psychological Manipulation>=Emotional Manipulation

5. Sensory / Judgement

6. Adversity Capacity

7. Emotional Intelligence
8. Thinking/Reasoning

9. Psychology
10. Foresight

In theory, one could say that Paul was able to predict and anticipated some of his futures through mentat training, how?, by immense calculation with his mentat FSIQ, this could true since Paul was never kinda the true Kwisatz Haderach (unlike Leto II) so he couldn't have his prescience and was only able to know the future of something like the golden path through the water of life and when he use spices.
Tldr; B1 Paul have foresight that was not carried by hax or prescience in theory
-Paul Super-Accurate Anticipation with his Mentat abilities
-Paul Foreseeing and Predict 4'000 Years Ahead
-Paul Prescience In Water Of Life Feat
Prediction>=Anticipation>=Unpredictability

12. Adaptability

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Debunking Common Misconceptions :

!! "The Water Of Life feat is just a product of / achieved by magic and not intelligence"
While the Water of Life is a chemical compound with seemingly mystical stuff, its effects on Paul's mind are grounded in a sci-fi context:
The Water of Life triggers a genetic and neurological unlocking, allowing Paul to access ancestral memories stored in his DNA. This aligns more with advanced biogenetics and mental conditioning rather than supernatural magic. The Bene Gesserit explicitly trained their bodies and minds to achieve such feats. Paul's success stems not only from drinking the Water of Life but also from his Bene Gesserit training and genetic predisposition as *the* Kwisatz Haderach.
The debunk also overlooks the FSIQ aspect of the feat: processing an overwhelming influx of knowledge in mere seconds. Here's why this is an FSIQ feat : Paul's brain doesn't just *receive* knowledge, it processes and organizes 20 '000+ years of ancestral memories, resolving potential contradictions and creating coherence. Paul immediately begins to utilize this ancestral knowledge, evidenced by his prescience and his understanding of genetic and historical patterns. The Water of Life challenges the drinker to overcome immense mental strain and survive as shown with my explanation in the EQ part of the doc. Paul's ability to consciously integrate the memories and maintain his identity amidst the flood of information. Fluid intelligence isn't about memory alone; it encompasses the ability to : Recognize patterns across disparate data points. Predict outcomes based on complex input. Adapt to novel scenarios. Paul demonstrates all of these after drinking the Water of Life in the

book : He doesn't only passively inherit knowledge. He uses it to foresee future events (with prescience). While the Water of Life grants access to ancestral memories, it is Paul's intelligence that allows him to: Navigate and make sense of this vast database of knowledge without being overwhelmed. Consciously direct and utilize this knowledge for practical purposes. This is evidenced by the fact that other potential Kwisatz Haderach candidates either failed to survive the process or couldn't handle its demands. If the Water of Life feat were purely a "magic" event, anyone could achieve the same results. However: The process is lethal to most individuals, as it requires immense mental and physical resilience. Only someone with Paul's genetic makeup, training, and intelligence could successfully integrate the memories without being destroyed by them.

!! "His enemies has zero feats and just dumb"

...

The Baron Traitor strategy feat in B1. Any Shaddam IV leadership statement and his plan and Manipulation to hide the Saudakar as Harkonnen Force inorder to not be noticed by the other house when attacking House Atreides.

And just for extra, here are some mentions of other characters' feats :3 Leto II execution of the golden path. Yueh STP and Body language Reading feat with the Baron. Duke Leto acting strategy and his trap evasion during the Baron traitor strategy. Lady Jessica Water Of Life FSIQ feat and her deduction and EU feat on the shadow Mapes. The Bene Gesserit Mass Manipulation feat on the Freman about the Lisan Al Gaib and their EQ, Psychology and STP insane statement and also their sisterhood founder feats during the Dune : Prophecy TV series. Thufir mentat training and his FSIQ feat on the Spacing guild cost travel. Duncan Idaho Abductive Reasoning on that Sheeana could reawaken Teg's memories via Imprinting, Vorian Atreides leadership feats in the Butler Jihad in one of those Dune Fanfiction/Brian Herbert books, Miles Teg strategy to defeat the Tleilaxu And etc

!! "This certain interpretation is false because it was not directly stated in the Novel."

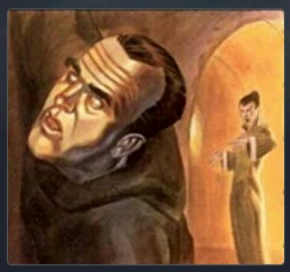
Frank Herbert, The author of the first six Dune books, narrates Dune in the third person past tense. And he isn't the writer to put everything in a retrospect like the Foam Problem Paul solved where Frank emptied monologues and thought of Paul. And instead left clues and symbolism for the reader to pick up themselves.

!! "The Mentat power and mind of Paul is basically a superpower"

A Mentat was a PROFESSION or DISCIPLINE that was developed as a replacement to the computers and thinking machines following the Butlerian Jihad that banned the creation of machines in the human mind's image, just as the Spacing Guild and the Bene Gesserit took up similar functions. The role of Mentat required a certain degree of mental ability and strict mental conditioning. Though not all Mentats were of equal ability, all were typically able to guarantee employment with one of the power brokers of the Known Universe. Unlike computers, however, Mentats were not only human calculators, since in addition to immense mathematical skills, Mentats also possessed the exceptional cognitive skills of memory and perception, which were the foundations for supra logical hypothesizing, strategizing and tacticizing (skills in which the Mentats surpassed even those of the pre-Butlerian Jihad Thinking Machines). Thus, Mentats were able to gather large amounts of

data and devise concise analyses in a process that went far beyond logical deduction: Mentats cultivate "the naïve mind", a supralogical mind without preconception or prejudice, one that can extract the essential patterns or logic of data and deliver, with varying degrees of certainty, useful conclusions. The hypothesizing, strategizing and tacticizing of highly skilled Mentats (like the first Duncan Idaho ghola, or Miles Teg), when provided with sufficient data, allowed for the deduction of probable future outcomes, akin to prescience (though with somewhat less clarity). This saw many military commanders and political leaders (such as Paul Atreides, the Duncan Idaho gholas and Miles Teg) undergo some form of Mentat training. Thufir Hawat was one of the few individuals whose innate Mentat abilities were immense enough for him to be an exclusive adviser to House Atreides, with even the Padishah Emperor Shaddam Corrino IV fearing Thufir's Mentats capabilities. The ability to become a Mentat was a talent limited to a small number of people; thus, those with the discipline were prized in whatever role they chose. There are also varying degrees of ability.

!! "The Voice and his Bene Gesserit training is pure hax"

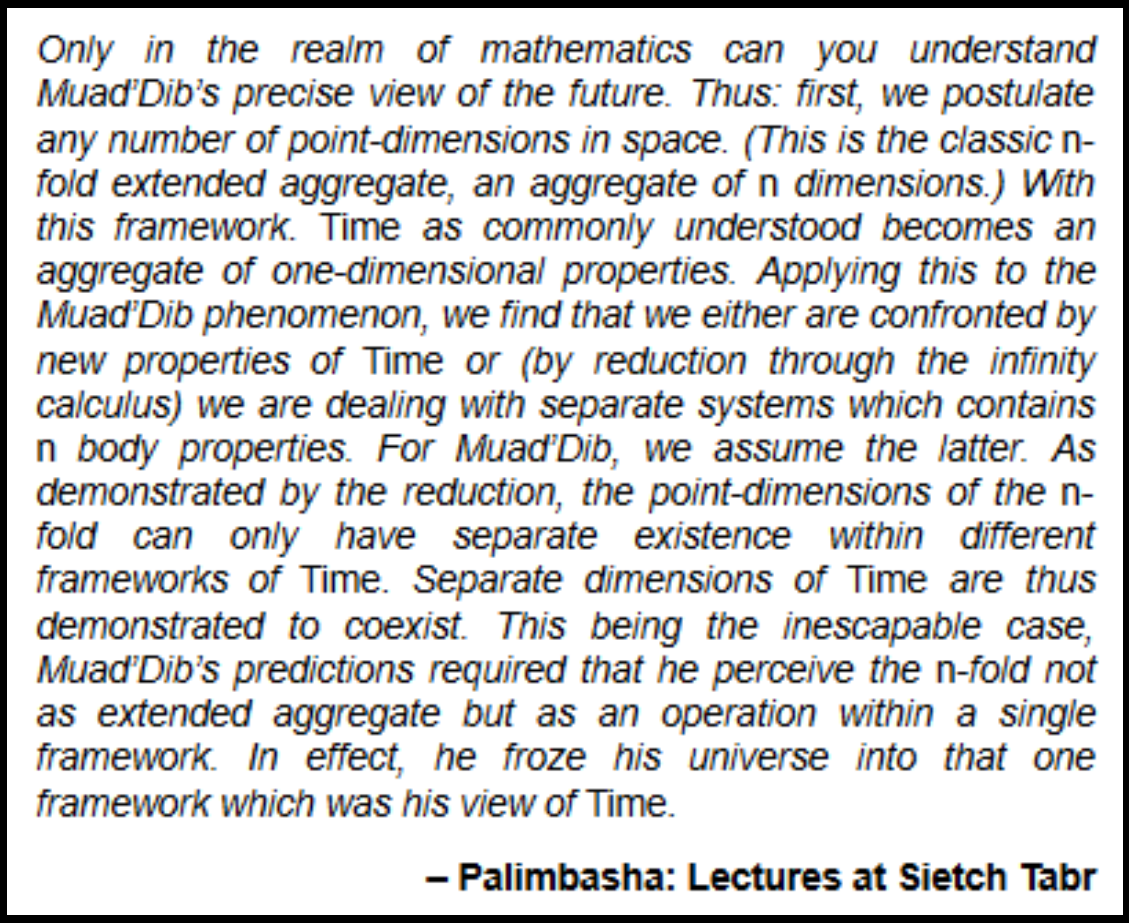


Bene Gesserit using the Voice as depicted in the Dune CCG

Voice was an audio-neuro control mechanism that enabled the manipulation of speech to achieve complete control over a receiver. It was perfected by the Bene Gesserit Sisterhood through the combined training of several advanced techniques.

Truthsaying was a skill developed and used by the Bene Gesserit Sisterhood. Indeed, the majority of Truthsayers employed during the time of the Faufreluches were Bene Gesserit adepts. Largely because of this skillset and the Bene Gesserit's ties to it, several factions viewed it as invaluable in gaining political power and prestige, which was implied by Feyd-Rautha Harkonnen when asking why his uncle, Baron Vladimir Harkonnen, never bought a Bene Gesserit as a sex slave, before his uncle while snapping at him implied the reason he never bought one was because of his homosexual tastes.

!! "High Order Dimensions is not even higher dimensional or 13D since Paul is not a higher dimensional being"



Paul already has a statement of being able to visualize higher dimensions. The 13D argument came from AI on how the High Order Dimensions is related to the string theory or the M-Theory.

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My take on Paul Atreides VS some SCD and Writing Scaling Characters :

I would like to give my opinion Paul Vs some smart characters considering all the feats listed in this doc :

Paul Atreides > Takuya Yagami [No Diff]
Paul Atreides > Yuuichi Katagiri [No Diff]
Paul Atreides > **Gurney Halleck** [No Diff]
Paul Atreides > Light Yagami [No Diff]
Paul Atreides > Canon L Lawliet [No Diff]
Paul Atreides > Ayanokoji Kiyotaka [No Diff]
Paul Atreides > Johan Libert [No Diff]

Paul Atreides > Junko Enoshima [No Diff]
Paul Atreides > Akiyama Shinichi [No Diff]
Paul Atreides > **Baron Vladimir** [No Diff]
Paul Atreides > **Leto I Atreides** [No Diff]
Paul Atreides > Patrick Jane [No Diff]
Paul Atreides > Baku Madarame [No Diff]
Paul Atreides > Kiruma Souchi [No Diff]
Paul Atreides > **Alia Atreides** [No Diff]
Paul Atreides > Siesta [No Diff]
Paul Atreides > Dazai Osamu [No Diff]
Paul Atreides > Fyodor Dostoevsky [No Diff (+)]
Paul Atreides > Shiro [Low Diff (-)]
Paul Atreides > **Lady Jessica** [Low Diff]

Paul Atreides > **Duncan Idaho** [Mid Diff (+)]
Paul Atreides > **Miles Tag** [Mid-High Diff]
Riku Dola > Paul Atreides [Mid Diff (+)]
Sora > Paul Atreides [Low Diff]
Fang Yuan > Paul Atreides [Low Diff]
Limitless > Paul Atreides [No-Low Diff]
Otto Apocalypse > Paul Atreides [No-Low Diff]
Leto II Atreides > Paul Atreides [No Diff]
Mercurius > Paul Atreides [No Diff]
Beatrice > Paul Atreides [No Diff]
Comp Nobody (SCP) > Paul Atreides [No Diff]
The Doctor (Dr Who) > Paul Atreides [No Diff]

Paul is above Ayanokoji, Light, L and Yuuichi in Stopscale and he is around CTW L level in Stopscale, and is around Baku or Hal level in Proven Ability. (Hot take I know)
Movie Paul is Takuya or Yuuichi victim btw.

WRITING SCALING :

I would also like to give my opinion of Paul Vs some well written characters considering his character explanation by me in this doc :

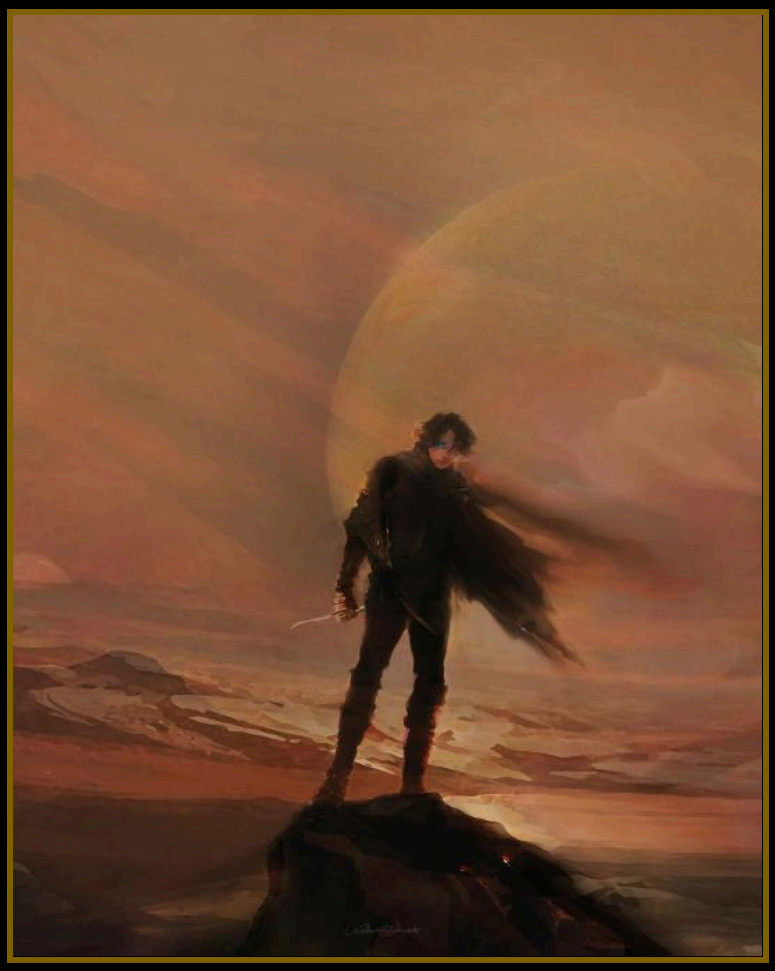
Paul Atreides > Ayanokoji [No Diff]
Paul Atreides> Ken Kanaki [No Diff]
Paul Atreides > Light Yagami [No-Low Diff]
Paul Atreides > Eren Yeager [No-Low Diff]
Paul Atreides > Guts [No-Low Diff]
Paul Atreides > Composite Subaru [Low Diff]

Paul Atreides > Lelouch Lamperouge [Low Diff]
Paul Atreides > Otto Apocalypse [Mid Diff (-)]
Paul Atreides > Baku Madarame [Mid Diff (-)]
Paul Atreides > Kiruma Souchi [Mid Diff (+)]
Paul Atreides > Saul Goodman [Mid-High Diff]
Paul Atreides > Walter White [Mid-High Diff]
Paul Atreides > Johan Libert [Mid-High Diff]
Paul Atreides > Jacopa Bearzatti [High Diff]
Paul Atreides > Klein Moretti [Very High Diff]
Paul Atreides > Phosphophyllite [Very High Diff]
Paul Atreides > Siddhartha [Very High Diff]
Paul Atreides > Morgana [ExtremeDiff (-)]
Paul Atreides > Elliot Anderson [Extreme Diff (-)]
Paul Atreides > Tony Soprano [Extreme Diff (-)]
Paul Atreides > Judge Holden [Extreme Diff (+)]
Paul Atreides > Beatrice [Extreme Diff (+)]
Paul Atreides > Fang Yuan [Extreme Diff (+)]
Paul Atreides > Rodion Raskolnikov [Ext Diff (+)]
Paul Atreides > Kafka Tamaru [Extreme Diff (+)]
Paul Atreides >= Anakin Skywalker [Ext. Diff (+)]
Leto II Atreides >= Paul Atreides [Extreme Diff (+)]
Lev Myshkin > Paul Atreides [Extreme Diff (+)]
Don Draper > Paul Atreides [Extreme Diff (+)]
Roland Deschain > Paul Atreides [Extreme Diff]
Harry Du Bois > Paul Atreides [V. High Diff (+)]
Harry Haller > Paul Atreides [V. High Diff (+)]
Lucifer (PL) > Paul Atreides [V. High Diff]
Marcel Proust > Paul Atreides [High Diff]
Leopold Bloom > Paul Atreides [High Diff]
Faust > Paul Atreides [High Diff]

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That's all. I apologize for how long this doc (and also my takes) is with about 70+ pages of text and more with images of pages from the Dune book as a bunch of proof and scans lol :3. Even though I only count the feats that are impressive to me. (You can still DM and send me some Paul feats you find throughout the books to put in this doc) I'd also like to give a special thanks to u/8fenristhewolf on Reddit for his Paul Atreides Respect thread that he made 8 years ago (Lmao) that I used for help while making this doc.
I do hope you, the reader, use our beloved and humble Muad'dib in a future edit and debate.

Thanks For Reading !
Doc by u/creationcawthon2 / @raoncore




Paul Atreides Doc
The Messiah Of Dune
"Fear Is The Mind Killer"

\- End Of Doc -/

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