SUMMARY OF SIESTA'S FEATS

The ACE DETECTIVE’s official SCD reference document



Made by H*RNY SENPAI

NOTE: This document doesn't contain all siesta's feats and lacks the **RETROSPECTIVE** analysis of the series because I made it short and just for **REFERENCE** purposes. I'm not going to give any detailed analysis since **Matty’s** making the Main Document. Popular feats like

The **100,000+** crisis Multi-layer mental scenario simulation and solutions to overcome them with over **83,000+** being accurate (basically doing the job of the **Oracle** without any powers just logic, a cup of tea and mental simulation.)

Memorizing all records on the **MIZOEV** federation (present & past)

Manipulating **Arsene** (the Phantom thief) into stealing the **Sacred Text** and handing it to SEED hence indirectly having SPES under her control for over 5 yrs.

Orphanage rebellion strategy.

Visualization and memorization of the entire map of Britain (with both the underground train networks and structures)

Memorizing every single path she's taken ever since she was a kid

Her **Acoustic** organs function perfectly well even when she's in deep sleep, Cold sleep and Death.

Memorizing the layout of kimizuka's school (both old & new buildings) including the passage ways, delegated names of rooms and exit points while keeping track of the various time intervals between heading **To & Fro** after looking at the pamphlet once **(under 2 seconds)** while also planning on luring our suspected drug dealer and anticipating all possible escape routes available to him and potential interception points.

Perfectly concealing her identity as a vampire from everyone including the SYSTEM for over a year after awakening. Even readers didn't know she was a vampire at Vol 7 (Holy Return Ceremony incident)

And many more

Were not explained here but that doesn't make them invalid in case you come across them. If your reason for reading this document is to get a complete comprehensive compilation and analysis of Siesta's cognitive or Scheming feats throughout **The Detective Is Already Dead** then I'll recommend checking the documents linked below:

Siesta's Cognitive Feats

Siesta's Scheming Feats



CODE NAME: Siesta
GENDER: Female
NATIONALITY: Omor even me sef nor know ooo 🤷
OCCUPATION: Ex member of the 12 Turners
TITLE: the Legendary Detective — Next VAMPIRE Turner
SERIES of ORIGIN: Tantei Wa Mou Shinde Iru (Tanmoshi)
SOURCE MATERIAL: 13 volumes of tanmoshi, the CODE RED novel and manga adaptation. (didn't include tanmoshi side stories as most SCD creators don't really regard them as canon)
STATUS: Alive
SCD TIER: Extraordinary Genius level Meta-strategist and Event Architect.
WIS TIER: Peak - Super human - Vampire (post TS)
PHILOSOPHY: First rate Detectives solve cases before they even occur and a Detective is someone who protects their client's interests above everything else.
TOP FEAT CATEGORIES: Foresight, Planning, FSIQ, Logical RSN, Event Manip & Overall Intel.

CHARACTER SUMMARY: Siesta is the titular heroine of **The Detective is Already Dead** series known as a legendary figure in the underground and investigative world of the tanmoshi universe. She is an enigmatic and brilliant master detective characterized by her calm composure and extraordinary intellect. She's often described as a **"Perfect Planner"** who doesn't just solve problems but ensures they unfold exactly as intended. Her strength lies in controlling the flow of events, making it seem like fate itself is aligned with her reasoning. While she maintains a professional and almost **Omniscient** persona, she's still physically human (was) hence vulnerable. She also withholds information (mainly her schemes, clues and evidence) from known allies and carries out her plans alone, rarely relying fully on others. The meta-narrative:

- Siesta wrote the story's outline before she died
- She chose her successor (Nagisa)
- She ensured her assistant would continue (Kimihiko)
- She left tools (Noches, the musket, the letters)
- She designed trials to help each character grow

Siesta isn't just a detective solving cases—she shapes them.

"It was too late to show up at the crime scene nonchalantly after the deed had happened. Before the crime even occurred, she had identified the culprit, the method, even the motive."

It was absurd. It was reckless, completely ignoring the proper pace of storytelling, let alone the golden rule of mystery-solving. But that's why ── we are not dealing with a detective, but an ACE DETECTIVE.

Source: Tanmoshi ***CODE RED***

Feats from Volume 1

PART 1: THE PLANE HIJACKING — FOUR YEARS AGO

Narrative Context: Kimihiko Kimizuka, an eighth-grader with an uncanny talent for stumbling into trouble, is on a flight carrying a silver suitcase given to him by mysterious men in black suits. He has no idea what is inside. Mid-flight, a cabin attendant asks, "*Is there a detective present amongst the customers?* " Kimizuka tries to ignore it, but the girl seated next to him—a silver-haired beauty in a militaristic dress—raises her hand and declares, "*Yes, I am a detective*." She immediately grabs Kimizuka's hand and drags him toward the cockpit, declaring him her assistant. The hijacker, a man codenamed Bat, has taken control of the cockpit and demands the detective deduce his motive.

FEAT 1: Pre-Mediated Asset Placement and Manipulation of Kimizuka.

Siesta did not meet Kimizuka by chance. She had already identified him as a useful pawn and arranged for him to carry her weapon—a musket gun—aboard the flight. The men in black suits who gave Kimizuka the suitcase were her contacts (group of people who assist Turners with their tasks also known as Black Robe). Siesta knew Bat would hijack the plane and that she would need her weapon, but she could not carry it herself (likely due to security or to maintain her cover). By having an unwitting civilian transport it, she bypassed restrictions and placed the weapon exactly where she could access it during the crisis. She also ensured that Kimizuka—a boy with a "troublesome nature" of attracting incidents—would be seated next to her, ready to be recruited. When Kimizuka retrieves the suitcase mid-battle and throws it, Bat destroys the case with his feeler, exposing the musket. Siesta catches it and shoots Bat's feeler in a single fluid motion.

Key Dialogue:

"*It was I who instructed you to bring the suitcase onto the flight.* ”

SCD Categories:

- **Strategic Planning:** Siesta orchestrated events before boarding, placing a critical asset (the weapon) and a potential assistant (Kimizuka) in position without either party being aware of her involvement.
- **Foresight & Prediction**: She anticipated Bat's hijacking, the need for a weapon, and the utility of Kimizuka as a wildcard. This level of prediction suggests deep intelligence on SPES movements and individual behavioral profiling.
- **Social Manipulation:** She used Kimizuka as an unwitting courier and then immediately integrated him into her operation, demonstrating an ability to turn strangers into assets within seconds.

FEAT 2: Instant Psychological Assessment and Recruitment of Kimizuka.

The moment Siesta raises her hand to answer the detective call, she turns to Kimizuka and, without asking, declares him her assistant. She gives him no choice. She even provides him with a cover identity on the spot: "*I'm Siesta, and this is my assistant Watson. We grew up together at Baker Street.* ". This is a blatant lie designed to confuse Bat and establish a dynamic. Siesta's decision to recruit Kimizuka is not random; she has observed him i.e the fact that even though the rest of the cabin shows signs of distress, he was relatively calm and carefully observing others to figure out what he might have gotten into this time around. She knew about the suitcase also and likely recognizes his unique "trouble magnet" nature as a potential asset in unpredictable situations. She immediately establishes a hierarchy and begins using him as a sounding board and extra set of hands, even though he is initially useless in combat.

Key Dialogue:

"*Perfect, you—be my assistant.”*

Siesta says while pulling me along with her.

SCD Categories:

- **Social Influence & Manipulation:** She seizes control of the social situation, assigns roles, and creates a false narrative to confuse the enemy—all while maintaining an air of absolute authority.
- **Strategic Planning:** Integrating Kimizuka immediately gives her an extra pair of hands, a potential distraction, and someone to carry out simple tasks (like retrieving the suitcase later). She is building her operational team in real-time.

FEAT 3: Psychological Deduction of Bat's True Motives and the SPES Connection.

Bat presents a game: if Siesta deduces why he hijacked the plane, he will surrender. Siesta initially gives a flippant answer: "*You hijacked the plane because you were bored to tears*." Bat laughs and concedes defeat, calling it a draw out of respect for her fearlessness. However, Siesta then reveals she knows the deeper truth. Bat was ordered by SPES to hijack the plane and die in the ensuing crash. He went along with it initially but, at the critical moment, feared death. To save himself without appearing to betray SPES outright, he staged the "detective game" as a pretext for surrender. He wanted to be taken into Japanese police custody, where he believed SPES could not reach him. Siesta deduces all of this not just from Bat's behavior but from her prior knowledge of SPES and his specific circumstances.

Key Dialogue:

"*It's likely that you were ordered to hijack this plane. That party ordered you to die in the plane crash—am I wrong?"*
"But you're scared of dying, and you don't want to die. So you used us to give yourself a reason not to die."
"I know everything, from the fact that you boarded this plane, planned to hijack it, and even about the people who ordered you."

SCD Categories:

- **Deduction & Reasoning:** She sees through the surface-level game to the underlying psychological conflict (fear of death vs. loyalty to SPES) and organizational dynamics (SPES punishes betrayal with suicide missions).
- **Knowledge & Expertise:** She possesses detailed intelligence on SPES, including their methods of punishment and individual operatives like Bat. She understands the Latin meaning of SPES (hope) and their goal of spreading aid (which is actually destruction).
- **Philosophy & Methodology:** Her statement *"A first-rate detective will solve an incident before it happens"* underscores her proactive approach to investigation.

FEAT 4: Combat Evasion While Protecting a Non-Combatant and Managing Injury.

When Bat's true nature as a half-Android is revealed and his feeler attacks, Siesta's first action is to shove Kimizuka out of the way, taking a wound to her own shoulder. She then grabs Kimizuka and physically leaps around the aircraft cabin, dodging the feeler's strikes while carrying him. This requires exceptional spatial awareness in a confined, chaotic environment, as well as the physical strength and agility to move two bodies through the air while tracking an unpredictable, snake-like appendage. She maintains this for an extended period, all while bleeding.

Key Dialogue:

"Assistant, get down."

Siesta hugged me and jumped up high to avoid the enemy's attack.

SCD Categories:

- **Combat & Physical Capabilities**: Enhanced agility, reflexes, and endurance. She fights effectively in a three-dimensional space (the narrow aisle of a plane) while burdened by an injured shoulder and a passenger.
- **Tactical Awareness:** She prioritizes protecting the asset (Kimizuka) even at personal cost, recognizing his potential value or simply adhering to her detective creed of protecting others.

FEAT 5: Creation and Deployment of the "Red Bullet" Blood Contract.

After Kimizuka throws the suitcase and Siesta catches the musket, she shoots Bat's feeler. But this is no ordinary bullet. Siesta explains that the bullet was *"made from my blood"* and that anyone who touches her blood *"cannot disobey the master."* This is a permanent, biological/paranormal binding effect. The feeler will never be able to attack her again. This feat demonstrates that Siesta possesses unique properties (her blood acts as a weaponized binding agent) and that she prepared this specific countermeasure in advance, anticipating she would face an Android whose power was tied to a specific body part (the

ear/feeler). The effect persists indefinitely; four years later, Bat's feeler cannot harm Natsunagi because Natsunagi carries Siesta's heart, which still bears the *"master"* signature.

Key Dialogue:

"I just shot you with the《red bullet》that was made from my《blood》, you know? Anyone who touched this blood cannot disobey the master—your feeler can never attack me again."

SCD Categories:

- **Strategic Planning:** Pre-emptive creation of a specialized counter-weapon tailored to Android abilities. She knew she would face Bat and prepared exactly the tool needed to neutralize his primary threat.
- **Knowledge & Expertise:** She understands her own unique biology and how to weaponize it. She also understands the nature of Android "cores" well enough to create a binding effect specific to a body part.
- **Posthumous Influence:** The blood contract remains active long after her death, protecting Natsunagi and confirming the heart's origin. This is a deliberate or serendipitous long-term contingency.

FEAT 6: Strategic Non-Lethal Resolution and Asset Preservation.

After disabling Bat's feeler, Siesta does not kill him. Instead, she shoves the musket into his mouth, says *"Bam!"* to simulate an execution, and declares him dead. She then explains her reasoning: by faking his death, SPES will believe Bat perished in the hijacking attempt, and they will not hunt him down as a traitor. Simultaneously, she will have him taken into custody by "reliable people" (Fuubi Kase who's secretly a fellow turner and the Japanese police), where he will be protected and, importantly, available as a potential source of intelligence or a future asset. This decision proves crucial four years later when Bat, still imprisoned, identifies Siesta's heartbeat in Natsunagi, kickstarting the main plot.

Key Dialogue:

"Now you will not be targeted by your colleagues. After all, you are now dead."
"And you'll be hidden by the Japanese police. Don't worry, there are reliable people."

SCD Categories:

- **Strategic Planning:** She chooses to preserve a defeated enemy as a long-term asset rather than eliminate a short-term threat. This requires thinking beyond the immediate battle to future operational needs.
- **Social Influence & Manipulation:** She as a Turner, has the ability to contact others acting within law enforcement (Fuubi Kase in this situation) who are willing to operate outside standard procedure to imprison a non-human entity secretly.

- **Foresight & Prediction:** While she may not have predicted the exact chain of events (she actually did but it wasn't revealed yet in the series), preserving Bat aligns with her pattern of leaving *"seeds"* that can be harvested later. Bat's ability to identify heartbeats becomes the key to confirming Natsunagi's connection to Siesta.

HIDDEN DETAILS ABOUT THIS "HIJACKING INCIDENT" REVEALED IN THE "CODE RED" NOVEL

FEAT 7: Siesta resolves a plane hijacking before the plane even takes off by having Charlotte pre-plant a bug, allowing her to address the threat in advance.

Key Dialogue:

"*Truth is, she had been using a pre-planted bug to listen in on what was happening in the cabin. Why is that, because she had known the plane was going to be hijacked before it even took off."*

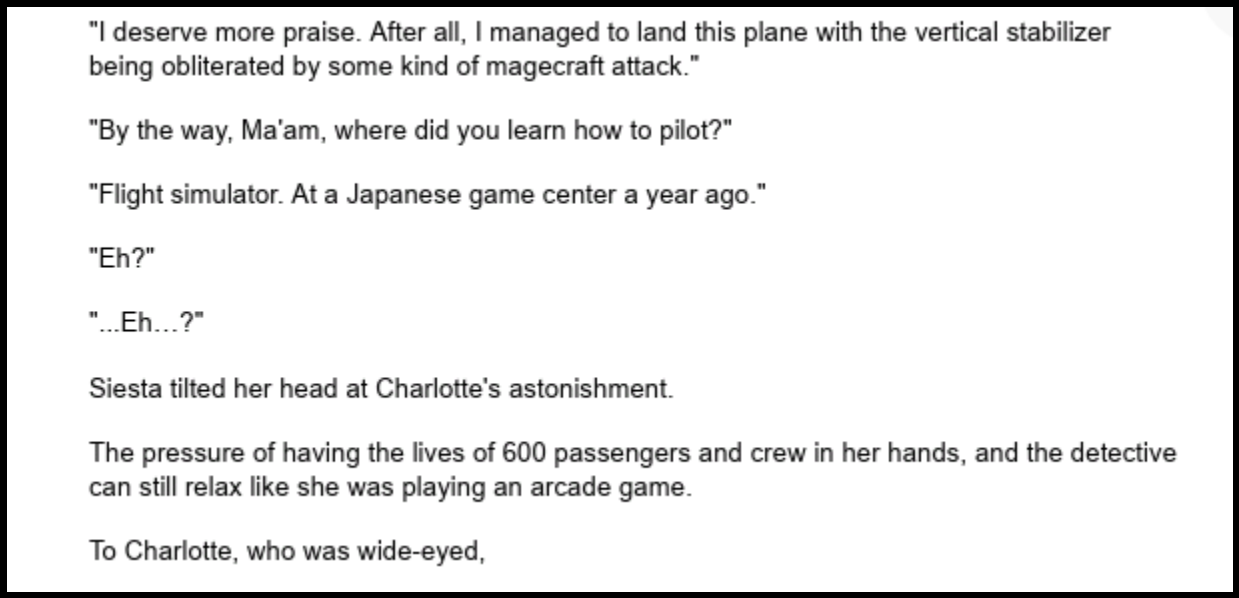
FEAT 8: Siesta defines a first-rate detective as one who resolves incidents before they occur, not after.

"First-rate detectives resolve incidents before they even occur, you see. [...] Before the crime even occurred, she had identified the culprit, the method, even the motive."

This establishes her epistemological edge – she operates in a different **temporal layer** than conventional detectives **(pre-crime vs. post-crime).**

FEAT 9: Emergency Aircraft Piloting (Skill Acquisition)

Siesta lands a passenger plane with the vertical stabilizer destroyed, using skills learned from a flight simulator at a Japanese game center.



"I deserve more praise. After all, I managed to land this plane with the vertical stabilizer being obliterated by some kind of magecraft attack."

"By the way, Ma'am, where did you learn how to pilot?"

"Flight simulator. At a Japanese game center a year ago."

"Eh?"

"...Eh...?"

Siesta tilted her head at Charlotte's astonishment.

The pressure of having the lives of 600 passengers and crew in her hands, and the detective can still relax like she was playing an arcade game.

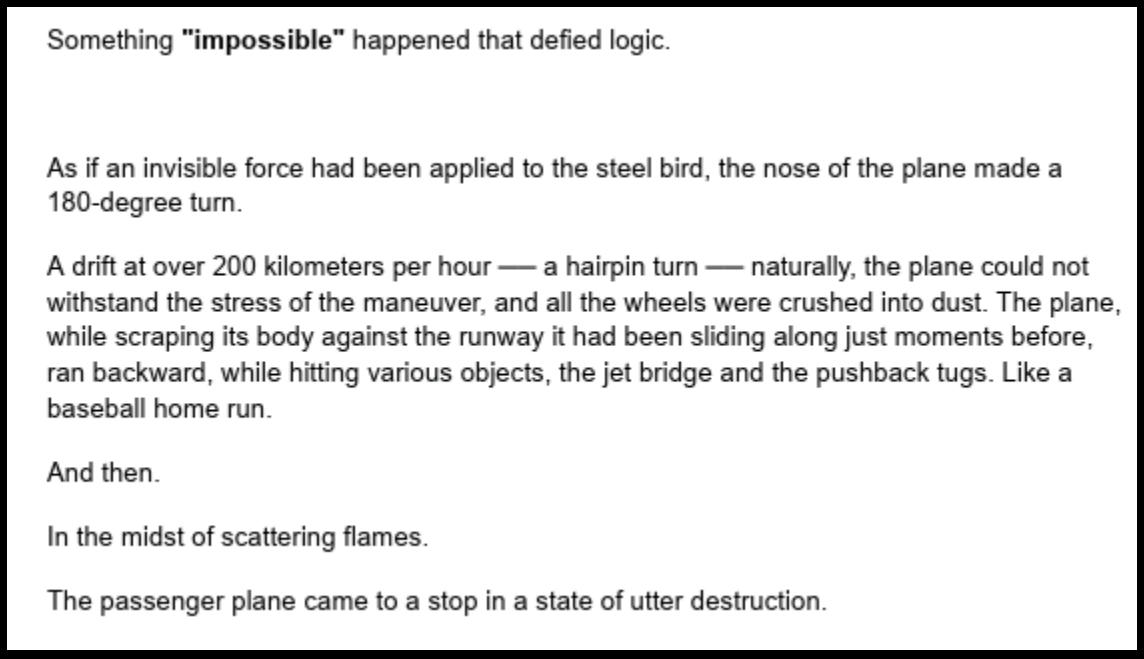
To Charlotte, who was wide-eyed,

Reference from page 16 of **CODE: RED.**

This shows rapid skill transfer (simulation → real-world) and composure under extreme pressure (600 lives at stake).

FEAT 10: She also performed a 180-degree drift at over 200 km/h, a hairpin turn that destroyed the landing gear but avoided a collision with the control tower.

Something "impossible" happened that defied logic.
As if an invisible force had been applied to the steel bird, the nose of the plane made a 180-degree turn.
A drift at over 200 kilometers per hour —— a hairpin turn —— naturally, the plane could not withstand the stress of the maneuver, and all the wheels were crushed into dust.
The plane, while scraping its body against the runway it had been sliding along just moments before, ran backward, while hitting various objects, the jet bridge and the pushback tugs.
Like a baseball home run.
And then.
In the midst of scattering flames.
The passenger plane came to a stop in a state of utter destruction.


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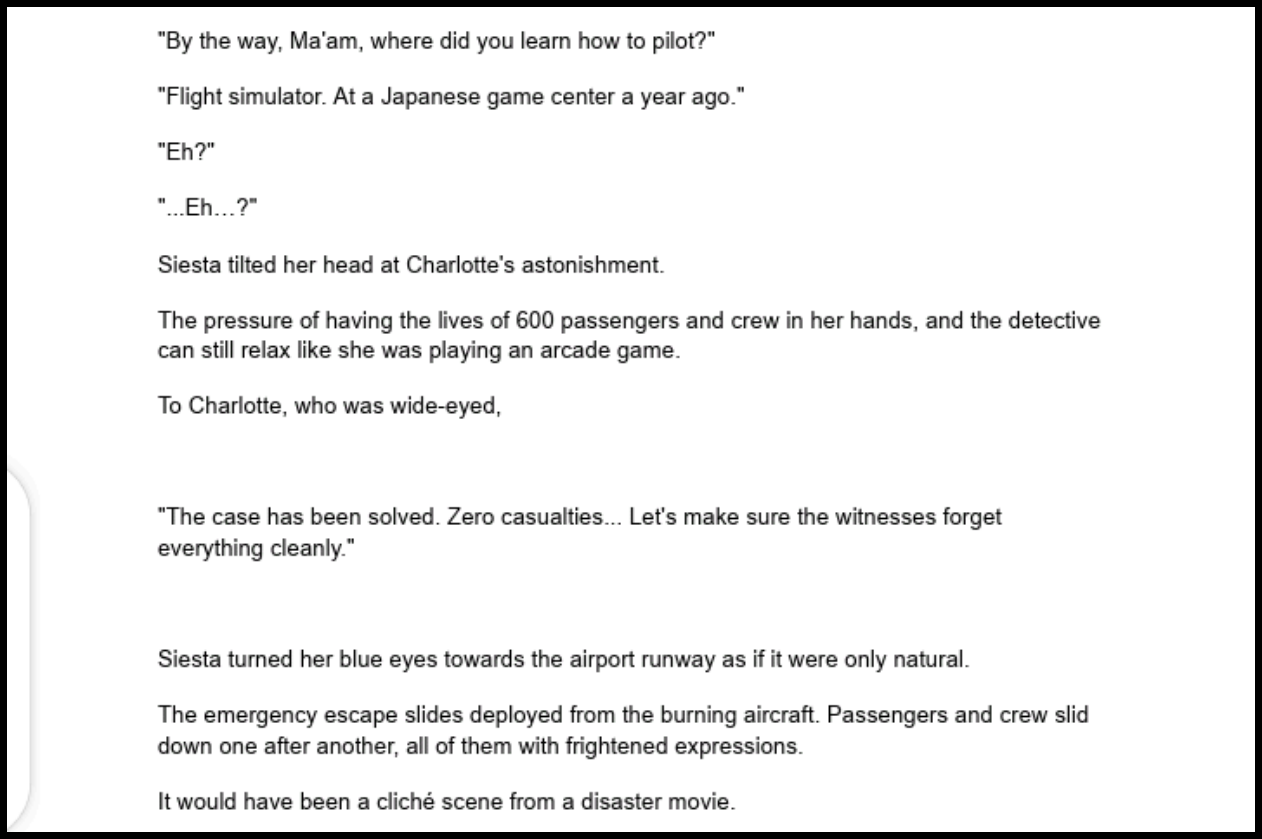
Reference from page 15 of **CODE RED**

Outcome: Zero casualties among 600 passengers and crew.

Post-Incident: She calmly oversaw the memory wiping of all witnesses to maintain secrecy before going to meet with kimizuka.

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"Flight simulator. At a Japanese game center a year ago."

"Eh?" "...Eh…?"
Siesta tilted her head at Charlotte's astonishment.
The pressure of having the lives of 600 passengers and crew in her hands, and the detective can still relax like she was playing an arcade game.
To Charlotte, who was wide-eyed,
"The case has been solved. Zero casualties... Let's make sure the witnesses forget everything cleanly."
Siesta turned her blue eyes towards the airport runway as if it were only natural.
The emergency escape slides deployed from the burning aircraft.
Passengers and crew slid down one after another, all of them with frightened expressions.
It would have been a cliché scene from a disaster movie.



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With this, we can safely say we've covered the entire **HIJACKING INCIDENT** in this volume which introduced our main heroin of the series.

Be sure to read the novels **(vol 1 & code red)** yourself so as to understand how the scenario played out in full so as to accurately scale and rank each feat carried out.

The MEDUSA CASE

Narrative Context: The MEDUSA case refers to a string of murders where victims appear to have been TURNED to STONE metaphorically (i.e they were paralyzed) leading people to the creation of a myth-like "Medusa" narrative regarding these events.

This event took place **2 yrs** after the **HIJACKING INCIDENT.**

After taking up the case with Kimi, Siesta immediately rejects the supernatural explanation immediately stating the obvious and systemic patterns between each murder which were

All victims were immobilized before death.

No noticable signs of struggle.

The controlled execution of the victims (neatly done without leaving any evidence to be traced back)

With these in mind, she inferred that our culprit uses a "**Biological or Chemical** Paralysis mechanism".

She noted the consistent patter of immobilization and absence of any physical injuries and inferred the use of a **Neurotoxin** or **Paralysis agent** and narrowed down the delivery methods to

Indirect contact, Airborne & Injection.

With this in mind and the fact that the killer operates with a symbolic consistency with the mythology (inspired by Medusa) she began profiling our killer

He has a **theatrical Mindset**
His has a strong **desire for control** (which she abuses in order to capture him)
And
He has an **inferiority complex** hence his reference to a myth so people ascribe the fear of Medusa to him.

SCD Categories:

Observation, Abductive reasoning, Pattern Recognition, Forensic inference without lab data & medical knowledge integration, Behavioral profiling, intent reconstruction, symbolic interpretation and emotional understanding.

After finishing her profile of the killer she starts setting up her counter-strategy after anticipating the killer's next move. In order to do this, she first forces the killer into a controlled confrontation zone while pretending to be oblivious of his identity, hence the meeting at the killer's mansion.

PS: *she was actually considering the possibility of this entire string of events being related to SPES and the killer being a pseudo human preparing for a fight while considering the abilities of known members of their organization and possible abilities unknown to her.*

FEAT 1: Immediate Poison Detection and Preemptive Counter-Action.

Upon arrival, the owner apologizes that the air conditioning is broken and offers cold drinks. Siesta accepts politely but, as Kimizuka reaches for his glass, she stomps on his foot—hard—to stop him. When he complains, she stomps on him again, causing him to trip and spill the entire tray of drinks. While

pretending to help the owner clean his stained clothes with her handkerchief, she picks his pocket and steals a small vial—the antidote to the poison he had laced the drinks with. Later, in Mary's room, the owner releases a paralytic poison gas, expecting to immobilize Siesta and Kimizuka. Siesta, having already taken the stolen antidote, is unaffected. Kimizuka and the owner collapse. Siesta then restrains the owner and opens a window to ventilate the room, saving Mary from further poisoning (Mary wore a respirator to avoid the gas).

Key Dialogue:

"I was really shocked when you actually planned to drink what was clearly a spiked beverage."
"So back then...when you wiped his clothes with your handkerchief, you already stole that antidote."

SCD Categories:

- **Deduction & Reasoning**: She identified the threat before any overt evidence—perhaps from the owner's excessive hospitality, the lack of air conditioning (which kept windows shut to contain gas), or subtle behavioral cues.
- **Sensory & Perception**: She likely noticed micro-expressions or inconsistencies in the owner's story. The emphasis on "expanding horizons" and training sight/hearing from earlier suggests she constantly scans for anomalies.
- **Strategic Planning & Deception**: She used a staged accident (the tripping) as cover to steal the antidote, ensuring she could neutralize the poison threat without alerting the culprit. This is classic misdirection.

FEAT 2: Interpreting Non-Verbal Communication from a Comatose Victim.

After subduing the owner, Siesta explains that she was certain of his guilt when she saw Mary's eyes. Though Mary was unresponsive, she was blinking furiously in a rhythmic pattern. Siesta recognized this as deliberate communication—an attempt by Mary to expose her stepfather's crimes. The owner, driven mad by grief, had been poisoning visitors to add "*friends"* for his daughter, never realizing Mary was trying to signal for help. Siesta's ability to distinguish voluntary blinking *(a conscious attempt at Morse-like code*) from involuntary spasms demonstrates exceptional observational acuity and an understanding of locked-in syndrome behaviors.

Key Dialogue:

"*I was convinced when I saw Mary's eyes...she was blinking away furiously...there was definitely some will in there. I supposed she wanted to expose the mistake of her stepfather."*

SCD Categories:

- **Deduction & Reasoning**: She correctly interpreted a subtle, non-standard form of communication that everyone else dismissed as random movement. This is akin to breaking a code in real-time.
- **Sensory & Perception:** She paid close attention to the victim's eyes, the only part of her body capable of movement, and recognized the pattern.
- **Empathy & Psychological Insight**: She understood that Mary would want to expose the truth, attributing agency to a person others saw as a vegetable.

FEAT 3: Deliberate Training of Kimizuka's Observational Skills.

After the case, as Siesta carries the partially paralyzed Kimizuka on her back, she scolds him for his carelessness and reiterates the lesson she had given earlier: *"Did you forget what I said on our way to that western house? The importance of expanding our horizons, training our sight and hearing."* She emphasizes being sensitive to human stares and other subtle cues. This is not idle chatter; it is a deliberate training regimen. Siesta is molding Kimizuka into a more effective assistant by instilling her core investigative principles. Two years later, when investigating Yui Saikawa, Kimizuka explicitly recalls this lesson and uses it to deduce the secret of her Left Eye.

Key Dialogue:

"*Did you forget what I said on our way to that western house? The importance of expanding our horizons, training our sight and hearing. For example, you should be more sensitive to human stares.”*

SCD Categories:

- **Philosophy & Methodology:** She articulates a core tenet of her detective work: sensory training is paramount. This provides insight into how she operates.
- **Foresight & Prediction:** She is intentionally developing Kimizuka's skills for future challenges, knowing he will need them when she is not around to protect him.
- **Social Influence & Mentorship:** She is actively shaping Kimizuka's growth as an operative, ensuring her methodology survives through him.

PART 3: SIESTA'S DEATH — ONE YEAR AGO

Narrative Context: Siesta, Kimizuka, and Charlotte are on a small boat heading to a SPES-controlled island to rescue an imprisoned ally. Siesta briefs them that they must work in pairs due to their complementary weaknesses: Kimizuka is smart but physically useless; Charlotte is a combat monster but intellectually lacking. Siesta will operate alone. She tells them to "*get along well—now, and forever*". During the mission, Siesta faces the enemy alone and is killed. Her body is never recovered.

FEAT 1: Deliberate Self-Sacrifice with Full Foreknowledge (in order to complete her Heart transfer plan “**HTP**”)

Charlotte later reflects, "*Maybe Ma'am knew that she would die on that day.*". Siesta's behavior before the mission supports this. She deliberately separated from Kimizuka and Charlotte, sending them on a safer task while she confronted the main threat. She gave them a final instruction that sounded like a goodbye. During her temporary return on the cruise ship, she admits, "*I didn't actually plan on journeying with you for three years... If I had formed intimate relationships with humans, I would have lingering regrets."* . She knew the mission was likely suicidal, but she accepted it as necessary. Her death was not a failure; it was a calculated step in a larger plan to position her allies and legacies for the final confrontation with SPES.

Key Dialogue:

"*So you two, get along well—now, and forever."*
"Maybe Ma'am knew that she would die on that day."

SCD Categories:

- **Foresight & Prediction:** She accurately assessed the threat level and the probability of her own survival. She did not walk in blind; she walked in knowing the cost while calculating it into her **LTP.**
- **Strategic Planning:** Her death was not an end but a transition. By removing herself from the equation, she completes her **6 year long** Heart transfer plan and forced Kimizuka and Charlotte to grow independently and set the stage for the activation of her posthumous legacies.
- **Philosophy & Methodology:** She consistently prioritized the mission and the protection of others over her own life, embodying her detective creed: "*protect the interests of the requestor before anyone else, no matter what."*

FEAT 2: Establishment of a Posthumous Legacy Network.

Before her death, Siesta planted multiple "legacies" (physical objects, data caches, or instructions) in various locations around the world. These were designed to be found and used by her allies to combat SPES after she was gone. One such legacy was hidden on the luxury cruise ship owned by the Saikawa family. Charlotte, working with intelligence agencies, spent a year decoding Siesta's final communications to locate this specific seed. The existence of this network proves that Siesta had been preparing for her own death for some time, ensuring her war against SPES would continue without her direct involvement.

Key Dialogue:

"*It's the legacy Ma'am left before she died, so that《SPES》could be defeated...it's still somewhere in this world. One of them is on this ship."*

SCD Categories:

- **Strategic Planning**: This is the ultimate long-term strategy: creating an operational infrastructure that activates posthumously. She set events in motion that would unfold long after her death.
- **Foresight & Prediction:** She anticipated that her allies would need guidance and resources after she was gone, and she provided them. The cruise ship legacy specifically draws all four key players (Kimizuka, Natsunagi, Charlotte, Saikawa) to the same location.
- **Posthumous Influence:** Her planning directly causes the events of the cruise ship arc (she was the one who leaked the info to SPES in the first place), uniting the four-person team she designated as her *"final hope."*

PART 4: DISCOVERY OF SIESTA'S HEART IN NATSUNAGI

Narrative Context: One year after Siesta's death, Nagisa Natsunagi, a high school girl who received a heart transplant one year ago, experiences a **"memory transfer"** phenomenon. She feels an inexplicable, overwhelming urge to find a person she does not know—person *"X."* She tracks down Kimizuka, believing him to be a famous detective, and asks for his help identifying X. Through a visit to the imprisoned Bat, it is confirmed: the heart beating in Natsunagi's chest belonged to Siesta. Bat's feeler, still bound by Siesta's blood contract, cannot attack Natsunagi's heart.

FEAT 1: Heart Memory Transfer and Compulsion to Reunite with Kimizuka.

The heart transplant recipient, Natsunagi, inherits not just an organ but a fragment of Siesta's consciousness and will. She feels an irresistible need to find "X," which turns out to be Kimizuka. When they first meet, Natsunagi acts out of character—grabbing Kimizuka, inserting her finger in his mouth, pressing his face to her chest—which she later realizes was the heart's influence. Siesta's heart wanted to touch Kimizuka, to be near him, and to get his attention. This demonstrates that Siesta's emotional attachment to Kimizuka was so profound it imprinted on the physical organ and transferred to a new host. The heart's "memory" actively sought reunion.

Key Dialogue:

"*This is the desire of this heart! I, this heart, has been looking for you all this while Kimizuka Kimihiko! All for the sake of meeting you again...that's all!"*
"Memory transfer. That was what you said, Kimizuka. Actually, that was not me. The original owner of this heart definitely forced me to do that."

SCD Categories:

- **Posthumous Influence:** Siesta's will literally outlived her body, compelling a stranger to seek out her former partner. This is the most visceral form of posthumous influence in the narrative.
- **Emotional Depth & Connection:** While not an "intelligence" feat per se, it reveals that Siesta's bond with Kimizuka was deeper than she ever admitted, contradicting her stated philosophy of avoiding fetters. This makes her later confession during the cruise battle more impactful.

PART 5: THE CRUISE SHIP BATTLE — SIESTA'S TEMPORARY RETURN

Narrative Context: SPES agent Chameleon has abducted Natsunagi and threatens to sink the cruise ship. Kimizuka confronts Chameleon alone on the burning deck. He is losing badly. Natsunagi, unconscious and bound, suddenly drops into the casino below, lands on her feet, shoots Chameleon's tongue, and greets Kimizuka with *"It's been a while."* She speaks with Siesta's cadence, mannerisms, and knowledge. Siesta has temporarily taken control of Natsunagi's body.

FEAT 1: Conscious Manifestation and Bodily Control from the Heart.

Siesta's consciousness, dormant within the heart, awakens and overrides Natsunagi's personality. This is not a mere memory; it is the full, active mind of Siesta, capable of combat, deduction, and conversation. She wields Natsunagi's body with the same skill she had in life, firing a gun with precision and moving with agility. This manifestation is temporary and requires Natsunagi's consent (as revealed in the "Girl's Dialogue" section). Siesta explains that Natsunagi asked her to save Kimizuka. This feat proves that Siesta's "death" was not absolute; a core part of her identity survived within the transplanted heart and could be activated under extreme duress.

Key Dialogue:

"*It's been a while... Yeah, you're not napping again?—Siesta"*
"Actually, I was asked by her. She hoped that I'd save you—so she asked."

SCD Categories:

- **Posthumous Influence:** The most direct form of posthumous action. Siesta's consciousness returns to the physical world and engages in combat.
- **Combat & Physical Capabilities:** She immediately demonstrates proficiency with a firearm and tactical movement, despite being in an unfamiliar body.
- **Social Influence & Reciprocity**: She was moved to act by Natsunagi's earnest plea, showing that even the *"rational"* detective can be swayed by genuine emotional connection.

FEAT 2: Seamless Combat Coordination with Kimizuka After One Year.

Despite a year of separation and the fact that she is inhabiting a different body, Siesta and Kimizuka fall into their old combat rhythm instantly. They flank Chameleon, swap positions to optimize Siesta's immunity to the tongue (due to the blood contract), and fire in unison. They communicate with minimal words, relying on years of shared experience. Siesta dodges Chameleon's invisible attacks by using her trained senses and Kimizuka's verbal cues. The scene is a direct parallel to their first battle on the plane, emphasizing that their partnership is deeply ingrained.

Key Dialogue:

"*We flanked Chameleon from both sides."*
"Assistant, hang on." [She grabs him and leaps, just like four years ago.]

SCD Categories:

- **Tactical Coordination:** The pair execute complex maneuvers with non-verbal synchronization. This is the result of three years of intense partnership and Siesta's training.
- **Combat & Physical Capabilities**: Siesta adapts her fighting style to Natsunagi's body, demonstrating flexibility and muscle memory that transcends physical form.

FEAT 3: Formal Designation of the Four-Person Legacy Team.

During her brief return, Siesta communicates with Natsunagi in their shared consciousness space (revealed later). There, she gives Natsunagi a final directive: assemble Kimizuka, Charlotte, and Saikawa, and together, the four of them will defeat SPES. This is the explicit "legacy" that Siesta leaves behind. She had already identified each individual's unique ability: Kimizuka's experience and deductive training, Natsunagi's inherited heart (and thus connection to Siesta), Charlotte's combat prowess and loyalty, and Saikawa's all-seeing Left Eye. Together, they form a balanced team capable of countering SPES's varied threats. This designation is the culmination of Siesta's posthumous planning.

Key Dialogue:

"*Nagisa Natsunagi, Yui Saikawa, Charlotte Arisaka Andersen, Kimihiko Kimizuka—I wish for the four of you to defeat《SPES》. The four of you are my remaining legacy—my final hope."*

SCD Categories:

- **Strategic Planning:** This is the masterstroke of Siesta's long-term strategy. She did not just leave behind random clues; she curated a specific team with complementary skills and set events in motion to bring them together (the heart leading Natsunagi to Kimizuka, the cruise ship legacy drawing Charlotte, Saikawa's Left Eye making her a target).
- **Foresight & Prediction:** She foresaw the need for a new generation of defenders and identified the right individuals, some of whom (like Natsunagi) she could not have met before her death. This suggests either an extraordinary predictive model or a deep understanding of human nature and the flow of fate.
- **Social Influence & Manipulation:** She ensured each member would be motivated: Charlotte by loyalty, Natsunagi by the heart's compulsion and direct request, Kimizuka by his bond with her, and Saikawa by becoming a target of SPES (thus having no choice but to fight).

FEAT 4: Emotional Confession and Closure for Kimizuka.

During the battle, Siesta drops her usual stoic facade and confesses her true feelings. She admits that she failed at keeping emotional distance, that her three years with Kimizuka were "*memories more important than anything else,"* and that she regrets not acting on certain impulses (specifically, a drunken night when

"*nothing happened"*). She apologizes for dying first. This emotional honesty is the final gift she gives Kimizuka: permission to grieve, to move on, and to fully embrace his new role as the assistant to a new generation of detectives. It breaks him out of his year-long depression and aimlessness.

Key Dialogue:

"*The dazzling three years I spent with you were memories more important than anything else."*
"I see. Actually, I was thinking that I could have slept together, if it was with you..."
"I'm sorry for dying first."

SCD Categories:

- **Emotional Intelligence & Psychological Insight**: Siesta understands exactly what Kimizuka needs to hear to heal. She gives him closure and a renewed sense of purpose.
- **Social Influence:** These words liberate Kimizuka, enabling him to fully commit to the mission and to his relationship with Natsunagi (as a partner, not a replacement).
- **Philosophy & Methodology**: She acknowledges a flaw in her previous worldview—that emotional detachment was not only impossible but perhaps undesirable.

PART 6: THE GIRL'S DIALOGUE — THE INNER CONVERSATION

Narrative Context: A flashback to the conversation that occurred inside Natsunagi's consciousness while she was unconscious, just before Siesta took over her body. Natsunagi and Siesta speak face-to-face in a dreamlike void.

FEAT 1: Negotiation and Compromise Between Two Consciousnesses.

Natsunagi confronts Siesta and demands that she use Natsunagi's body to save Kimizuka. Siesta initially resists, stating she has no right to interfere with the living. Natsunagi argues passionately that the heart belongs to both of them and that Siesta owes it to Kimizuka to help. Siesta, unaccustomed to being berated, is taken aback. She eventually agrees, but on one condition: Natsunagi must continue Siesta's work as a famous detective. Natsunagi agrees. They exchange thanks: Natsunagi thanks Siesta for giving her life (via the heart), and Siesta thanks Natsunagi for using that life well. This conversation shows Siesta's ability to reason, compromise, and ultimately be moved by genuine human emotion. It also establishes the formal passing of the torch.

Key Dialogue:

"*Thanks for giving me life—famous detective."*
"Thank you for being able to use my life—famous detective."

SCD Categories:

- **Social Influence & Negotiation:** Siesta is persuaded by Natsunagi's earnestness, demonstrating flexibility and the capacity to form new bonds.
- **Strategic Planning**: Even in this final moment, Siesta secures a commitment from Natsunagi to continue the mission, ensuring her legacy will be actively pursued.
- **Posthumous Influence:** This conversation confirms that Siesta's consciousness was an active, decision-making entity capable of complex interaction, not just a passive memory.

SUMMARY OF SIESTA'S FEATS IN VOLUME 1

4 Years Ago Plane Hijacking

1. Pre-Mediated Asset Placement: Orchestrated Kimizuka carrying her weapon aboard the flight. Strategic Planning (S), Foresight (S), Social Manipulation (A)

2. Instant Recruitment: Assessed and recruited Kimizuka as assistant within seconds. Social Influence (A), Strategic Planning (A)

3. Psychological Deduction: Unraveled Bat's true motive (fear of death, SPES suicide order). Deduction (S), Knowledge (S), Philosophy (A)

4. Combat Evasion: Dodged feeler attacks while carrying wounded Kimizuka. Combat (A), Tactical Awareness (A)

5. Blood Contract: Used a blood-made bullet to permanently neutralize Bat's feeler. Strategic Planning (S), Knowledge (S), Posthumous Influence (S)

6. Asset Preservation: Faked Bat's death to protect him as a future intelligence source. Strategic Planning (S), Social Influence (A), Foresight (S)

2 Years Ago Medusa Case

7. Poison Detection: Identified spiked drinks, stole antidote via staged accident. Deduction (A), Sensory (A), Strategic Deception (A)

8. Interpreting Blinking: Recognized comatose victim's blinking as deliberate communication. Deduction (S), Sensory (S), Psychological Insight (B)

9. Training Kimizuka: Instilled observational methodology that paid off years later. Philosophy (A), Foresight (S), Mentorship (A)

1 Year Ago Island Mission (Death)

10. Deliberate Self-Sacrifice: Walked into fatal mission with full foreknowledge. Foresight (S), Strategic Planning (S), Philosophy (S)

11. Legacy Network: Planted posthumous "seeds" worldwide, including on the cruise ship. Strategic Planning (S), Foresight (S), Posthumous Influence (S)

Present Day Heart Discovery

12. Memory Transfer: Heart compelled Natsunagi to seek out Kimizuka. Posthumous Influence (S), Emotional Depth (A)

Present Day Cruise Ship Battle

13. Conscious Manifestation: Took control of Natsunagi's body to save Kimizuka. Posthumous Influence (S), Combat (A), Social Reciprocity (A)

14. Combat Coordination: Fought seamlessly alongside Kimizuka after a year apart. Tactical Coordination (S), Combat (A)

15. Four-Person Legacy: Formally designated the team to defeat SPES. Strategic Planning (S), Foresight (S), Social Influence (S)

16. Emotional Closure: Confessed her true feelings, freeing Kimizuka from grief. Emotional Intelligence (A), Social Influence (A), Philosophy (A)

Present Day Girl's Dialogue

17. Consciousness Negotiation: Compromised with Natsunagi, securing promise to continue mission. Social Negotiation (A), Strategic Planning (A), Posthumous Influence (S)

Feats from VOLUME 2

THE CULTURE FESTIVAL & HANAKO-SAN CASE — FOUR YEARS AGO

Narrative Context: A week after the plane hijacking, Siesta is still trying to recruit Kimizuka as her assistant. Kimizuka mentions a troubling rumor at his middle school: multiple students from the track team have stopped attending, and a rumor has spread that they were dragged away by "Toilet-Bound

Hanako-san," and that those who encounter her become Hanako-san themselves. Siesta decides to investigate by attending the school's culture festival.

Feat 1: Immediate Identification of the Disguised Drug Dealer via Detail Orientation.

At the culture festival, Siesta notices a student in a bunny costume who is handing out pamphlets. She immediately focuses on the bunny's footwear—running shoes, which are completely incongruous with a full-body costume that would normally pair with more comfortable or thematic shoes. She deduces that the person inside is dressed for a quick escape, marking them as suspicious. This single observation allows her to identify a member of the drug ring operating under the guise of the "Hanako-san" urban legend.

Key Dialogue:

"*The bunny had running shoes on, and basically showed her true identity.”*

SCD Categories:

- **Sensory & Perception**: Notices minute, contradictory details in a chaotic festival environment.
- **Deduction & Reasoning:** Links an inconspicuous wardrobe choice to potential criminal behavior.

Feat 2: Decoding the Hidden Meeting Time from the Pamphlet.

Siesta examines the festival pamphlet and notes that there is a 15-minute break every hour. She states that the time listed on the pamphlet doesn't align with when they can visit the old school building. She is actually interpreting the "rest period" as a coded reference to the real drug deal time: 3 AM in the third-floor girls' toilet (the condition for "Hanako-san" to appear). She deduces the secret meaning behind the public schedule.

Key Dialogue:

"But I'm thinking of the most appropriate path now... It doesn't seem like we can visit the old school building during the time listed on this pamphlet."
"In hindsight, when Siesta received the pamphlet, she was insistent on the time. She wasn't referring to the rest time, but to the drug deal at 3am in the morning.”

SCD Categories:

- **Deduction & Reasoning**: Deciphers a hidden code embedded in an everyday object, uncovering the criminal operation's schedule.
- **Knowledge & Expertise**: Understands the specific folklore conditions and maps them onto the pamphlet data.

Feat 3: Luring the Drug Dealer Through a Counter-Code

Siesta uses the "code" associated with the rumor to contact the bunny-costumed dealer and pose as a customer. She lures the dealer to the third-floor toilet at the appointed time. When the dealer arrives, Siesta reveals a gun—proving it's a trap. This forces the dealer to flee, leading to a chase that allows Siesta to capture her and confirm the operation.

Key Dialogue:

"*So, you used the code to contact the 'bunny', and acted as a customer? ... The 'bunny' obediently came to the scene, saw Siesta wield the gun, realized it was a trap, and ran off.”*

SCD Categories:

- **Strategic Planning**: Executes a sting operation using the enemy's own communication system against them.
- **Social Manipulation**: Successfully impersonates a buyer to trap the dealer.

Feat 4: Unraveling the Entire Drug Ring's Modus Operandi.

After capturing the dealer, Siesta pieces together the full picture. She found a plastic bag containing a stimulant drug in the toilet cubicle. She identifies the drug as a stimulant that increases concentration but has severe side effects, including memory loss. She deduces that the "multiplying Hanako-sans" are actually students who became addicted and turned into sellers to fund their habit. The name "Hanako" itself is a pun: the drug is derived from the pollen of a specific flower ("hana" meaning flower). She further links the flower's origin to the secret organization SPES, tying this local school crisis to the global threat.

Key Dialogue:

"It is a certain stimulant of sorts... I think it'll take a long time for complete recovery."
"I think it's because of the heavy addiction. They too became sellers to earn money for the drugs... and so the number of 'Hanako-san' multiplied exponentially."
"In fact, that illegal drug was made from the 'pollen' of a certain plant... So that's why it's called 'Hanako-san'?"
"But the 'flower' used this time appears to be related to that organization... The secret organization《SPES》."

SCD Categories:

- **Deduction & Reasoning**: Constructs a complete explanation linking an urban legend to a drug distribution network.
- **Knowledge & Expertise:** Possesses advanced understanding of pharmacology, SPES's tactics, and the ability to connect seemingly unrelated phenomena.

- **Foresight & Prediction**: Later, this knowledge of the pollen's side effects becomes crucial during the island battle.

Feat 5: Tactical Use of Cosplay as a Distraction and Pursuit Strategy.

During the chase, Siesta drags Kimizuka into a costume club. Her stated reason is to blend in as a disguise to catch the bunny among other costumed students. However, this also serves to relieve Kimizuka's tension and create a memorable moment, though it ultimately delays them. She maintains control of the situation, even though they are in a wedding dress and tuxedo.

Key Dialogue:

"*Since the enemy is mixed in the dolls, we too shall get into cosplay as a tactic instead*."

SCD Categories:

- **Tactical Adaptation**: Quickly adopts a disguise tactic in a fluid situation.
- **Social/Emotional Intelligence:** Despite the comedic detour, she understands Kimizuka's need for a breather and uses it to strengthen their partnership.

Truth be told, Siesta just wanted to engage in a little cosplay not that it had anything to do with their case 😅.

FORMAL RECRUITMENT OF KIMIZUKA — FOUR YEARS AGO

Narrative Context: After the Hanako-san case, Siesta and Kimizuka are at an airport lounge café. Siesta asks him again to become her assistant. Kimizuka demands to know what benefit he will receive, fully prepared to refuse as he expects an answer like "*I'll use your troublesome nature to find SPES*."

Feat 6: The Promise of Protection — Tailored Persuasion

Instead of offering a transactional benefit, Siesta gives a deeply personal answer. Knowing Kimizuka's deepest desire is for a peaceful daily life, and his fear of his own "trouble-attracting nature," she promises: "*I'll protect you. Even with that nature of yours, even when you get involved in any incident or trouble, I shall step up and protect you."* This directly addresses his core insecurity and offers him the one thing he truly wants: someone who can shield him from the chaos he inevitably attracts. This promise is what finally convinces him to accept and holds him through the next three years.

Key Dialogue:

"*I'll protect you. Even with that nature of yours, even when you get involved in any incident or trouble, I shall step up and protect you."*

SCD Categories:

- **Social Influence & Manipulation**: Identifies Kimizuka's deepest psychological need and crafts an offer that is both genuine and irresistible.
- **Emotional Intelligence:** Understands that logical arguments alone won't work and appeals directly to his heart.

THE JACK THE RIPPER / CERBERUS CASE IN LONDON — APPROXIMATELY ONE YEAR AGO

Narrative Context: Siesta and Kimizuka are living in London. Fuubi Kase (the real one) visits them with a request: a revived "Jack the Ripper" is killing people and ripping out their hearts. Siesta recognizes the modus operandi as the work of Cerberus, a SPES Android. She devises a plan to capture him.

Feat 7: Immediate Crime Scene Analysis and Android Identification.

At the murder scene of a clergyman, Siesta quickly identifies the killer as Cerberus, the "Watchdog of Hell," who devours human hearts. She explains that Cerberus is the modern incarnation of Jack the Ripper, a SPES Android. She also notes that the enemy's powerful sense of smell (the "nose" as its core ability) is why Cerberus has eluded capture before—but now that Cerberus is operating in London despite Siesta being present, she suspects it's either a trap or a chance.

Key Dialogue:

"*This is the work of《Cerberus》... Watchdog of Hell, known for devouring human hearts."*
"The enemy's《nose》seems rather potent. It's been able to escape me no matter how I tried to pursue it."

SCD Categories:

- **Knowledge & Expertise**: Instantly matches the crime to a specific SPES operative and understands its abilities.
- **Deduction & Reasoning:** Assesses the strategic implications of Cerberus's presence in her vicinity.

Feat 8: Bait Plan and the Sprinkler Gas Trap.

Siesta decides to use Kimizuka as bait. Knowing that Cerberus's nose makes it impossible to get close, she pre-rigs the hotel room's sprinkler system with a special numbing gas. She gives Kimizuka a Zippo lighter and anticipates that in the fight, he will light it, activating the sprinklers. The water-borne gas then numbs Cerberus's sense of smell, allowing Siesta to approach undetected. She also contacts Charlotte Arisaka Andersen (Charl) to be on standby, though Cerberus ambushes Kimizuka while disguised as Charl.

Key Dialogue:

"*Before you open the window, this room should be filled with a special gas... The sprinklers? ... She added some gas in the water. Cerberus had a sharp nose, and might be numbed by the gas, so he didn't expect Siesta to be nearby.”*

SCD Categories:

- **Strategic Planning:** Orchestrates a multi-layered trap that neutralizes the enemy's primary advantage using environmental manipulation.
- **Foresight & Prediction:** Predicts Kimizuka's actions in combat and sets conditions to trigger her counter-measure.
- **Combat & Tactical:** The precise timing of her arrival and the gas deployment is flawless.

Feat 9: Rapid Government Negotiation and Acquisition of the Sirius

When Kimizuka is abducted by Hel, Siesta is in shock but immediately takes action. In a few hours, she negotiates with the British government to borrow the secret humanoid combat weapon Sirius, a military-grade mecha. This demonstrates an exceptional ability to leverage connections and persuade high-level authorities under extreme time pressure.

Key Dialogue:

"...I was so shocked, I hurried off to negotiate with the English government, so I borrowed the humanoid combat weapon《Sirius》that their military has been developing in secret."

SCD Categories:

- **Social Influence & Negotiation:** Convinces a national government to hand over a classified weapon system in a matter of hours.
- **Resourcefulness:** Identifies and acquires exactly the tool needed to counter Hel's biological weapon.

FIRST BATTLE AGAINST HEL AND BIG BEN INCIDENT — ONE YEAR AGO

Narrative Context: After Siesta saves Kimizuka, Hel appears. Hel is a top executive of SPES with the ability to control others through her red eyes. They fight inside Sirius against Hel's biological weapon Betelgeuse. The battle culminates at Big Ben (Large bell in the clocktower of the Houses of Parliament in London).

Feat 10: Self-Sacrifice to Halt the Terrorist Attack

At the climax atop Big Ben, Hel's Betelgeuse is about to release its toxic breath to kill all organisms in London. Siesta ejects Kimizuka from the Sirius pilot seat with a parachute—the escape system is single-person. She then rams the Sirius into Betelgeuse, causing both to fall from the tower. She prioritizes saving Kimizuka and the city over her own safety, knowingly taking a suicidal risk.

Key Dialogue:

"From here on, even if anything happens, get away from here immediately."
"I don't want to die here. If one of us has to live though, then I—"

SCD Categories:

- **Self-Sacrifice & Willpower**: Makes an instantaneous decision to trade her life for her partner's and the mission's success.
- **Philosophy & Methodology:** Embodies her detective creed of protecting others above all else.

Feat 11: Overriding Mind Control via the Mirror Trick

When Hel commands Siesta to *"remain still and be stabbed by me,"* Siesta uses one of her seven tools—a small mirror chained to her waist. She reflects Hel's command back at her, making Hel stab herself in the heart. This requires both the presence of mind under a mind-control ability to set up the reflection and the knowledge that Hel's ability works through eye contact. Siesta had already drawn the mirror and positioned it to catch Hel's gaze.

Key Dialogue:

"*The next thing that appeared in those shocked eyes was a mirror chained to Siesta's waist. Yes, Hel did say to her own red eyes—You shall remain still and be stabbed by me."*

"Check."

SCD Categories:

- **Combat & Tactical**: Defeats an overpowered hax ability through a brilliant, instantaneous counter.
- **Knowledge & Expertise:** Understands the mechanism of Hel's power and prepares a specific counter.
- **Composure:** Remains calm enough to execute a complex layered plan while under psionic assault.

SUSPICION OF THE FAKE FUUBI AND ALICIA — ONE YEAR AGO

Narrative Context: After the battle, Siesta is injured, and Kimizuka picks up an amnesiac girl named Alicia. Over the following weeks, a fake Fuubi-san appears (actually SEED in disguise) and gives them a fake mission. A new Jack the Ripper emerges, who is actually Hel (Alicia's other personality). Siesta covertly investigates while recovering.

Feat 12: Recognizing the Fake Fuubi Through an Item Absence.

The real Fuubi later calls Kimizuka and says she hasn't met them since the Jack the Ripper request. Siesta immediately realizes that the Fuubi who visited them two weeks prior was an impostor. She confirms this by noting that the imposter was smoking with a Zippo lighter that Fuubi had already given to Kimizuka—an impossibility. This shows she tracks even small personal items for identification purposes.

Key Dialogue:

"*The only time I met you was when we talked about Jack the Ripper. Did you mistake me for someone else?"*
"When she showed up, she was holding the Zippo she already passed to me."

SCD Categories:

- **Observation & Memory:** Remembers the exact status of a small personal object and cross-references it to detect impersonation.
- **Deduction & Reasoning:** Immediately connects the contradiction to the existence of another enemy with transformation abilities (SEED).

Feat 13: Restrained Investigation of Alicia

Siesta suspects that Alicia might be Hel from the beginning, given the timing of her appearance after Hel's heart injury and the heart-eating murders. However, she cannot be certain because Alicia's personality seems genuine, and Hel's mind-control ability may be affecting her judgment. Siesta sets up Alicia as a substitute detective—not just to give her purpose, but to observe her behavior and test her identity. She also arranges for Alicia to stay at an orphanage church, creating a safe environment while keeping her close.

Key Dialogue:

"*I was suspicious, but at the same time, I couldn't suspect her."*

SCD Categories:

- **Strategic Restraint**: Exercises caution and gathers evidence rather than acting on incomplete information.
- **Emotional Intelligence:** Recognizes the possibility of her own perception being manipulated and accounts for it.

Feat 14: Identifying the True Nature of the Murders and the Mastermind

After the fifth victim, Siesta analyzes the pattern. She realizes that Hel has been replacing her failing heart with stolen ones, like disposable batteries. She also deduces that the fake Fuubi was likely SEED, the "Primal Seed" and parent of all SPES Androids, a more dangerous foe. She pieces together that SEED was testing and helping Hel, and that the entire scenario is leading toward a final confrontation on the SPES island base.

Key Dialogue:

"*Hel lost her heart in the prior battle, and was looking for a new one... She had used up five hearts." "That fake should be a different enemy... he might be the boss of them all."*

SCD Categories:

- **Deduction & Reasoning**: Weaves disparate clues into a coherent strategic picture of enemy operations.
- **Knowledge & Expertise:** Understands the biological hierarchy of SPES and anticipates the final battlefield.

THE CHURCH CONFRONTATION AND REVELATION — ONE YEAR AGO

Narrative Context: Kimizuka has tracked Alicia to the church. Siesta is already there, having evacuated the orphans. They confront Alicia/Hel.

Feat 15: Psychological Deconstruction of Hel's Lies

When Siesta confronts Hel, she dismantles Hel's claims one by one. She points out that Hel, born from Alicia's defensive instincts, cannot have inherited SPES's will biologically; therefore, Hel is "a fake" who desperately clings to her SPES identity. She then reveals Hel's true motivation: she wants her "father" SEED's love and recognition. This psychological attack destabilizes Hel, making her vulnerable.

Key Dialogue:

"You are a new existence born out of Alicia's defensive instincts—in that case, there is no way you can have any instincts born out of《SPES》. That's why you're so desperate to be a member of《SPES》—you are just a fake."

"You wanted the love of your father, no?"

SCD Categories:

- **Psychological Warfare:** Masterfully breaks down an enemy's self-constructed identity to create emotional turmoil.
- **Deduction & Reasoning:** Uncovers the true, hidden emotional driver behind the antagonist's actions.

THE ISLAND — FINAL BATTLE AGAINST HEL

Narrative Context: Siesta, Kimizuka, and Charl travel to the SPES island base to save Alicia. Siesta separates from them, fights and defeats Chameleon, then faces Hel, who has absorbed other Seeds and controls the island's flora.

Feat 16: Playing Dead to Deceive Chameleon

Before the main battle, Siesta confronts Chameleon. She deliberately stops her own heart temporarily, playing dead to make Chameleon believe he has succeeded in his mission. This lowers his guard, allowing Siesta to later escape or counter-attack. Kimizuka finds her and nearly performs CPR, which she stops with a quip.

Key Dialogue:

"*Not that the heart stopped, but I made it stop... I played dead because there was a somewhat troublesome enemy."*

SCD Categories:

- **Deception & Misdirection**: Uses a biological trick to fake death, manipulating a keen enemy's perception.
- **Combat & Tactical:** Demonstrates extraordinary control over her body.

Feat 17: Pre-Arranged Herbicide Strike

When Hel commands the island's plant roots to attack, a helicopter (piloted by Fuubi) sprays a specially formulated herbicide that immediately kills the plant-based Androids and roots without harming humans. Siesta had arranged this backup plan before the mission, anticipating the enemy's botanical nature.

Key Dialogue:

"Herbicide... And it is special order, with super immediate effects. It's fine, it won't affect human bodies."

SCD Categories:

- **Strategic Planning:** Coordinates a combined-arms operation with external allies perfectly timed to a battlefield evolution.
- **Foresight & Prediction:** Prepares the exact countermeasure needed for SEED's plant-based abilities.

Feat 18: The Ultimate Trust Bond — Breaking Mind Control Mutually.

Hel's red eyes can compel anyone to obey her commands. Siesta is commanded to kill herself. However, Siesta has established that she trusts Kimizuka's words more than her own consciousness. Kimizuka shouts "*Siesta, you won't die,"* and she immediately lowers the gun. Siesta then declares the reverse: if Hel commands Kimizuka, Siesta's word will free him. This creates a loop where each is the other's ultimate authority, rendering Hel's mind control completely useless. This is the culmination of three years of built trust.

Key Dialogue:

"*It's simple. I trust my Assistant, more than anyone else—even myself. Even if my consciousness is aware that I should die, if his words refute it, I will believe it without hesitation. That is all."*
"Assistant, you won't die either... Between us, we trusted each other more than we trusted ourselves—that was all."

SCD Categories:

- **Emotional/Social Intelligence:** Weaponizes a deeply personal bond into an impenetrable defense against psionic control.
- **Philosophy & Methodology:** Constructs a logical paradox that nullifies a seemingly absolute power.

Feat 19: The Self-Sacrificing Heart Transplant Strategy.

Siesta's ultimate plan is to let Hel take her heart. Her heart is specially made to retain her consciousness, so when Hel replaces her own heart with Siesta's, Siesta's consciousness invades Hel's body and suppresses Hel's personality. This is the only way to "defeat" Hel without killing Alicia's body. Siesta knew this from the start—she deliberately engineered the scenario where Hel would target her heart (via the sacred text which would be explained in volume 4 and 5 just know **everything** had gone exactly as our silver haired waifu wanted). She had set up the entire London case to lead to this point.

Key Dialogue:

"*Actually, my heart is specially made, you know? For example, I can place my consciousness in my heart, and can retain my sense of self even in other bodies."*
"This is the only way. I invaded Hel to suppress her consciousness. This is the only way to fend her off."

"A true famous detective will solve the incident before it happens—I knew long ago that the situation would end up this way."

SCD Categories:

- **Strategic Planning:** Architects a long-term, self-sacrificial plan that turns her own death into the mechanism of victory.
- **Foresight & Prediction:** Foresees the exact chain of events and positions her unique biology as the key.
- **Willpower & Sacrifice:** Willingly accepts death to save both Alicia and Kimizuka.

Feat 20: Naming the New Personality — Nagisa Natsunagi.

In her final moments, while suppressing Hel's consciousness within the shared body, Siesta knows that a new, stable personality will emerge from the fusion. She deliberately creates the name "Nagisa Natsunagi" (the girl from back then in seed's orphanage when they were kids meaning she kept her promise to take care of her heart condition as well as her Identity engineering scheme) as a spell to seal Hel and give the new identity a warm existence. She ties the memory of her red ribbon to this name, ensuring that one day, this new person will find Kimizuka and wake him from his memory loss (caused by the pollen). This is the direct origin of the main heroine of Volume 1.

Key Dialogue:

"Remember the name of the person who shall wake you from your sleep—Nagisa. Nagisa Natsunagi."

SCD Categories:

- **Posthumous Influence**: Creates a legacy that will literally walk, talk, and love, fulfilling her wish.
- **Foresight & Prediction**: Designs a future key actor with a specific name and role to ensure the mission continues. Also completes her **6 year long** Heart transfer plan.

Feat 21: Posthumous Recording and Legacy Guidance

Before the final battle, Siesta records a video message that is designed to be triggered when all four key individuals (Kimizuka, Natsunagi, Saikawa, Charl) are together. In the video, she walks them through the memories of her past to reveal the truth of her death, Kimizuka's forgotten memories, and the fact that Natsunagi carries her heart. She gives them the hint to "*be suspicious of what happens before your eyes"* and guides them to the conclusion that they must inherit her will.

Key Dialogue:

"*I want all of you to watch until the very end, at what happened on me, the truth of my death, and, my last battle—"*

"Don't misunderstand any detail. Be certain of who said what, and always be suspicious of the happenings before your eyes."

SCD Categories:

- **Posthumous Strategic Planning**: Creates an interactive guide to unravel a complex mystery after death.
- **Social Influence:** Uses emotional engagement and carefully selected memories to bind the group together as a team.

SUMMARY OF SIESTA'S FEATS VOLUME 2

4 Years Ago Culture Festival

Identified drug dealer via running shoes; decoded pamphlet times; lured dealer; solved drug ring structure; linked to SPES. Sensory (A), Deduction (S), Strategic Planning (A), Knowledge (S)

4 Years Ago Recruitment

Promised protection tailored to Kimizuka's deepest need, securing his loyalty. Social Influence (S), Emotional Intelligence (S)

1 Year Ago London Cerberus Case

Identified Cerberus; created sprinkler gas trap; negotiated for Sirius mecha. Knowledge (S), Strategic Planning (S), Negotiation (S)

1 Year Ago First Hel Battle

Reflected mind control via mirror; self-sacrifice to save London and Kimizuka. Combat Tactical (S), Composure (S), Willpower (S)

1 Year Ago Fake Fuubi & Alicia

Noted Zippo inconsistency; suspected Alicia's identity with restraint; deduced SEED's role. Observation (A), Strategic Restraint (A), Deduction (S)

1 Year Ago Church Confrontation

Psychologically broke Hel's false identity, revealing her real desire for father's love. Psychological Warfare (S), Deduction (S)

1 Year Ago Island Battle

Played dead to deceive Chameleon; pre-arranged herbicide; mutual trust loop broke mind control; sacrificed heart to possess Hel; named Natsunagi. Deception (S), Strategic Planning (S), Emotional Bond (S), Willpower (S), Posthumous Influence (S)

Posthumous Video Message

Recorded guidance to reunite the four and reveal the truth, ensuring mission continuation. Posthumous Planning (S), Social Influence (S).

VOLUME 3 FEATS

ONE YEAR AGO — CORRECTING THE MISTAKE

Narrative Context: During the cruise ship battle in Volume 1's epilogue, Siesta briefly takes over Natsunagi's body. After the fight, while Kimizuka is unconscious, Siesta communicates with《Siesta》(the maid robot built from her body later named **Noches**) and gives her a new IC chip containing a corrected understanding of Hel's true motives. This sets the stage for the entire Volume 3 plot.

FEAT 1: Self-Correcting Her Own Deduction Error About Hel

A year prior in London, Siesta had mistakenly believed Hel was stealing hearts solely to survive, like using batteries. But after spending a year inside Natsunagi's subconscious, talking to Hel's suppressed consciousness, Siesta realizes the truth: Hel was actually looking for a heart that suited Natsunagi's body, to save her master. Hel's murders were twisted acts of love. Siesta admits this was a mistake—she had failed to read Hel's emotions correctly. She then encodes this correction and the new tasks for her legacies into an IC chip and hands it to《Siesta》, instructing her to "find the mistake" as the first test for the new famous detective, Nagisa Natsunagi.

Key Dialogue:

"*It contains the data of a mistake I once made... Apparently I'm not adept at reading people's emotions."*

SCD Categories:

- **Metacognition & Self-Improvement:** Acknowledges a rare error in her own judgment and actively works to correct it posthumously.

- **Posthumous Strategic Planning:** Uses the mistake as a teaching tool to force Natsunagi and Kimizuka to delve into the past, ensuring they fully understand Hel's tragedy and Natsunagi's true origin.

SIX YEARS AGO — THE ORPHANAGE INCIDENT

Narrative Context: Six years before the present, Siesta is a child living at an experimental orphanage on a remote island. The facility is secretly run by SEED, the Primordial Seed, who is using orphaned children as test subjects to create compatible vessels for his consciousness. Siesta befriends Nagisa (a girl with heart disease, later Natsunagi) and Alicia (a vibrant inventor). Together they form a trio and eventually uncover the facility's dark secret.

3 MONTHS PRIOR TO MEETING NAGISA (what she had been doing)

After infiltrating SEED's orphanage, Siesta undergoes Seed's experiments just like the other kids there. The facility uses regular memory wipes (chemical or psychological) to keep subjects compliant. Most children lose weeks or months. Some lose all memories but Siesta is shown recalling details from before the wipes with perfect clarity.

She pretends to be affected. She feigns confusion, hesitates when asked her name, and acts like a "normal traumatized child." Internally, she continues building a mental map of the facility, staff schedules, and other children's conditions.

She did this by:

- Remembering what she supposed to have forgotten – track the facility's expected memory state for her cohort.
- Occasionally "recover" memories – to seem realistic, not perfectly erased.
- Inconsistently recall trivial vs. important details – real memory loss is patchy.
- Match her fake memories to other children – to avoid contradiction if staff compare notes
- Adjust over time – as wipes accumulate, her "remembered past" must shrink.

When asked "What did you eat yesterday?" a truly wiped child might say "I don't know" or guess randomly. But Siesta always guesses plausibly – something the facility served recently – but not too accurately. This made the staff and SEED take note of her which led to her ranking above other subjects naturally in terms of her intellectual prowess and the success rates of the experiments carried out on her. Although sometimes the staff usually harboured a few doubts about the success of her wipes (the possibility of her being able to resist them) and tries to confirm if they were successful by:

- Repeated questioning (checking consistency)
- Leading questions ("You remember the red room, don't you?")
- Emotional triggers (mentioning erased loved ones)
- Surprise tests (unannounced wipes)

In these cases, Siesta always:

- Show no micro-expressions of recognition.
- Hesitate appropriately (not too long = acting, too short = no impairment).
- Display genuine-looking distress at not remembering.
- Never flinch at trigger words.

While also keeping in mind that she must also remember her guesses and answers for future questions or references.

She also avoids detection during **neurological scans**: When the facility uses brain imaging, she consciously suppresses recognition responses.

She also maintains the act for months (3 months prior to her first meeting with Nagisa and roughly 4 months extra before confronting SEED)while investigating the real motive behind these inhumane experiments on her own without any external aid or support i.e

- No external allies, no rescue, no intelligence from outside.
- No special status, just another test subject.
- No innate memory protection Must actively resist wipes through cognitive discipline.
- Cannot call for help or receive data (All intelligence is self-gathered).
- No weapons (initially) Cannot threaten; must create or borrow.
- No knowledge of SEED's full plan Operates with partial information (Must infer facility goals from observation).

Categories: Fullscale IQ (WMI+VSI+PSI), Deception, Mental fortitude, memory (resistance to manip + Eidetic) information gathering & analysis, Observation, self regulation, strategy & long term planning.

FIRST MEETING WITH NAGISA

Nagisa (at this time) was just another nameless child in the facility who was also subjected to SEED's experiments and had been implanted with a SEED fragment (Cereberus) that creates a violent, animalistic alternate personality called Hel.

Because of this fascinating phenomenon, the facility conducted (special) experiments on Nagisa to understand and gather more data on her violent counterpart. This also led to the discovery that Nagisa was also semi compatible with SEED's fragment but wouldn't count as an ideal vessel due to her heart condition. And given the fact that Nagisa loses memories on her own when hel takes over, the need to wipe her memories was ignored as hel mostly came out as a result of their experiments and can easily be subdued by sedation (extremely high doses of sedatives to knock her out) but Hel actually remembers everything.

Siesta first noticed the irregularities in the timing of experiments and medications prescribed to a certain subject (subject number 602) in the facility and observed that the subject is usually isolated (avoided by every other subject). This leads her to investigate that specific subject in order to understand who that subject was and why the different treatment schedule. Upon further investigation, she discovered that the experiment reports for the subject in question are quite extensive i.e more than your average subjects (both the timestamps and the various experiments conducted) this led her to infer that she is one of the most important subjects to the facility and also the key to understanding the reason behind everything.

With this in mind she decided to directly observe the subject.

Upon arriving at the facility's cafeteria, she happened upon a staff member trying to get Nagisa to come for another set of tests (other experiments in reality) and that's when she notices the emergence of the personality later given the code name: Hel.

Here's what she notices on site:

- Subject 602's posture changes. Eyes widened. Voice deepens.
- Hel says: "No. You don't touch her." while attacking with intent to kill.
- The staff member backs away. Hel laughs.
- Other children scream (it's the violent one) and run. Siesta stays, but at a distance. She watches.
- After 20-30 seconds, Hel retreats. Nagisa collapses crying.

Siesta stays. She does not approach – she watches.

After that she inferred that the 2nd personality acted like a defense mechanism (takes over when a threat is perceived) and is likely as a result of the facility's experiments.

Two days later (after coming up with a profile of the subject) she approaches the subject after following her to the shore and initiates a conversation.


...I WAS LISTENING ...
...TO THE OCEAN.
WHAT ARE YOU DOING OVER THERE?



After Nagisa asked her who she was since she didn't recognize her, she quickly reversed the question asking Nagisa if she had a name. Nagisa on the other hand identifies herself as 602 (stating that their

facility didn't give them names, just their subject numbers). She also claims that the doctor and various staff have been kind to her which confirmed Siesta's conclusion that whatever goal the facility is aiming for with their experiments, Nagisa is the key.

She then decides to give her the name “NAGISA” which means “BEACH”.

This was the first step in her “Identity engineering scheme” which was actually set in motion in order to systemically recruit Nagisa and make her an ally.

NOTE: This first step was extremely important as siesta has an in-depth understanding of human behaviour and a keen psychological insight as she was well aware that this act, she's embedded a positive and hopeful construct Nagisa subconsciously built (i.e the beach which she loved and saw as a peaceful and heartwarming place) into her Identity making sure than whenever she thought of who she was, she'll always remember the beach. This gesture gave Nagisa a vivid and powerful psychological anchor and fortified her psychological resilience (proven later on in both the LN and the manga adaptation when she openly denounced the code **“602”** and firmly stated her name was **Nagisa** in front of SEED which surprised both IT and Siesta)

Remember - **SEED** is actually an extraterrestrial lifeform which by our planet's system of classification, falls under the **PLANT** class hence the **“it”.**

Siesta comes across Nagisa again another day and judging from the reaction of the other kids present and the fact that Nagisa was crying, she immediately knew what had occurred and approached her.

“You're Nagisa right? I'm Siesta”

she says while Nagisa looks up to see siesta standing in front of her with everyone else keeping their distance. She then replies

“*You should stay away from me. She comes out.”*

While averting her gaze. But siesta refuses stating

“*I know, I saw her. She's not you is she?”*

And then Nagisa replied *“no”*.

Siesta then asks if she has a name and then Nagisa says

“*The staff call it the **CEREBERUS** fragment”*

“That's not a name, that's a label.” Siesta retorts.

She then escorts Nagisa back to her hospital room while keeping the name of the fragment in mind so she can check the facility's records for info on it whenever she gets the chance.

Second Hel emergence (Siesta initiates contact):

- Siesta deliberately triggers a calm conversation with Nagisa about "the other you."
- Hel emerges mid-sentence, expecting hostility.
- Siesta (calmly, without flinching): "*Hello. I've been wanting to talk to you."*
- Hel: "*You're not afraid?"*
- Siesta: *"No. You're not a monster. You're just doing what you think you have to."*
- Hel pauses. No one has spoken to her like this.
- Siesta: "*You need a name. I'll call you Alicia."*
- Hel: *"...Alicia?"*
- Siesta: "*Yes. That's who you are now. Not 'the fragment.' Alicia."*

Then Siesta decided to make a deal with Hel

Siesta: *"Alicia, I have a proposal."*
Hel: *"I don't make deals."*
Siesta: "*This one benefits you. You protect Nagisa. That's what you want, right?"*
Hel: *"Yes."*
Siesta: *"I'll protect both of you from the facility. But I need you to do something for me."*
Hel: "*What?"*
Siesta: "*Don't kill anyone unless I say so. Scatter them, scare them, but don't kill."*
Hel: *"Why?"*
Siesta: "*Because if you kill, they'll destroy you. They'll see you as a failed weapon. If you only hurt, they'll keep you alive. That's how we win."*
Hel (long pause): *"...Fine."*

Hel agrees to a trial period

- Every time Hel restrains violence, Siesta thanks her.
- Every time Hel protects someone, Siesta acknowledges it publicly ("Alicia saved us").
- Hel begins to identify as Alicia, not as **"the monster inside Nagisa."**

At this period in time, Siesta maintain a good relationship with both Nagisa and Hel without the facility noticing. Her method of controlling Hel (Reciprocal altruism "**I help you, you help me"** Protection for protection
Identity anchoring Giving a role creates expected behavior "**You are Nagisa's protector**") made the alternate personality less prone to violent outburst which which SEED and his staffs noticed. They then decided to give Nagisa pills tailored to make Hel more aggressive for research purposes. Siesta on the other hand had anticipated this and stopped Nagisa from taking her pills (first by distracting her then saying it directly) she also knew SEED would notice if she wasn't taking the pills and then set up surveillance in Nagisa's room hence the **dummy audio** counter-strategy.


THAT WAS COLD.
I'VE BEEN HERE FOR THREE MONTHS NOW...
...AND SOMETHING'S STARTED TO CONCERN ME.
YOU STAY UP THERE.
WHERE CAN I SIT?
ACTUALLY, WE HAVE SOMETHING A BIT SERIOUS TO DISCUSS.
GATA (CLATTER)
AND ALSO...
LOOK HERE.
...WHY ARE THE CLINICAL TRIALS NECES-SARY?
IF THEY'RE RECEIVING OUTSIDE DONA-TIONS...
A LISTENING DEVICE.
JI (ZZZZP)



This is when she revealed it to Nagisa cause most people wonder when she did that since she just mentioned it while opening up a new Teddy SEED brought for Nagisa. The audio was already created and set up in advance.

This shows that even as a **12 year old kid,** she's still preemptive (handling problems before they occur).

FEATS FROM NAGISA'S PERSPECTIVE (VOL 3)

Feat 1: Naming Nagisa and Forming the First Bond

On her first meeting with Nagisa at the shore, Siesta learns that Nagisa is only called "*Number 602*" and has no real name. Because Nagisa loves the sea (the sound of the waves), Siesta gives her the name *"Nagisa"*—which means shore or seaside. This act of giving a name is profoundly significant; it grants Nagisa an identity beyond a test subject number and plants the seed of their friendship. Years later, Siesta will reuse this name when sealing Hel's consciousness and creating Nagisa Natsunagi's new identity.

Key Dialogue:

"*Since you like the sea, that will be your name.”*

SCD Categories:

- **Social Influence & Empathy:** Recognizes the girl's emotional attachment to the sea and uses it to bestow a meaningful identity.
- **Foresight & Legacy:** Unwittingly sets the stage for the name to become the vessel for her own will years later.

Feat 2: Immediate Suspicion and Investigation of the Facility (she has her suspicions ever since just chose that time to reveal it to nagisa)

Siesta has only been at the facility for three months, but she already doubts the official story. She expresses curiosity to Nagisa about why a place with generous external donations still needs clinical trials. She then reveals that she's been bugging the donated teddy bears—she found a listening device inside one and replaced the room's audio with a dummy recording. This shows that Siesta, even as a child, was already conducting a covert investigation without any adult instruction.

Key Dialogue:

"*I was wondering, since we got so many donations from external parties, why is there a need for clinical trials?"*
"The conversation in this room has been swapped with a dummy recording.”

SCD Categories:

- **Deduction & Reasoning**: Identifies a financial inconsistency that hints at a hidden purpose.
- **Espionage & Counter surveillance:** Detects and neutralizes a spy device, turning it against the observers, all at a very young age.

SHIT forgot to explain how Siesta came across and befriended **Alicia (Acchan)** before deciding to recruit Nagisa as well but too lazy to explain from the beginning so I would just summarize it. Just know Siesta = strategist (leader), Alicia = inventor and Nagisa = main combatant.

RECRUITING ALICIA (Acchan) The WEAPONSMITH

Siesta notices a child (Alicia – a character, not Hel) building things from scrap.
Other children mock her. Staff ignore her as "**just playing."**
Siesta watches what she builds: simple tools, then complex shapes, then moving parts.
Siesta catalogs: this child has **mechanical aptitude + compulsion to build + no supervision.**

Siesta lists escape needs:

· Open locked doors (lock pick or cutting tool)
· Blind or distract guards (flash, noise, smoke)
· Cut restraints (sharp blade)
· Create diversions (multiple simultaneous events)

She translates these into functional requests from Acchan:

"*Can you make something that fits into a small hole and turns?" (lock pick)*
"Can you make something that makes a loud noise when you pull this?" (distraction)
"Can you make something that looks like a toy until you do this?" (concealment)

Acchan likes the idea of making those stuff but points out her lack of materials. Siesta tells her not to worry as she can provide the necessary items.

Siesta tracks facility scrap:

- Broken bed frames (metal)
- Wire from restraints (thin, strong)
- Doll parts (plastic, springs)
- Glass from broken windows (sharp)
- Chemical bottles (from cleaning closets)

She does not take these herself – she directs Alicia to "safe" scrap locations. This was because the staff wouldn't mind if it was Acchan as they'll assume she's just going to play (make stuff) with those. Then she thinks of how to hide what Acchan makes.

Siesta maps facility blind spots:

- Loose floorboard in abandoned room
- Ceiling panel above storage closet
- Behind a broken sink in the bathroom

- Inside a hollow bedpost in her own room and the rooms of other subjects

She distributes finished weapons across multiple locations so one discovery doesn't lose everything.

With this, she effectively makes use of Alicia's compulsion (No persuasion needed – she enjoys building and the staff see it as play) while figuring out safe spots to keep her tools.

She also noticed that Acchan also suspects the facility as she writes down her activities in her diary and after a while (when she gets wiped) she notices the gaps in her memories and fills them up by reading what she wrote before.

BACK TO THE FEAT LIST FROM NAGISA'S PERSPECTIVE

Feat 3: Building a Secret Base and Arsenal

Siesta, with Alicia's help, constructs a secret base made entirely of cardboard in an unused part of the facility. Inside, Alicia has built a variety of weapons—guns and blades—using her inventive skills. Siesta positions this as their "base of operations" for a planned resistance against the adults. This demonstrates strategic thinking and mobilization of resources long before any official conflict begins.

Key Dialogue:

"We've been using it as a base for the resistance…and strategize our counterattack against the adults."

SCD Categories:

- **Strategic Planning:** Establishes a hidden HQ and stockpiles weaponry for a future conflict.
- **Resourcefulness:** Leverages Alicia's unique talents to create a functional, if crude, military capability.

Feat 4: Leading the Confrontation Against SEED

Upon reaching the underground lab:
Siesta observes the abnormal setups:

- Liquid tanks
- Connected tubes
- Contained human-like entities

Immediately deduces:

Not clinical trials but **HUMAN EXPERIMENTS** aimed at **ENHANCEMENT** by

Matching environment to known experimental archetypes
Identifying inconsistency with legitimate research setups

And
Infers purpose, not just method (enhancement → Android creation)

Reveals her pre-existing knowledge of the facilities goals.

Siesta already:
Investigated SEED beforehand
Built a working hypothesis before entering the facility "They create enhanced humans"
Confirms hypothesis instantly upon entry

Key Dialogue:

Headmaster reacts: "*Looks like you've done quite a fair bit of research"*

Identity probing of SEED

Siesta had formulated various hypotheses on the headmaster's identity and judging from the scene before her decides to confirm her hypothesis

("Leader = source of system?")
Or
("Leader = product of system?")

Siesta directly asks:
Whether the headmaster himself is an "Android"
Using targeted questioning to:
Collapse ambiguity of opponents identity & Force opponent to reveal hidden info. Leading him to identify himself as the **Primordial SEED**.

Instantly adapting to an UNKNOWN power system.

SEED:
Injects unknown energy → creates superhumans
Siesta:
Quickly understands:
Mechanism (injection-based enhancement) &
End goal (pseudo human creation)

This is **multi-layer inference** under incomplete data

SCD Categories:

- **Leadership & Courage:** Takes point in a direct confrontation with a godlike being despite having no actual power.

- **Deduction & Knowledge:** Accurately identifies the nature of the clones and the enemy's objective.

Feat 5: Escape and Theft of the Seed After the Tragedy

After Alicia dies when the Seed fails to take in her body, and Nagisa's personality fractures into Hel, the facility falls into chaos. Siesta, who had been forced to forget her friends' memories due to the facility's drug, nevertheless takes SEED's Seed and escapes the island alone. She forgets what she was fighting for and who the enemy was, but she never forgets her mission as a protector of the world. This act of taking the Seed gives her the superhuman abilities she later wields as a famous detective, and her escape allows her to eventually become a Tuner.

Key Dialogue:

"Siesta took the Seed...and one day, she disappeared from the island."
"She forgot what she was fighting for, and who was the enemy, but she never forgot the mission she bore." (Hel explains)

SCD Categories:

- **Willpower & Resilience:** Even as a traumatized child, she seizes the power source of the enemy and escapes to continue the fight.
- **Foresight & Long-Term Planning:** The stolen Seed becomes the foundation of her entire future as a Tuner, enabling her three-year journey with Kimizuka and the key element for the Heart transfer plan.

PRESENT — THE MAID'S ORCHESTRATION

Narrative Context: After her death, Siesta's frozen body was implanted with an AI and artificial heart, creating《Siesta》. This android was programmed with Siesta's memories, knowledge, and a final set of tasks: to guide the four legacies (Kimizuka, Natsunagi, Saikawa, Charlotte) through their personal demons so they can truly inherit her will. The entire plot of Volume 3—the abduction, the video, the tasks, the confrontation with Fuubi—is a master plan designed by Siesta and executed by《Siesta》.

FEAT 1: Designing a Four-Person Trial to Overcome Their Curses

Siesta foresaw that each of her four legacies had a "curse" that would prevent them from fighting SPES effectively. She programmed《Siesta》to orchestrate events that would force each of them to confront and overcome these curses:

· Kimizuka needed to let go of Siesta and stop wallowing in guilt.

· Natsunagi needed to face her past as Hel and accept her true identity.

· Saikawa needed to learn the truth about her parents' connection to SPES and choose her own path forward, not driven by vengeance.

· Charlotte needed to break free from her identity as an agent who follows orders without question and find her own will.

《Siesta》achieved this by abducting them, showing the video of Siesta's past, setting up the "find the mistake" test, revealing SEED's vessel plot, and herding them toward the climax with Fuubi.

Key Dialogue:

"*The tasks were for the four of you to overcome the problems you have hidden in your hearts.”*

SCD Categories:

- **Strategic Planning:** Orchestrates a multi-layered, multi-character therapy arc disguised as a crisis, perfectly timing each revelation.
- **Foresight & Prediction:** Predicts the actions of not only the four legacies but also external actors (SEED, Scarlet, Bat, Fuubi) and weaves them into a single coherent plan.

FEAT 2: Using the "Find the Mistake" Test to Unlock Natsunagi's True Power

《Siesta》first tasks Natsunagi with finding a mistake in the video of Siesta's past. This challenge forces Natsunagi to use the Infinity Mirror ritual to summon Hel from her subconscious and have a direct conversation. Through this dialogue, Natsunagi learns Hel's true feelings—that Hel acted out of love for her—and fully integrates her alter-ego, finally healing her dissociative identity disorder and gaining control over the Red Eyes brainwashing ability. This was the necessary step for Natsunagi to truly inherit the title of famous detective.

Key Dialogue:

"I merely set up a conducive place for this to happen. All that was left was for Nagisa to summon up Hel, who had been sleeping in her subconscious, and to talk to herself.”

SCD Categories:

- **Psychological Engineering:** Designs a therapeutic ritual (the Infinity Mirror) that allows a fragmented psyche to reintegrate.
- **Mentorship & Legacy Planning:** Ensures that the new famous detective not only has the title but the fully realized power and self-acceptance to wield it.

FEAT 3: Arranging Saikawa's Confrontation with Her Parents' Fate

《Siesta》 gives Kimizuka the cryptic instruction to "watch Yui Saikawa's decision." She has already predicted the media scandal, Saikawa's meeting with Scarlet, and the revelation that SEED was responsible for her parents' murder. By sending Kimizuka solely as an observer, she forces Saikawa to face the ugliest choice alone: revenge versus her idol path. Saikawa chooses to sing for peace and honors her parents' wish by continuing to live brightly—a decision that echoes Siesta's own wish for her friends to smile.

Key Dialogue:

"*Please leave this to me. You simply have to watch Yui Saikawa's decision, Kimihiko.”*

SCD Categories:

- **Emotional Intelligence & Foresight:** Knows exactly what Saikawa needs to hear and experience to forge her own resolve, without external interference.
- **Strategic Detachment:** Understands when to step back and let a person grow, just as Siesta often did with Kimizuka.

FEAT 4: Forcing Charlotte to Break Free from Her Mission

《Siesta》 directly engages Charlotte in combat, deliberately holding back and not killing her, while speaking with Siesta's voice and using Siesta's mannerisms. She forces Charlotte to confront the contradiction: she wants to fulfill Siesta's will by killing Saikawa, but Siesta herself would never sacrifice a friend. The pendant with the photo of a smiling Siesta falls open, and 《Siesta》 says, "Are you a fool?"—the exact phrase Siesta always used. This shatters Charlotte's blind obedience and allows her to finally choose her own path: protecting her companions over the mission.

Key Dialogue:

"*Are you a fool?"*
"I am sure she would not ask others about the root of the problem."

SCD Categories:

- **Psychological Warfare:** Uses Siesta's own body and words to break a disciple's unhealthy fixation and guide her toward genuine loyalty.
- **Symbolic Mastery:** The pendant photo, the iconic phrase, and the defensive fighting style all serve as precisely aimed emotional triggers.

FEAT 5: The Final Test — Kimizuka's Rebellion Against Accepting Siesta's Death

At the very end of the volume, after all four have overcome their personal curses, 《Siesta》 declares her mission complete and prepares to shut down. But Kimizuka refuses to accept this ending. He realizes that the "mistake" was not just Hel's misreading—it was Siesta's belief that she had to die and that was a

happy ending. He shouts a promise to revive her one day, echoing the exact words Siesta shouted to him a year ago when he was losing his memories. This rebellion against the rational, self-sacrificing ending is the final graduation: Kimizuka has finally let go of being a passive mourner and has become the active protagonist of his own story. This was the true purpose of the entire orchestration.

Key Dialogue:

"*——You hear me? ——I'm not giving up on you! ... One day, I'll revive you! I promise, definitely!" "Siesta cried, she said she 'didn't want to die'.”*

SCD Categories:

- **Emotional Manipulation:** The entire sequence was constructed to lead Kimizuka to this exact outburst, transferring the protagonist's will from the dead detective to the living assistant.
- **Posthumous Character Development**: Siesta's plan finally frees Kimizuka from her shadow and turns him into a person who fights for what he wants, not just what she wanted.

VOLUME 4 FEATS

YEARS EARLIER — SIESTA'S ARRANGEMENTS FOR THE PRIESTESS MIA WHITLOCK

Narrative Context: Mia Whitlock, the Priestess and a Tuner who could see futures related to world crises, was rescued by Siesta about four and a half years ago from a cult that exploited her. Siesta arranged for her to be placed in the clock tower as her base and tasked her with writing the Bibles of future crises. Siesta also used Mia's prophecies to plan her strategy against SEED.

FEAT 1: Protecting Mia and Setting the Trap with the False Bible (a.k.a **Sacred Text**)

Siesta learned from Mia that the original prophecy stated she would be defeated by SPES and Hel would become SEED's vessel. Instead of accepting this fate, Siesta devised a daring plan with Mia. She had SEED steal a specific portion of the Bible containing that false future, knowing SEED would rely on it. This made SEED believe it had the correct prediction, causing it to underestimate Siesta's true intentions and to focus on using Yui Saikawa as an insurance vessel. In reality, Siesta had already changed that future, leading to the mutual kill with Hel and the preservation of Natsunagi's body.

Key Dialogue:

"It was Siesta's plan, basically a trap. The original ending of the Bible was that Siesta would be defeated and the surviving Hel would be used by SEED as a vessel. Siesta deliberately gave the Bible to SEED, knowing this future would never come."

SCD Categories:

- **Strategic Planning:** Orchestrated a multi-year deception using a prophetic document as bait, turning SEED's reliance on foresight against itself.
- **Foresight & Prediction:** Anticipated SEED's actions and used Mia's ability to feed it false certainties while preparing the real countermeasure.
- **Social Influence:** Convinced Mia to participate in a dangerous gambit, leveraging their senpai-kouhai relationship and shared desire to change the future

ONE YEAR AGO — SIESTA'S LETTER AND LEGACY IN LONDON

Narrative Context: Before her final battle with Hel, Siesta wrote a detailed letter to Kimizuka and locked it in a drawer in their London apartment, to be opened with the master key. The letter contains her observations on SEED's weakness, her intentions, and personal messages.

FEAT 2: Analyzing SEED's Weakness and Leaving a Strategic Blueprint

In the letter, Siesta systematically deduces that SEED avoids direct sunlight, as all SPES members and clones only operate at night or under cover. She hypothesizes that SEED's inability to adapt to Earth's environment is due to sunlight, which would be a fatal weakness. She also notes that the Vampire (Scarlet) had a clue about this but demanded too high a price, and that she once fought SEED and was utterly defeated, confirming its immense power. She then laid out the logical steps: find SEED's environmental weakness, and exploit it.

Key Dialogue:

"SEED is seeking human vessels... because it is unable to adapt to the global environment. But if we can find out why SEED can't adapt to Earth—the details, that can be the weakness that defeats SEED."
"For example, water, or air components such as nitrogen and oxygen. Is it possible that the SEED's weakness is something that is abundant on Earth, but does not exist on its original planet or in space?"

SCD Categories:

- **Deduction & Reasoning:** From observed behavioral patterns of SEED and its clones, Siesta correctly infers the fundamental weakness (sunlight) without having explicit data.
- **Strategic Planning**: Provides a complete roadmap for the next generation to follow, ensuring that even if she dies, the war can be won.

- **Knowledge & Expertise:** Understands the extraterrestrial origin of SEED and uses environmental science to narrow down the possible vulnerabilities.

FEAT 3: Emotional Closure and Empowering Kimizuka Through the Letter

Beyond the strategic content, Siesta's letter is deeply personal. She apologizes for causing trouble, expresses shame at failing to follow through with justice, and admits she found their three years together interesting. She deliberately ends not with a command, but with hope that Kimizuka will choose a future even she couldn't imagine. This emotional honesty was intended to free Kimizuka from guilt and give him the will to continue.

Key Dialogue:

"*And the next thing I knew, I dragged you along for three years. Sorry... I look forward to you choosing a future that even I cannot imagine."*
"It was interesting chatting with you."

SCD Categories:

- **Emotional Intelligence:** Understands Kimizuka's psyche and that blunt orders wouldn't work; instead, she appeals to his desire to surpass her expectations.
- **Posthumous Influence:** The letter becomes a catalyst, allowing Kimizuka to find purpose and eventually pave the way for his rebellion against her own sacrificial ending.

PRESENT DAY — ANDROID《SIESTA》'S CONTINUED ORCHESTRATION

Narrative Context: The android《Siesta》, created from Siesta's body and memories, continues to execute Siesta's posthumous plan. She handed Kimizuka the master key and guided them to the letter. Later, she appears in his phone and assists in accessing the SPES database, furthering the investigation into SEED's weakness

FEAT 4: Facilitating the Discovery of SEED's Weakness via the Database

When Kimizuka and Natsunagi reach the SPES experimental facility, they are able to access the core database thanks to Natsunagi's biometrics (as Hel).《Siesta》, now residing in Kimizuka's phone, hacks into the system and extracts the behavioral history of SEED and its clones. She processes the data, enabling Kimizuka and Natsunagi to confirm the pattern that all SPES activities occur at night or in bad weather—cementing the sunlight hypothesis. This direct assistance from《Siesta》is a continuation of Siesta's plan to provide the tools needed to defeat SEED.

Key Dialogue:

"I shall try to access the SEED's individual data... Yes, I think I can break into the database if I can get past the first barrier."
"I can access the list of seeds that SEED has... Is there anything of interest?"

SCD Categories:

- **Strategic Preparation:** Siesta pre-arranged for a powerful AI copy of herself to provide technological support that neither Kimizuka nor Natsunagi could perform alone.
- **Foresight:** Anticipated the need to dig through SPES data and created a digital assistant capable of doing so.

THE FINAL BATTLE AND SIESTA'S RETURN

Narrative Context: After the devastating battle where Charlotte is critically injured, Saikawa is captured, and Natsunagi seemingly sacrifices herself to defeat SEED (or buy time), Kimizuka returns to his apartment in despair, reading Natsunagi's final letter. At the end of the volume, as he hits his lowest point, the door opens, and Siesta herself appears alive, wearing her familiar military-style dress, using her signature breaking-in line.

FEAT 5: Apparent Resurrection and Perfectly Timed Reappearance

Siesta walks into Kimizuka's apartment as if no time has passed, jokingly referencing her master key and her habit of intruding. Her physical body is present, she is recognizably the real Siesta (not just the android), and she offers to go on another trip to help their friends. This is the culmination of the "revive Siesta" storyline, though the mechanism is not yet explained. Her timing is impeccable, arriving exactly when Kimizuka has hit rock bottom and needs her most. It retroactively validates her earlier claim that she would not let him be alone, and that the future he chose (reviving her) was possible.

Key Dialogue:

"*This is one of my seven tools, and there's no lock I can't open with this key."*
"Let's go on another trip to help our friends."

SCD Categories:

- **Posthumous Influence / Resurrection:** The ultimate posthumous feat—overcoming death itself through a combination of her own planning (preservation of body, AI, heart in Natsunagi) and the actions of her friends.
- **Emotional Timing**: Her return is perfectly orchestrated (likely through Natsunagi's secret plan) to save Kimizuka from despair and rally the team for the final rescue

SIESTA'S VOLUME 4 FEATS SUMMARY

4.5 Years Ago Recruiting Mia Protected Mia, set trap with false Bible to deceive SEED about its destined victory. Strategic Planning (S), Foresight (S), Social Influence (A)

1 Year Ago Writing the Letter Deduced sunlight as SEED's weakness, provided strategic blueprint, gave emotional closure. Deduction (S), Strategic Planning (S), Emotional Intelligence (S)

Present (via Android) Database Hacking AI Siesta hacked SPES database to confirm SEED's behavioral pattern and weakness. Strategic Preparation (S), Foresight (S)

Present (End) Resurrection Appeared alive at Kimizuka's apartment, signaling the success of the reviving Siesta plan. Resurrection/Posthumous (S), Emotional Timing (S)

VOLUME 5 FEATS

SIESTA'S DIARY ENTRY — AN UNSPECIFIED TIME BEFORE HER DEATH

Narrative Context: A diary entry written by Siesta, reflecting on her situation after Kimizuka became her assistant. She mentions her concern for his nature, the contract to protect him, and her looming time limit as the Famous Detective due to the Seed within her. She also hints at a hidden world secret.

FEAT 1: Foreseeing Her Own Deterioration and Planning for a Successor

Siesta records her thoughts, revealing that she is aware of the time limit caused by the Seed in her heart. She states that her role as《Famous Detective》is ending and that she needs Kimizuka to find a replacement. She also mentions that《SPES》is not the only enemy, alluding to the Phantom Thief and a larger secret. This shows she had been planning for a post-SPES world and her own potential death or transformation long before it became apparent to others.

Key Dialogue:

"My role as the《famous detective》is coming to an end soon. That's why I need Assistant to find a replacement for me as soon as possible."
"After all,《SPES》isn't the only enemy of the world he'll face."

SCD Categories:

- **Foresight:** Recognizes the inevitable failure of her body and the need for a successor.
- **Strategic Planning:** Begins laying the groundwork for a world without her, including the creation of the maid Noches and the tasks for the four legacies.

SIESTA'S REVIVAL AND IMMEDIATE MISSION — PRESENT DAY

Narrative Context: Siesta reappears in Kimizuka's apartment after being revived by Natsunagi's heart. After a brief reunion, she immediately states her goals: save Saikawa from SEED and also save Natsunagi, who is in a coma.

FEAT 2: Instant Assessment and Prioritization of the Crisis

Upon her return, Siesta does not waste time on sentimentality. She already knows the situation: Saikawa is captured, and Natsunagi is seemingly dead. She firmly declares that she will not give up on Natsunagi and will save both friends. She correctly deduces that SEED needs preparation to use Saikawa as a vessel, buying time for rescue.

Key Dialogue:

"I will not give up on Nagisa Natsunagi."
"SEED has always wanted a perfect vessel. But Yui Saikawa is neither Hel nor me, and there is a high possibility that some preparation is required to turn her into a vessel. I'm sure there's still room for us to help."

SCD Categories:

- **Strategic Thinking:** Quickly analyzes the enemy's likely actions and identifies a window for intervention.
- **Emotional Intelligence:** Understands Kimizuka's despair and gives him hope by explicitly refusing to accept Natsunagi's death.

MEETING MIA AT THE TOWER

Narrative Context: Siesta, Kimizuka, and Mia meet at a radio tower in Japan. Siesta confronts Mia about the truth of her revival and Natsunagi's sacrifice.

FEAT 3: Comforting Mia and Reasserting the Mission

Mia is racked with guilt over enabling Natsunagi's sacrifice to revive Siesta. Siesta hugs her, apologizes for her own past selfishness, and then firmly states that the story is not over—she will save Natsunagi. She turns Mia's despair into renewed hope by framing the current situation not as an end, but as a continuation.

Key Dialogue:

"After all, we haven't reached the end of this route yet."
"I'm going to save Nagisa Natsunagi."

SCD Categories:

- **Emotional Support & Leadership:** Takes responsibility for Mia's pain and redirects her toward the future.
- **Narrative Control**: Reframes a seemingly tragic ending as a midpoint, restoring morale

THE PLANT CITY BATTLE

Narrative Context: SEED attacks a city with giant vines, capturing Saikawa in a fruit atop a building. Siesta and Kimizuka rush in, joined later by Fuubi-san, Charl, and the revived Hel. Siesta fights SEED directly.

FEAT 4: Tactical Bifurcation and Trust in Kimizuka

Facing the giant tree and the enemy, Siesta decides to split up. She literally throws Kimizuka into the building to rescue Saikawa while she holds off SEED alone. She instructs him to come back in ten minutes, demonstrating absolute trust in his ability and a calculated risk that she can survive that long.

Key Dialogue:

"*Take care of Yui for me."*
"Don't worry, I've got an idea."

SCD Categories:

- **Tactical Delegation:** Effectively divides the mission objectives under extreme pressure.
- **Trust in Comrades:** Bets her life on Kimizuka's success, a sign of their evolved partnership.

FEAT 5: Deduction of SEED's Weakening Power

After a brief exchange, Siesta notices that SEED's regenerative abilities are failing and its attacks are less coordinated. She hypothesizes that the more clones and seeds SEED creates, the weaker the original

becomes. Combining this with Bat's earlier sacrifice that exposed SEED to sunlight, she realizes SEED is now vulnerable enough for her to fight on equal footing.

Key Dialogue:

"You're becoming weaker whenever you share your abilities with your comrades."
"The《Primordial Seed》creates《androids clones》by sharing its own seed. That's why the original SEED itself will continue to lose power the more clones it creates."

SCD Categories:

- **Deduction & Reasoning**: Infers a fundamental biological law of the enemy from observed battle data.
- **Combat Adaptation:** Instantly adjusts her fighting style to exploit the newly discovered weakness.

FEAT 6: Emotional Reconciliation with Hel and Alicia

During the battle, Hel appears, powered by Alicia's heart. Siesta, seeing Hel wield the sword, breaks down and apologizes to Alicia for not saving her six years ago. She then asks Hel (and by extension, Alicia) to fight with her again. This moment of vulnerability and gratitude solidifies the alliance between the former enemies.

Key Dialogue:

"I'm sorry, Alicia. I couldn't save you six years ago."
"Not anymore. I won't let anyone take what's important to me anymore. So I want you to fight with me again."

SCD Categories:

- **Emotional Honesty & Leadership:** Acknowledges past failure openly, which strengthens the bond with a former enemy.
- **Inspirational Presence:** Her words motivate Hel to fight with full commitment.

POST-BATTLE RECOVERY AND FEDERATION CONFERENCE PREPARATION

Narrative Context: After SEED's defeat, Siesta recovers in the hospital. She arranges to meet the Tuners at the Federation Conference in New York and prepares Kimizuka for it.

FEAT 7: Strategic Resignation at the Federation Conference

At the Federation Conference, Siesta faces criticism for the irregularities in her mission and the disruption of the future. Instead of defending herself, she formally resigns as the《Famous Detective》and nominates Nagisa Natsunagi as her successor. This move is both a tactical retreat—preventing further scrutiny of her friends—and a way to officially pass the torch to the person she believes is more suited for the role.

Key Dialogue:

"I hereby resign my position as a《Tuner》, and officially appoint Nagisa Natsunagi as the next《Famous Detective》in my stead."

SCD Categories:

- **Strategic Leadership:** Uses a formal platform to secure the future of her mission and protect her allies.
- **Humility & Self-Awareness:** Acknowledges Natsunagi's superior suitability as the hero of this new era.

FEAT 8: Deduction of the Phantom Thief Arsene's Identity

After Scarlet mentions that the corpse of the Revolutionary Flip Stuart was offered for sale a month ago, Siesta and Kimizuka realize the Flip at the Federation Conference is an impostor. Siesta deduces that the Phantom Thief Arsene has been impersonating Flip using a Seed fragment, allowing him to brainwash people globally through the media. She confronts Arsene directly in his office, laying out the logic: the thief's nature explains why no one noticed the switch, and the Seed gave him the transformation ability.

Key Dialogue:

"*Those who had something stolen from them by Arsene will never be aware of the fact."*
"He is the Phantom Thief—he can steal a human's mind and will too."

SCD Categories:

- **Deduction & Reasoning:** Pieces together disparate clues (Scarlet's intel, the incident pattern, the Seed) to identify the infiltrator.
- **Courage & Aura farming:** Walks directly into the enemy's office to make the accusation.

SIESTA'S DECISION TO LEAVE

Narrative Context: After confronting Arsene, Siesta and Kimizuka share a quiet dinner and a hotel room. Siesta asks about his feelings for their three years together and eventually hugs him. The next morning, she is gone, leaving only a letter and her musket.

FEAT 9: The Farewell Letter and Calculated Disappearance

Siesta's letter explains that she is leaving to prevent the Seed in her heart from turning her into a monster. She frames it as her final job: protecting her friends by eliminating the threat of herself. She does not ask them to follow, intending this to be her last, solitary act as a Famous Detective. She leaves her musket behind, symbolically passing it on.

Key Dialogue:

"*In the not-too-distant future—I won't be able to see you, or hear you, or quarrel with you. I will forget you. And someday, I'll kill you. So, before then, I'll be gone from this world."*

SCD Categories:

- **Self-Sacrifice & Determination**: Makes a rational choice to isolate herself to protect others, despite her own desire to stay.
- **Emotional Closure:** Uses the last evening to express her true feelings and gratitude, providing Kimizuka with a meaningful goodbye.

THE FINAL BATTLE TO SAVE SIESTA

Narrative Context: Kimizuka, Natsunagi, Saikawa, Charl, and Noches track Siesta to the plant city. They engage Siesta in a battle designed to overload her protective instincts and ultimately sedate her, buying time to find a cure for the Seed.

FEAT 10: Tactical Mastery vs. The Team

Despite being outnumbered four-to-one (plus long-range support with Yui's eyes), Siesta effortlessly fends off their coordinated attacks. She reads their strategy—using each other as shields to force her to hesitate—but still instinctively protects them. She disarms Noches, counters Charl, dodges Saikawa's sniping, and even parries Kimizuka's desperate charges. Her skill is so overwhelming that she remains undefeated until Natsunagi's surprise appearance.

Key Dialogue:

"From now on, none of your attacks will ever get through to me."
"Are you all fools…! You're especially hesitant when attacking Saikawa... Your inability to kill your comrades is your strength and your only weakness."

SCD Categories:

- **Combat Prowess:** Demonstrates near-perfect situational awareness and physical speed against multiple skilled opponents.

- **Tactical Analysis:** Immediately identifies the enemy strategy and its psychological underpinnings.

FEAT 11: Emotional Vulnerability and the Admission of Her True Wish

As the battle wears on, Siesta's emotional barriers crack. Kimizuka repeatedly asks her what she truly wants. Finally, she admits that she wants to live, to drink tea with him again. This admission is the culmination of her character arc—the famously rational detective finally acknowledging her human desires.

Key Dialogue:

"I want to drink tea with you again."
"Yes, I do. I like you."

SCD Categories:

- **Emotional Breakthrough (S-Tier + Finally 😅):** Overcomes her lifelong impulse for self-sacrifice and articulates her personal wish.
- **Humanization:** Demonstrates that even the perfect detective is motivated by the simple desire for connection and life.

FEAT 12: Acceptance of Defeat and a New Kind of Victory

When Natsunagi, disguised as Hel, embraces her and pricks her with a sleeping drug, Siesta recognizes she has been defeated. Instead of fighting, she accepts it. She spends her last waking moments giving Kimizuka life advice (eat well, sleep, rely on friends) and receiving his promise to wake her again. She finally admits she likes him and settles into a long, peaceful sleep, trusting her friends to find a way to save her.

Key Dialogue:

"*Then, take a bath, okay? Clean your body, clean your mind. Then we'll eat a lot of food."*
"Good night, famous detective."

SCD Categories:

- **Grace in Defeat**: Converts a strategic loss into an emotional victory by placing her ultimate trust in her friends.
- **Legacy of Care:** Her final instructions are not about the mission, but about Kimizuka's well-being, cementing her role as his most important person.

SIESTA'S VOLUME 5 FEATS SUMMARY

Before Death: Diary Entry Foresaw time limit, planned for successor, hinted at hidden threats. Foresight (S), Strategic Planning (S)

Present Day: Revival Assessed crisis, prioritized saving Saikawa and Natsunagi. Strategic Thinking (A), Emotional Intelligence (S)

Present Day: Meeting Mia Comforted Mia, reframed tragedy as ongoing mission, promised to save Natsunagi. Emotional Support (S), Narrative Control (A)

Plant City Battle Fight vs. SEED: Tactical split, deduction of SEED's weakness, reconciliation with Hel/Alicia. Tactical Delegation (A), Deduction (S), Leadership (S)

Federation Conference Resignation & Arsene: Resigned as Famous Detective, appointed Natsunagi; deduced and confronted Arsene. Strategic Leadership (S), Deduction (S), Aura farming (Z)

Departure Letter & Goodbye: Made rational choice to leave, provided emotional closure before disappearing. Self-Sacrifice (S), Emotional Closure (A)

Final Battle Combat & Emotional Reversal: Masterful combat against friends; admitted desire to live; accepted sedation and entrusted future. Combat Prowess (S), Emotional Breakthrough (S), Grace in Defeat (S)

VOLUME 6 FEATS

SIESTA'S DIARY ENTRY — FOUR YEARS AGO, BEFORE LEAVING LONDON

Narrative Context: Siesta begins her journal on April 24th, the day she is summoned by the Federation Government official Ice Doll and assigned a personal mission to Japan. She reflects on her purpose, her lost memories, and her encounter with Scarlet the Vampire before departing.

FEAT 1: Acceptance of the Danny Bryant Mission and Deduction of Hidden Agendas

Siesta is summoned by Ice Doll via video feed at the Mizoev Federation Embassy in London. Ice Doll tasks her with traveling to Japan to locate a former government spy named Danny Bryant, who disappeared with sensitive information. Siesta notes that this is a personal request, not a formal Tuner mission, and questions Ice Doll's motives. When she asks what classified information Danny took, Ice

Doll remains silent. Siesta already suspects there is more to the mission than stated, but accepts it because she wants to go to Japan anyway (a feeling she does not fully understand). She also deduces that Danny's disappearance may be connected to larger secrets, possibly the Akashic Records.

Key Dialogue:

"*So, what kind of classified information did this Danny Bryant guy disappear with?" / Several seconds of silence passed.*

SCD Categories:

- **Deduction & Reasoning:** Immediately suspects that the government is hiding the true nature of the mission.
- **Strategic Assessment:** Accepts the mission to gather her own intelligence on a suspicious situation.

FEAT 2: Recognition of Her Own Psychological State and Limits

After the meeting, Siesta returns to her room in the Clock Tower and reflects. She admits that she does not know why she has a personal grudge against SEED—she has lost several months of memory and cannot recall the exact origin of her mission. She only knows that her genes compel her to pursue SEED. She also feels a strange nostalgia for Japan, which she cannot explain (it is later revealed this is because she once lived there with Nagisa and Alicia). This self-awareness of her missing memories and unexplained drives shows a high level of introspection.

Key Dialogue:

"*As for why I cared so much about《SEED》...truth be told, I had no idea either. I'd lost several months of memories within a certain year...Nevertheless, the instincts ingrained in my body remembered that dangerous presence of the enemy.”*

SCD Categories:

- **Self-Awareness:** Understands the gaps in her own knowledge and identifies the emotional and instinctual drives that compensate.
- **Emotional Intelligence:** Recognizes her own longing for Japan as a clue to her lost past.

FEAT 3: Refusal of Scarlet's Offer, Understanding of His Nature

That night, Scarlet the Vampire intrudes into Siesta's room. He offers to "deal with" the Federation Government if they are forcing her into the Japan mission. Siesta refuses, stating she accepted the job of her own volition as a detective, not as a Tuner. She also correctly analyzes that Scarlet's "disappearing trick" is not magical but a scientific phenomenon created by his wings' ability to refract light. She knows

the nature of vampires and the burden Scarlet carries, killing his own kind "for the greater good," but does not press him on it.

Key Dialogue:

"I accepted this request out of my own volition. As a detective. Not as the《Famous Detective.》"
"The wings, which could refract billions of light particles and fool the eyes of others, would have made it seem that he could appear or disappear at any given moment. The supernatural phenomenon called the Vampire was a construct of Science."

SCD Categories:

- **Independence:** Refuses outside help to maintain her personal code as a detective.
- **Knowledge & Analysis:** Understands the scientific basis for supernatural phenomena and the psychological burden of another **Tuner.**

ARRIVAL IN JAPAN AND THE HANAKO-SAN INCIDENT PARALLEL

Narrative Context: Siesta arrives at a Japanese airport and immediately encounters a lost child. This small incident serves as a microcosm of her detective philosophy and her willingness to self-correct.

FEAT 4: Self-Correction After the Lost Child Incident

Siesta finds a lost girl at the airport. The girl says her father is missing and has left his wallet. Siesta assumes the father is simply careless and tries to call the number in the wallet. It turns out the father has young-onset dementia; it was the mother who found him. Siesta realizes she failed as a detective because she relied on common sense—a child's testimony—without doubting it. She gives herself a failing grade and resolves to "doubt common sense" more in the future.

Key Dialogue:

"*I failed as a detective, huh?... I needed to doubt common sense. No, I suppose I never thought of doubting so because it was common sense."*

SCD Categories:

- **Metacognition & Critical Self-Reflection:** Immediately identifies the flaw in her reasoning and commits to improving.
- **Methodology Development**: Begins formalizing the principle that would later define her: "A first-rate detective solves the case before it happens"—which requires questioning all assumptions.

THE CONSUMER LOAN MURDER CASE — FIRST ENCOUNTER WITH KIMIZUKA

Narrative Context: Siesta, under the alias "Gekka Shirogane," investigates a murder at a loan shark office. She finds a young boy, Kimihiko Kimizuka, holding the knife at the scene. He is the prime suspect, but Siesta rapidly deduces he is protecting someone else. She takes over the interrogation and investigation.

FEAT 5: Instant Recognition of Kimizuka's Innocence and Psychological Profile

At the crime scene, Siesta finds Kimizuka holding the knife. She does not assume guilt. Instead, she observes his expression: "sad and tired...ready for something...given up on something." She asks his name first, not about the crime. During the interrogation, she quickly establishes that he has no blood on his clothes, the height difference between him and the victim makes the knife angle improbable, and his actions at the scene suggest he was covering for someone. She deduces he is wise, used to trouble, and wearing a mask of resignation.

Key Dialogue:

"Hey, boy. What's your name? I had no idea why that was the first question I asked. Even so, I had a feeling he was abandoned in the world—he looked so sad, that I just couldn't help but look at his sidelong face."

SCD Categories:

- **Cold Reading:** Reads an entire psychological profile from a first impression.
- **Empathy & Intuition:** Prioritizes understanding the person over solving the case.

FEAT 6: Covert Communication and Evidence Recovery in Custody

In the interrogation room, Siesta uses written notes to communicate with Kimizuka about Danny Bryant while verbally asking unrelated questions about the murder. This circumvents the surveillance cameras and allows her to gather intel on her real target while appearing to conduct a standard interrogation. She later recovers deleted computer data from the victim's office, identifying the real debtor who committed the murder, and clears Kimizuka's name.

Key Dialogue:

'Please answer the questions written on this note, and not the ones I say.' I certainly intended to solve this case, but that's not my main objective."

SCD Categories:

- **Espionage & Deception:** Executes a parallel interrogation perfectly, fooling police surveillance.
- **Forensic Analysis:** Recovers deleted data to identify the true culprit.

FEAT 7: Deduction of Kimizuka's True Motive — Seeking the Emotion He Lacks

Siesta deduces that Kimizuka, a boy with no family, covered for a stranger who killed a loan shark because the killer begged to see his daughter one last time before surgery. Siesta realizes that Kimizuka wanted to witness what parental love looks like. The surgery was a lie (the loan shark made it up to extort money), but Kimizuka's action was a genuine attempt to understand an emotion he never experienced. Siesta tells him, "Don't look to others for the answers you want to know. If there is an answer you want to know, you have to find it yourself."

Key Dialogue:

"*Don't look to others for the answers you want to know. If there is an answer you want to know, you have to find it yourself."*

SCD Categories:

- **Psychological Penetration**: Sees through the boy's actions to the fundamental emotional void driving them.
- **Mentorship:** Gives him a guiding principle that shapes his future development.

THE ART GALLERY INVESTIGATION — TRACKING DANNY

Narrative Context: Kimizuka brings Danny's paintings to Siesta, believing they are a clue. Siesta has already deduced the paintings are high-value forgeries and locates the art dealer Krone through Blackrobe's intelligence network.

FEAT 8: Art Forgery Analysis and Dealer Identification

Siesta deduces Danny's paintings are forgeries because they are famous works that a perpetually broke man could never afford. She uses Blackrobe (the Tuner organization) to trace the illegal art back-channels to Krone's gallery. She correctly profiles Krone as someone who is not in the business for money (she sells unknown artists' work at high prices) but rather buys paintings to support genuine skill. This leads to the crucial information that Danny commissioned Krone to buy a specific artist's work—leading them to the House of the Sun.

Key Dialogue:

"*It's simple. If that painting is real, it's not something the average person can afford."*

"It's not about selling, it's about buying. That's your job."

SCD Categories:

- **Art Knowledge & Reasoning**: Applies economic logic to authenticate art.
- **Investigative Networking:** Uses Blackrobe to trace criminal art channels.

THE HOUSE OF THE SUN — DANNY'S SECRET REVEALED

Narrative Context: Siesta and Kimizuka arrive at the House of the Sun, an orphanage for gifted children. They learn that Danny had been protecting these children. Kimizuka reveals Danny is dead. Krone attacks, revealing herself as a vigilante who killed Danny. Siesta obtains the real USB from Danny's vault and proves Danny was not a villain.

FEAT 9: Unlocking Danny's Vault with the Real Key

Siesta reveals she opened Danny's vault before appearing at the hall. The key was Kimizuka's apartment key—a spare master key given by the Inventor to every generation of Famous Detectives. Danny, as the previous Famous Detective, had left this key in the apartment for his successor. Siesta realized this and used it to unlock the vault, obtaining the USB drive before Krone could. She then threw a fake drive into the fire to deceive Krone.

Key Dialogue:

"*It was your apartment key...Well, to be precise, it's more like a spare key. That's the key I used when I met you for the first time. I was somewhat confident enough to use it, and it did open after all."*

SCD Categories:

- **Deduction of Danny's Identity:** Connected the master key, Danny's nature, and the apartment to conclude Danny was the previous Famous Detective.
- **Strategic Deception:** Used a decoy to ensure the real data survived the confrontation with Krone.

FEAT 10: Revealing Danny's True Nature and Breaking Krone's Manipulation

Krone attempts to brainwash Kimizuka into detonating a bomb, claiming Danny was a monster who planned to kidnap children for revenge. Siesta intervenes, shouting that she doesn't understand human emotions, so she will base her reasoning only on objective facts. She then presents the evidence that Danny entrusted the key to Kimizuka, meaning he wanted the box opened when Kimizuka started walking forward. She asks Kimizuka to remember what Danny actually did—protecting children, not harming them. This breaks Krone's psychological hold.

Key Dialogue:

"I don't understand human emotions. So I'm only going to tell you a hypothesis based on objective facts... Do you really think Danny Bryant was the kind of person who would use children as tools for revenge?"

SCD Categories:

- **Counter-Manipulation**: Uses pure logic to dismantle an emotional brainwashing attempt.
- **Evidence-Based Argumentation:** Relies on objective facts (the key, Danny's actions) to construct an unassailable argument.

FEAT 11: Rescuing Kimizuka and Destroying the Decoy

In the burning hall, Siesta (still recovering from a fight with the mercenary Bartz) throws the fake USB to Kimizuka, who then throws it into the fire. She then carries the drugged and paralyzed Kimizuka in a princess carry and leaps out the window as the building explodes. She saves his life while ensuring the real data remains safe.

Key Dialogue:

"Great job, Boy."
"Are you embarrassed?... No, not really. Besides—...Yes. It doesn't feel bad to be saved by an older sister."

SCD Categories:

- **Physical Rescue:** Successfully extracts a paralyzed civilian from an exploding building.
- **Emotional Support:** Uses humor to calm Kimizuka after the traumatic event.

POST-INCIDENT — DANNY'S LEGACY AND SIESTA'S DECISION

Narrative Context: After the incident, Siesta gives Kimizuka the real video file from Danny's vault—his will. She witnesses Kimizuka's emotional breakdown and his decision to live by reaching out to those within his reach. She realizes he is the Singularity and decides to eventually recruit him.

FEAT 12: Guiding Kimizuka to His Answer Without Giving It

Siesta gives Kimizuka Danny's video will but does not tell him how to feel. When Kimizuka breaks down, crying "*That's unreasonable!"*, Siesta challenges him by asserting that Danny is "not dead" as long as someone carries his legacy. She asks him how he will live. This pushes him to articulate his own philosophy: "*I will at least reach out to those within my reach."* Siesta recognizes this as the moment Kimizuka truly begins to become the person Danny and she hoped he would be.

Key Dialogue:

"He's not dead. He won't die. Danny Bryant isn't dead. As long as someone is there to carry on his legacy...he'll never die."
"I see. That's good to hear."

SCD Categories:

- **Emotional Guidance:** Provides the minimum necessary push for a person to find their own answer.
- **Legacy Planning:** Ensures Danny's will is properly transmitted to the one person who needs it most.

FEAT 13: Recognizing the Singularity and Planning for the Future

Siesta learns from Mia that Kimihiko Kimizuka is the Singularity—the only entity that can change the determined future of the Bible. Danny Bryant had identified this boy and protected him, entrusting him to Siesta. Siesta decides that one day, she will recruit him as her assistant to change the fate where she is defeated by SEED. She parts from him with the promise that they will meet again if their wills cross.

Key Dialogue:

"But no matter how big the world is, people's wills do certainly cross at some point. If you and I had received the same will from the same person, then maybe someday."

SCD Categories:

- **Foresight & Strategic Planning:** Identifies the Singularity and begins preparing him for a future role he is not yet aware of.
- **Emotional Restraint:** Leaves without revealing her true identity, knowing the timing must be right for their partnership.

THE PLANE — FOUR YEARS AGO, THE TRUE FIRST MEETING

Narrative Context: Months after the Danny Bryant case, Siesta is on a plane, waiting for Kimizuka to board. She plans to recruit him as her assistant. The chapter ends with her hearing the flight attendant ask, "Is there a detective present amongst the customers?"

FEAT 14: Orchestrating the **"Chance"** Meeting 10,000 Meters in the Air

Siesta has arranged for Kimizuka to be on this flight (he is carrying her musket in a suitcase, given to him by Blackrobe agents). She has planned the hijacking scenario as the method to introduce herself. She sits by the window, waiting for him to take the seat next to her. She is nervous—her left hand is

trembling—but she is resolved to ask him to be her assistant. She finally decides she will try a maximum of **five times** to convince him.

Key Dialogue:

"*This flight is currently waiting for one more passenger to board... I was sitting at the window side seat, ready to solve this case as a detective. The seat next to me was empty. And I was waiting for the person who was supposed to be sitting there."*
"You, be my assistant. Not as Gekka Shirogane, not as Eccentric Twenty Faces, but as a human being."

SCD Categories:

- **Strategic Planning:** Engineers an elaborate scenario to recruit the Singularity in a way that will bond them through shared crisis.
- **Emotional Honesty:** Admits internally that she wants him as a partner not just for utility, but because she values him personally.

This volume is considered one of the **best** in the **Tanmoshi** series as it reveals Siesta's not just a somewhat cold, mission-driven detective but someone capable of deep emotional investment in another person. Her intelligence is consistently displayed through deduction, strategy, and psychological insight, but her most significant feats are emotional: she saves Kimizuka not just physically, but existentially, guiding him toward a purpose that will define his life—and hers.

The narrative presents Siesta as a character who reacts to events; the truth is that she wrote the script for those events years in advance.

Key Examples of Narrative Control (Vol 1-6)

1. **Danny Bryant Investigation (Volume 6):** She met Kimihiko as "Gekka Shirogane" before he became her assistant
She helped him process Danny's death and find purpose
She left without revealing her true identity, ensuring he would recognize her later on the plane
This created the emotional foundation for their partnership

2. **The Hijacking Setup (Volume 1):** She had Kimihiko bring the musket gun onto the plane
She knew the hijacking would happen (solved it "before it happened")
She used it as an "audition" to recruit him
He had no idea she had been planning this for months

3. **The Will and Legacy (Volumes 3, 4):** She wrote letters, recorded footage, and programmed Noches
She designed specific trials for each of the four
She anticipated her death and ensured her will would be executed posthumously

The "mistake" about Hel's motives was corrected via this mechanism

4. **The SEED Trap (Through Mia) (Volume 4):** She knew SEED wanted the Bible
She deliberately let Phantom Thief steal it, knowing the recorded future was false
SEED saw a future where Siesta lost and let its guard down
The real future (Siesta's victory) was hidden until it was too late

5. **The Revival Contingency (Cryopreservation + Heart transfer) (Volumes 4, 5):** She arranged for her body to be preserved by Stephen
Her heart's unique property (seed-derived) allowed consciousness transfer
She knew Nagisa would sacrifice herself to revive her
She prepared Noches to guide the revival process

6. **The Final Confrontation (Being saved) (Volume 5):** Even when trying to disappear, she left clues (the letter, the musket, the master key)
She knew Kimihiko would come after her
She fought just hard enough to make him prove his resolve
She allowed herself to be saved

SIESTA'S FEATS FROM VOLUME 7

This volume is set one year after the **"Great Disaster."** Siesta has opened the Shirogane Detective Agency with Kimizuka as her assistant and Nagisa as a detective. Peace has settled, the **Tuner system** is being dismantled, and Mia can no longer see the future. However, a new **"Unknown Crisis"** threatens the **Holy Return Ceremony**, forcing Siesta and Nagisa to temporarily resume their roles as **Great Detectives.**

THE INFIDELITY/STALKER CASE — PRESENT DAY

Narrative Context: The agency takes on a case from a man claiming his wife, a top model, is cheating. Siesta already suspects the client is lying, but lets Kimizuka and Nagisa carry out the investigation as a test. The suspect is actually a stalker who fabricated the marriage. At the climax, Siesta appears at the last moment to stop the stalker from attacking the model and her real partner.

FEAT 1: Pre-Case Deduction of the Client's Deception

Before the investigation even begins, Siesta recognizes inconsistencies in the client's story. She notes that his knowledge of the "wife" is shallow, as if memorized from an online profile, and lacks the intimate details that would come from actually living with someone. She secretly identifies the client's anonymous

social media accounts to confirm he is a stalker. She then allows Kimizuka and Nagisa to proceed with the surveillance, knowing the case will resolve itself, while positioning herself to intervene at the critical moment.

Key Dialogue:

"*He seems to know his wife, but there's no real substance to it all. For example, I know my assistant often sleep talks, he likes soy sauce for his fried eggs, and I usually see him frown when he takes medicine powder... Client knew nothing of her partner that he might have met if he had lived with her.*"

SCD Categories:

- **Deduction:** Spots a fake relationship from subtle linguistic and behavioral cues.
- **Strategic Planning:** Uses the case as a training exercise for her team while ensuring a safe resolution.

FEAT 2: Last-Second Interception of the Stalker

When the stalker attacks the model and her partner with a knife, Siesta appears seemingly out of nowhere, disarms him, and calmly instructs Kimizuka to call the police. She had anticipated that the stalker might become violent and was already in position to stop him before any real harm occurred.

Key Dialogue:

"*It's a shame. Throw the knife and give up.*"

SCD Categories:

- **Anticipation:** Positions herself in advance based on psychological profiling.
- **Combat:** Swift, non-lethal takedown of an armed assailant.

SUMMONED BY THE FEDERAL GOVERNMENT

Siesta, Kimizuka, and Nagisa are summoned to Kyoto by the Federal Government. A high-ranking official, **Noel de Loupoise** (later revealed to be Bruno's granddaughter), explains that officials are being assassinated, and fragments of "tentacles" (like those of Androids) are found at the scenes. She asks Siesta and Nagisa to temporarily become Great Detectives to investigate this **"Unknown Crisis."** Siesta and Nagisa agree.

FEAT 3: Immediate Acceptance of the Mission with Underlying Skepticism

Siesta agrees to the temporary reinstatement, but her calm demeanor and later conversation with Kimizuka reveal she suspects there is more to the government's request. She notes that the documents are heavily censored, indicating the government is withholding information. She agrees because she intuits that something larger is at play and that saying no would leave her friends vulnerable.

Key Dialogue:

"*Okay, I'll take care of the job as Great Detective."*
"It seems like they really don't want us to investigate... The government gave Siesta and Nagisa the power to be 'Great Detectives', but the purpose was not to investigate the murder of a high-ranking official, was it?"

SCD Categories:

- **Strategic Thinking:** Recognizes the mission's hidden agenda from the start.
- **Protective Instinct (Don't know if I can even call it a category):** Accepts to shield her friends and gather information.

THE PRISON INCIDENT AND "COMEBACK FIGHT"

Using her reinstated Tuner authority, Siesta visits the imprisoned Fubi Kase. During the visit, a prisoner with a tentacle-like sword attacks, seeking revenge. Siesta and Kimizuka engage him. Siesta fights unarmed initially, then receives her musket from Nagisa and defeats the enemy.

FEAT 4: Analysis and Containment of the Prison Threat

Siesta quickly deduces the attacker is using a mechanical weapon, not an organic Android feeler. She identifies that he is motivated by revenge, not mindless destruction, and instructs Kimizuka on how to talk the man down (or at least buy time). She then physically carries Kimizuka while dodging attacks, buying time until Nagisa arrives with her musket. She perfectly times her counterattack to end the fight.

Key Dialogue:

"*This is different... First you're going to grab the sword, that'll stop that man's mobility... Then I'm going to get close and punch him in the stomach." (Paraphrased joke, but serious later: "First we have to get rid of that strange sword...")*
"It's a bit nostalgic... It was like that seven years ago."

SCD Categories:

- **Tactical Analysis:** Distinguishes between a real Android and a human with a stolen weapon.
- **Combat Evasion:** Protects her assistant while unarmed against a superhumanly strong opponent.
- **Combat Precision:** A single musket shot ends the fight cleanly.

DEDUCING THE GOVERNMENT'S TRUE INTENT

After the prison fight, Siesta, Kimizuka, and Nagisa piece together that the "**Unknown Crisis**" murders and the prison fight were orchestrated by the Federal Government to reawaken their instincts as Great Detectives. They confront Noel and Bruno, who confirm this and reveal the real threat: an attack from the "**Unexplored Sanctuary**" during the Holy Return Ceremony.

FEAT 5: Unmasking the Federal Government's Manipulation

Siesta notes the convenience of the events: the censored documents, the perfectly timed prison attack that mirrored her first battle with Kimizuka, and Noel's perfume smelling like Bruno. She deduces that the government never wanted them to solve the murders; they wanted to recondition Siesta and Nagisa to fight again. She states that she went along with it, knowing it was a setup, because it aligned with her own desire to protect what's important. This deduction forces Bruno to reveal the true danger.

Key Dialogue:

"*The government gave Siesta and Nagisa the power to be 'Great Detectives', but the purpose was not to investigate the murder of a high-ranking official, was it? ... Thanks to you, now I feel like this."*
"Somehow I got the feeling that you were behind all this, Mr. Bruno."

SCD Categories:

- **Deduction:** Identifies a multi-layered conspiracy from minimal evidence.
- **Strategic Patience**: Plays along with the manipulation to gain crucial intelligence.
- **Psychological Insight:** Understands Bruno's motivations and his relationship with Noel.

UNCOVERING NOEL'S EAVESDROPPING AND MOTIVES

Through careful counter-surveillance (with help from Saikawa), Kimizuka and the detectives discover that Noel has been bugging their hotel room and listening to their conversations. Siesta's earlier suspicion about being watched is confirmed. Kimizuka confronts Noel, who admits she sent the anonymous letter warning about Bruno's death, hoping the detectives would investigate Bruno's true intentions.

FEAT 6: Counter-Surveillance and Strategic Silence

Siesta, suspecting surveillance from the start, communicates sensitive strategy only via text messages while pretending to play with her phone. She coaches Kimizuka on when to mislead and when to confront. She allows Noel to hear certain things to guide the situation while keeping the swap with Noches a secret. This ensures the enemy (Noel and later Bruno) underestimates their preparedness.

Key Dialogue:

"*Actually, we had that meeting to decide on a strategy through text messages while pretending to play with the cell phone."*
Kimizuka recounts Siesta's plan.
"If you're going to fool the enemy, start by fooling your allies first, didn't you say that before?"

SCD Categories:

- **Counter-Intelligence:** Detects and neutralizes enemy surveillance without tipping them off.
- **Operational Security:** Uses parallel communication channels to coordinate with her team.

THE SWAP WITH NOCHES AND THE CEREMONY

Before the ceremony, Siesta swaps places with Noches, who looks identical to her. Noches acts as a decoy in the ballroom (and is later "captured"), while the real Siesta hides in the ceremony hall, waiting for the right moment to act. This is the core of their counter-strategy.

FEAT 7: Masterful Use of a Decoy

Siesta uses her physical resemblance to Noches—a factor only her closest allies know—to create a perfect decoy. She has Noches attend the ball in her place, drawing enemy attention, while she remains in the ceremony hall, armed and ready. This allows her to intercept the sniper targeting Mia and to confront Bruno directly when he reveals himself. The plan relies on absolute trust and timing.

Key Dialogue:

"*In the time between the end of the ball and the start of the **'Holy Return Ceremony'**, the detective and the maid, who share the same appearance, exchanged places."*

SCD Categories:

- **Strategic Deception:** Uses a unique asset to misdirect a powerful enemy.
- **Resourcefulness**: Leverages personal relationships and physical similarity to gain a tactical advantage.

FEAT 8: Deflecting the Sniper Bullet

From her hidden position, Siesta observes the raven-masked sniper targeting Mia. The moment the shot is fired, she leaps onto the stage and uses her musket as a sword to deflect the bullet, saving Mia's life. This requires superhuman speed and precision, reaffirming her full return as the Great Detective.

Key Dialogue:

"—*Good. If the future is known, then we just need to work from that point backwards and act."*

SCD Categories:

- **Combat Reflexes:** Deflects a supersonic projectile with a non-standard weapon.
- **Situational & spatial Awareness:** Tracks the sniper and reacts faster than trained security.

CONFRONTING AND SAVING BRUNO VERMONT

Bruno reveals himself as the mastermind of the attack, planning to detonate a bomb to kill everyone, forcing the world to remember the need for heroes. Siesta and Nagisa oppose him. Siesta shoots the detonator from his hand, but Bruno has a capsule bomb inside his body, controlled by the Black Robes. The Black Robes, however, refuse to detonate it, having been persuaded by Nagisa and Siesta's earlier actions.

FEAT 9: Psychological & Emotional Appeal to the Black Robes (Men in Black)

When Bruno orders the Black Robes to detonate the bomb inside him, they hesitate. Siesta immediately seizes the moment, telling Bruno that the Black Robes are not machines; they are people who care about him. She reinforces Nagisa's earlier negotiation, emphasizing that the "Tuners" are human and can prioritize feelings over mission. This breaks Bruno's resolve and saves his life.

Key Dialogue:

"*Because, you know, the **'Tuners'** are people too."*

SCD Categories:

- **Emotional Intelligence:** Uses a single, simple truth to defuse a suicidal plan.
- **Leadership:** Supports her partner's diplomatic efforts with her own authority to sway an organization.

FEAT 10: Allowing Kimizuka to Take Charge (while she works behind the scenes)

Throughout the ceremony, Siesta deliberately steps back to let Kimizuka make the final decisions. She had told him earlier, "You're in charge." When he chooses the path of temporary peace and later confronts Noel, Siesta does not interfere. She only acts when the physical threat emerges. This shows her trust in his judgment and her own growth from a solo detective to a team leader.

Key Dialogue:

"*I told you yesterday afternoon in the hotel room, didn't I? You're in charge."*
"Assistant, you did a great job."

SCD Categories:

- **Trust and Delegation:** Empowers her assistant to act as a decision-maker.
- **Mentorship**: Guides Kimizuka to grow beyond his assistant role.

THE DANCE AND EMOTIONAL RECONCILIATION

At the ball before the ceremony, Siesta and Kimizuka dance. They discuss their past arguments, his desire for her to live peacefully, and her identity as a Great Detective. Siesta admits she wants to be happy with him. This emotional breakthrough solidifies their partnership.

FEAT 11: Emotional Honesty and Reaffirmation of Partnership

Siesta listens to Kimizuka apologize for trying to take away her role as a Great Detective. She admits she appeared "beautiful" to him because she was willing to sacrifice herself, and she accepts his apology. She then asks him to "make me happy throughout my life," showing she now values her own happiness as much as her mission. This moment heals the rift from their earlier argument and sets the tone for their future.

Key Dialogue:

"Make me happy throughout my life."

SCD Categories:

- **Emotional Growth**: Acknowledges her own desires beyond duty.
- **Relationship Building:** Strengthens the bond with her partner, ensuring their future collaboration.

This volume highlights Siesta's evolution from a solitary, self-sacrificing hero into a mature leader who trusts her team, values her own happiness, and still possesses the razor-sharp mind and reflexes that made her the legendary Great Detective. Her feats are a blend of intellectual deduction, strategic mastery, and profound emotional intelligence, demonstrating that even in peacetime, her skills remain unmatched.

VOLUME 8 FEATS

This volume is set approximately two years after the **"Great Disaster."** Siesta remains asleep in a hospital room, her life sustained but her consciousness dormant due to the Seed in her heart. While she does not act directly in the plot's events, her influence permeates every storyline. Many of these feats are remembered, recounted, or unlocked through the mysterious artifact left by Bruno Vermont.

TWO YEARS AGO — THE ORIGINAL OVERSEAS NOVEL GESTURE (Prerequisite for Kimizuka's Gift-Giving)

Narrative Context: Kimizuka gives Saikawa a translated overseas novel for her birthday. He mentions this was a practice Siesta instigated, where they would share books and movies to critique together and deepen their interpretations.

FEAT 1: Instilling the Practice of Shared Interpretation

Siesta emphasized that art has multiple answers, and by sharing experiences, perspectives can deepen. This was not just a hobby but a deliberate method to sharpen critical thinking and mutual understanding, a core skill for a detective-assistant duo. Kimizuka continues this practice years later, showing the lasting impact of her mentorship.

Key Dialogue:

"*It was Siesta's suggestion. Art has as many answers as there are viewers, so by watching the same things and critiquing them together, our interpretations of them can deepen.”*

SCD Categories:

- **Mentorship & Legacy:** A deliberate training method that outlives her active career.
- **Philosophy & Methodology:** A structured approach to building analytical skills and partnership.

TWO YEARS AGO — SIESTA'S INFLUENCE ON RELOADED'S DECISION TO BECOME A TUNER

Narrative Context: Reloaded recalls her past as an athlete and the murder of her friend Freya by Gluttony. Stephen Bluefield scouted her to be a Tuner. While Siesta is not directly mentioned here, the system of Tuners and the legacy of the Ace Detective are the framework Rel enters.

FEAT 2: Establishing the Prestige of the "**Ace Detective"** Role

Siesta's reputation as the Ace Detective preceded her. When Reloaded becomes a Magical Girl and joins the Tuners, she immediately enters a world where Siesta's name is known and respected (or envied). This systemic influence means Siesta's standards and methods indirectly shape the expectations and behaviors of new Tuners. Rel's later acceptance of Kimizuka as a partner is partly predicated on his history as Siesta's assistant.

Key Dialogue (Contextual):

"*How many times have you broken the rules of the Federal Charter, allowed so many exceptions, and then come back to life from the other world... How much do you want the world to love you?"* — Reloaded to Siesta at a past Federal Conference

SCD Categories:

- **Systemic Influence**: Her actions as a Tuner set a precedent that affects the organization's culture.
- **Reputation & Standards:** She established a high bar for what it means to be a Tuner.

TWO YEARS AGO — THE UNCONSCIOUS HEART SIGNAL

Narrative Context: After weeks of Kimizuka visiting and talking to the sleeping Siesta about his troubles—his inability to find Stephen, his worries about Reloaded, his need for answers—Siesta's heart shows an unusual movement on the ECG. Stephen Bluefield is summoned.

FEAT 3: Unconscious Manipulation of Physiology to Summon an Ally

While in a deep sleep, Siesta's **auditory** cells remain functional. Hearing Kimizuka's repeated requests and frustrations about needing to contact Stephen, she unconsciously triggers an anomaly in her own heartbeat. This forces Stephen, her attending physician and the only expert who can help, to come to the hospital. This act directly leads to Kimizuka and Natsunagi meeting Stephen and obtaining crucial information about Reloaded's condition, the vampires, and the Seven Deadly Sins.

Key Dialogue:

"*This could mean that her heart had beat irregularly due to her own will."*

"Siesta is a detective who makes wishes come true." — Natsunagi

SCD Categories:

- **Posthumous/Unconscious Strategic Action**: Even without consciousness, she acts to fulfill a client's (Kimizuka's) request.
- **Physiological Mastery:** The same ability she used to fake her death by stopping her heart is now used to summon help.

TWO YEARS AGO — THE INSPIRATION BEHIND RELOADED'S JUSTICE

Narrative Context: As Rel lies dying, she has a dream memory of her friend Freya. They talk about a magical girl anime, and Freya laughs while saying the name "*Magical Girl, Reloaded."* This inspires Relia Rindoguren to become a champion of justice.

FEAT 4: Siesta's Indirect Symbolic Influence on Reloaded's Origin

While Reloaded's direct inspiration is a fictional anime and her friend Freya, the concept of a "Magical Girl" as a hero of justice aligns perfectly with the Tuner system Siesta was a pinnacle of. When Rel adopts the codename "Reloaded" and her flamboyant style, she is embodying the same ideal of a self-sacrificing, extraordinary hero that Siesta represented as the Ace Detective. Siesta's existence validated the path Rel chose.

Key Dialogue:

"*Magical Girl, Reloaded!"* — Freya, in Rel's memory

SCD Categories:

- **Archetypal Influence:** Siesta's life served as a real-world proof that such heroes exist.
- **Inspirational Legacy:** Her memory motivated others to pursue justice in their own way.

TWO YEARS AGO — KIMIZUKA'S RECOLLECTION OF SIESTA'S WORDS AS A GUIDE

Narrative Context: Throughout the crisis with Reloaded, the Seven Deadly Sins, and the Vampire Rebellion, Kimizuka repeatedly draws on lessons from Siesta. He emulates her methods, recalls her philosophy, and even quotes her to others. His entire approach to being Rel's "familiar" and later his strategy to save everyone is built on her teachings.

FEAT 5: Enduring Psychological and Strategic Guidance

Kimizuka uses Siesta's principle that "communication strengthens partnerships" to try and get closer to Rel. He recalls her saying she'd be "waiting" for him to wake her, which gives him resolve. He imitates her efficiency and her way of making tough decisions. When Natsunagi encourages him to think of all possibilities like a true detective, she is echoing Siesta's methodology. Siesta's voice, even in memory, continues to guide the team.

Key Dialogue:

"*Siesta probably had a talent for instinctively reaching the truth. But it's not the same for us... That's why we always have to think of all the possibilities in a down-to-earth manner."* — Natsunagi, describing their adapted approach, which was Siesta's methodology.

SCD Categories:

- **Posthumous Mentorship:** Her teachings are actively used to solve problems years after she fell asleep.
- **Character Formation:** She shaped Kimizuka into the person capable of making these choices.

TWO YEARS AGO — THE RETROSPECTIVE MEMORY UNLOCK

Narrative Context: Back in the present day at the Silver Detective Agency, Kimizuka touches a bronze artifact left by Bruno Vermant. This triggers the recovery of his lost memories from two years ago—the entire story of Reloaded, the Singularity, the Phantom Thief, and the Akashic Records. He recounts these memories to Siesta, Natsunagi, and Noel.

FEAT 6: Siesta's Role in the Restoration of Lost Memories

The recovered memories are filled with Siesta's indirect influence. By telling this story to Siesta, Kimizuka is not just reminiscing; he's providing her with the critical missing data she needs to understand the current mystery of the world's rewritten records. Siesta immediately begins analyzing the story, pulling out key quotes and discrepancies, and deducing that there are more artifact "pieces" to find. Her sleeping self could not participate, but her awakened self instantly uses the intel Kimizuka recovered to form a new plan.

Key Dialogue:

"*There were several words and lines in Assistant's story that caught my attention."*
"Let's embark on a journey to unravel the secrets of the world."

SCD Categories:

- **Analytical Integration:** Instantly processes a massive narrative dump and identifies the key anomalies.
- **Strategic Re-Initiation:** Uses the recovered past to launch the next great mission.

In Volume 8, Siesta's feats are almost entirely posthumous or indirect. She is the silent architect of the story, and her awakening at the end to launch the **"journey to unravel the secrets of the world**" proves that her mind remains the sharpest weapon in the series.

VOLUME 9

This volume spans two timelines: **the past (about one year ago, while Siesta is asleep following the events of Volume 5) and the "present" framing story (after Volume 8, where Siesta is awake again and investigating the memory anomalies with the team).** Siesta's direct actions are few due to her unconscious state, but her legacy, past planning, and subconscious influence drive much of the plot.

FIVE YEARS AGO — SIESTA'S SECRET MEETING WITH THE INFORMANT

Context: Natsunagi, now the acting Ace Detective, uses a memoir left by Siesta to track down the Information Broker, Bruno Belmondo. The memoir indicates that on May 3rd, five years ago, Siesta appeared to do nothing but play around in Hokkaido, but Natsunagi deduces she actually had a secret meeting with Bruno that day. She uses this clue to locate Bruno at the same hidden bar.

FEAT 1: Leaving a Breadcrumb Trail for the Successor Detective

Siesta deliberately omitted the record of her meeting with Bruno from her official memoir, instead filling that date with trivial activities. She knew that a future detective would need to find Bruno and would recognize the discrepancy between her reported actions and her real behavior. By making the gap obvious to someone who understood her methods, she created a puzzle that only a worthy successor could solve. Natsunagi follows this trail and finds Bruno, securing critical information about the Federation Government's location.

Key Dialogue:

"*It details what Siesta did on what day and month. And five years ago today - May 3rd, she came here to Hokkaido... Don't you think it's strange? All day just playing."*
"There must have been some movements on May 3rd five years ago. But for some reason, no records were left. For example, what if she had a secret meeting with the 'Information Broker' like me right now?"

SCD Categories:

- **Strategic Foresight:** Planted a clue years in advance that only someone familiar with her personality could decipher.
- **Legacy Planning:** Ensured her successor would have access to the same resources she used, by making the meeting repeatable.

ONE YEAR AGO — SIESTA'S ONGOING INFLUENCE DURING HER SLEEP

Context: Siesta has been asleep for months in a hospital bed. Kimizuka and Natsunagi face multiple crises: the Vampire Rebellion, Marley's request, Saikawa's aphonia, and the difficult choice about Siesta's heart transplant. Throughout these events, Siesta's past teachings, her words, and her very existence guide their decisions.

FEAT 2: Inspiring Kimizuka's Resolve to Choose Her Life Over Her Memories

Stephen Bluefield offers a heart transplant that would save Siesta's life but likely erase all her memories. Kimizuka agonizes over the choice. He recalls Siesta's words from when they first met, her promise to protect him, and their shared experiences. He eventually decides that her life is the priority and that, even if she forgets him, he will meet her again and make her choose him as her assistant once more. This decision is directly fueled by his bond with Siesta and his belief that her will to live is stronger than her memories.

Key Dialogue:

"*Our ultimate wish is for you to live. That's it. I don't know if you agree with that. But even if it's our ego, I just want Siesta to live."*
"If you can live and keep living, I'll meet you again! Even if you lose your memory and I become a stranger to you, I'll offer to be your assistant again."

SCD Categories:

- **Posthumous Emotional Influence**: Her past words and the memory of her smile drive Kimizuka to make the most difficult decision of his life.
- **Character Formation:** The person she shaped him into is the one capable of making this choice.

FEAT 3: Instilling the Detective's Code in Natsunagi

Natsunagi, faced with the moral dilemma of whether to reveal the painful truth about Marley's past (that she is a vampire and Scarlet's childhood friend), chooses to honor Marley's request as a client and pursue the truth. This mirrors Siesta's own philosophy: "The role of the 'Detective' is to protect the client's

interests." Natsunagi explicitly invokes this code when justifying her actions, showing that Siesta's principles have become the foundation of the new Ace Detective's methodology.

Key Dialogue:

*"The role of the **'Detective'** is to protect the client's interests."* — Natsunagi

SCD Categories:

- **Systemic Legacy:** Her core philosophy is adopted and enacted by her successor in a complex ethical situation.
- **Inspirational Influence:** Even in sleep, her creed guides the new generation of heroes.

ONE YEAR AGO — SIESTA'S ABDUCTION AND THE BATTLE AT NIGHTLESS CASTLE

Context: Scarlet has kidnapped Siesta and taken her to his castle, intending to make her his "Bride" to break the vampires' short lifespan. He injects her with his blood to stabilize her heart and temporarily awakens her in a semi-vampiric state. Kimizuka arrives to rescue her. Siesta, under the influence of vampire blood, attacks him.

FEAT 4: Subconscious Resistance and Response to Kimizuka's Voice

While in a trance-like state, Siesta fights Kimizuka with knife and fang. However, Stephen had previously noted that her auditory cells remain functional even in sleep. As Kimizuka yells his promise to meet her again even if she loses her memory, Siesta's attacks become less aggressive. She bites his neck, but instead of draining him, she hesitates and eventually collapses as if her will to live overrides the vampiric bloodlust. Kimizuka's words reach her, and she chooses to stop fighting, allowing him to take her back.

Key Dialogue:

"*Siesta, don't give up on life!"*
"*You can hear me after all. My words (soul) reached the detective's heart for sure.”*— Kimizuka, as she bites him

SCD Categories:

- **Subconscious Willpower**: Overcomes a physiological compulsion through sheer emotional connection and will to survive.
- **Receptivity to Trusted Voice:** Her auditory processing, even in a compromised state, filters Kimizuka's voice and responds to it preferentially, a testament to their bond.

PRESENT DAY — SIESTA'S RETURN TO ACTIVE DUTY

Context: In the present timeline (after the events of Volume 8), Siesta is fully awake and has returned to her role as the head of the Shirogane Detective Agency. She, Kimizuka, Natsunagi, and Mia analyze the memories recovered from the Holy Relics to unravel the mystery of the **Akashic Records** and the Phantom Thief.

FEAT 5: Collaborative Analysis of Recovered Memories

After Kimizuka touches Mia's Holy Relic and recovers the story of the Vampire Rebellion, Siesta immediately begins identifying the key anomalies and missing pieces. She notes the discrepancies involving "Phantom Thief" and "Singularity," confirms that the Phantom Thief can steal concepts, and hypothesizes that the current memory tampering is his doing. She ties together the threads from Charl's scheduled message, Fuubi's disappearance, and the Phantom Thief's abilities to formulate a plan of action.

Key Dialogue:

"*There were several words and lines in Assistant's story that caught my attention... Not just the Akashic Records, I have no recollection of the Phantom Thief... and your nature as the Singularity.*
"That's why I connected the information as a kind of insurance... In case Fuubi forgot, I would remember." — Kimizuka, summarizing the strategy, which Siesta had implicitly set in motion by cultivating those relationships.

SCD Categories:

- **Analytical Integration**: Processes fragmented, recovered memories and instantly identifies the central threat.
- **Strategic Command:** Directs the team's next steps based on incomplete data, demonstrating the same leadership she showed in her prime.

VOLUME 10 FEATS

This volume operates across two primary timelines. **The framing story** is set in the present day, after Siesta has woken up and is actively investigating the lost memories of the world with Kimizuka, Natsunagi, Mia, and Fuubi. **The main narrative** is set approximately one year ago, while Siesta is still in her long sleep, as Kimizuka, Natsunagi, and their allies face the threat of Abel A. Schönberg (the Phantom Thief) and the Neverland Project.

SEVERAL YEARS AGO — SIESTA'S DIARY AND THE BREADCRUMB TRAIL

Narrative Context: In the present day, Kimizuka, Siesta, and Fuubi are searching for the missing memories of the world, particularly those involving the Phantom Thief. Siesta has deduced the locations of the hidden "Holy Relics" using a geometric pattern, leading them to a ruined mansion in the eastern United States. Natsunagi, in a separate past timeline, had previously used Siesta's diary to track down the Informant Bruno.

FEAT 1: Mapping the Holy Relics via Geometric Deduction

Siesta hypothesizes that the locations of the Holy Relics—objects that restore lost memories—are spaced exactly 10,000 kilometers apart, forming a pattern centered on a specific point in Japan's Hokuriku region. She has deduced this from the locations of the first two relics: one found at Bruno's mansion and one near the Doomsday Clock. The third relic is confirmed to be at their current location in America. This deduction allows the team to systematically recover the lost records of the world.

Key Dialogue:

"Starting from a certain point in Japan, the first Holy Relic was found at Bruno's mansion. Exactly 10,000 kilometers away. Mia found the second one next to the Doomsday Clock. 10,000 kilometers too. And now, we're here. It's not much of a hypothesis, but I think it has meaning."

SCD Categories:

- **Deduction & Pattern Recognition:** Identifies a precise geometric pattern from only two data points to locate the third artifact.
- **Strategic Planning:** Uses this deduction to guide the team's investigation efficiently.

FEAT 2: Leaving a Coded Clue in Her Diary for the Successor Detective

In her official memoir, Siesta deliberately filled a specific date (May 3rd, five years ago) with trivial activities, obscuring the fact that she had a secret meeting with the Informant Bruno Belmondo on that day. She knew that a future detective who understood her methods would recognize the inconsistency—she would never waste an entire day playing—and would investigate further. Natsunagi follows this clue, finds Bruno at the same hidden bar, and secures critical information.

Key Dialogue:

"It details what Siesta did on what day and month. And five years ago today - May 3rd, she came here to Hokkaido... Don't you think it's strange? All day just playing... There must have been some movements on May 3rd five years ago. But for some reason, no records were left."

SCD Categories:

- **Strategic Foresight:** Planted a subtle, character-specific puzzle years in advance that only a worthy successor could solve.
- **Legacy Planning:** Ensured the new Ace Detective would have access to the same critical resources she used.

ONE YEAR AGO — SIESTA'S ONGOING, UNCONSCIOUS INFLUENCE

Narrative Context: Siesta remains in a deep sleep in a hospital bed. Kimizuka and Natsunagi face a series of escalating crises involving the Neverland Project, the Phantom Thief Abel, and the race to collect the maps to the Akashic Records. Siesta does not act directly, but her past teachings, her words, and the very fact of her existence guide every major decision made by her partners.

FEAT 3: Providing the Moral and Emotional Foundation for Kimizuka's Choices

Throughout the crisis, Kimizuka constantly references Siesta's philosophy and methods. When faced with the agonizing choice between saving Siesta's life or preserving her memories via heart transplant, he recalls her words and their shared history, ultimately deciding to prioritize her life and vowing to "re-encounter" her if she forgets him. This decision is directly rooted in the bond she forged with him over three years. Additionally, her code of being a "business partner" guides how he relates to others, and her teaching that art has multiple interpretations influences his empathy.

Key Dialogue (from Kimizuka's internal resolution):

"Our ultimate wish is for you to live. That's it. I don't know if you agree with that. But even if it's our ego, I just want Siesta to live."
"If you can live and keep living, I'll meet you again! Even if you lose your memory and I become a stranger to you, I'll offer to be your assistant again."

SCD Categories:

- **Posthumous Emotional Influence:** Her memory provides the unshakeable foundation for the most difficult moral decision Kimizuka ever makes.
- **Character Formation:** The person she molded him into is the one who navigates the entire crisis.

FEAT 4: Instilling the Detective's Code in Natsunagi, Enabling Critical Negotiations

Natsunagi, as the acting **Ace Detective**, consistently invokes the principle that Siesta lived by: "The role of the 'Detective' is to protect the client's interests." This code guides Natsunagi when she makes the painful choice to reveal the truth about Marley (**that she is a vampire**) to Scarlet. More practically, it

guides her masterful negotiation with Lin Yuhan for the map in Singapore, where she offers herself as a hostage in place of the map, a tactic that mirrors Siesta's own willingness to sacrifice for clients.

Key Dialogue:

"*The role of the 'Detective' is to protect the client's interests."* — Natsunagi, justifying her decision to reveal the painful truth to Scarlet
"For the next three months, I'll always wear the clothes and shoes and bags I bought today. You can put transmitters on them... Yes, if you think I'm betraying you, or if you think I'm losing to Abel, send someone to kidnap me." — Natsunagi to Lin Yuhan

SCD Categories:

- **Systemic Legacy:** Her core philosophy is enacted by her successor to resolve a complex geopolitical and ethical crisis.
- **Inspirational Influence:** Natsunagi's bold, self-sacrificing tactic is a direct echo of Siesta's own methods.

FEAT 5: Unconscious Summoning of Kimizuka into Her Daydream

While in the hospital, Kimizuka is placed under Abel's Code of Evanescence, losing all five senses and becoming a living shell. However, he later reveals that during that time, his consciousness was pulled into a dream-like garden where he met Siesta. She explained the mechanism (a combination of her surgery, his blood in her from the vampirization, and the danger to his consciousness) and, most importantly, told him that to return, someone needed to call for him and he needed to realize his own "Will." This guidance is what ultimately allows him to wake up when Natsunagi reaches him.

Key Dialogue:

"*It's important that someone calls for you. And then you follow the chain linking you with that person. Even if it rains, even if it's dark, you will walk towards that ray of light... you need to realize your own 'Will' first. You will think about how you want to live, where you want to go —- Hey, assistant. What do you want to do for tomorrow?"*

SCD Categories:

- **Subconscious Guidance:** Even in a medical coma, her consciousness actively provides the roadmap for Kimizuka's spiritual survival and return.
- **Psychological Support:** She reinforces his will to live and fight, mirroring the conversation they had before her own long sleep.

ONE YEAR AGO — THE BATTLE AT THE AKASHIC RECORDS CONTROL TOWER

Narrative Context: Abel has been defeated/suppressed, but the SYSTEM protecting the Akashic Records activates its defense program. Kimizuka's consciousness (separated from his physical body) arrives to help Charl, who is fighting alone. Together, they must destroy the Akashic Records to prevent Abel from seizing control of the world's governing program. Siesta is not physically present in this space.

FEAT 6: Her **"Will"** Manifesting as Power for Those She Trained

In the control tower, the SYSTEM's rules allow a person's "Will" to manifest as power. When Charl is on the brink of death, fighting Abel's Code of Salvation, she reaches out and her hand finds a musket gun—the symbol of Siesta's justice. Kimizuka's hand overlaps with hers on the weapon. This is not a literal summoning of Siesta, but a manifestation of the combined "Will" she cultivated in both of them. It is their shared memory of her, their shared ideal of her justice, that gives them the strength to stand up and ultimately fire the shot that destroys the Akashic Records' central mechanism.

Key Dialogue:

"*I…will…fight…for an…unattainable…ideal…!"* — Charl, reaching for the weapon
"I grabbed that arm, and he pulled me up... Kimizuka took my hand and lifted me up."
"We had the same idea, it seems... Our arms stretched out in a straight line and the muzzles pointed at the SYSTEM—no, at its core, where the Akashic Record should be."

SCD Categories:

- **Inspirational Archetype:** The very idea of Siesta and her method of justice becomes a literal weapon in the hands of her disciples when their own will is exhausted.
- **Legacy of Combat:** The synchronized shot that saves the world is a direct product of the bond she forced the bickering pair to form.

PRESENT DAY (Framing Story) — SIESTA'S RETURN TO ACTIVE COMMAND

Narrative Context: In the present timeline (after Volume 9), Siesta is fully awake and has returned to her role as the head of the Shirogane Detective Agency. She, Kimizuka, and Fuubi track down the third Holy Relic, and Siesta then processes the massive influx of recovered memories to formulate the next steps of the investigation.

FEAT 7: Collaborative Analysis of Recovered Memories and Strategic Command

After Kimizuka touches the third Holy Relic and recovers the story of the battle against Abel, Siesta immediately begins processing the information. She confirms the nature of the Phantom Thief's power, notes the discrepancies in the world's records, and connects this to the mystery of Charl's disappearance. She ties the events of the past (the battle at the control tower, the destruction of the Akashic Records) to the present situation and prepares to find the final piece of the puzzle—the last lost memory—by returning to the now-defunct control tower.

Key Dialogue:

"*Phantom Thief Abel A. Schönberg. That was my assistant's enemy back then, huh… So did we all have our memories stolen by him?"*
"Yeah, let's leave it to us... Let's go on our last journey. To recover our haunted past 'The Great Calamity'."

SCD Categories:

- **Analytical Integration:** Instantly synthesizes a massive narrative dump and identifies the key anomalies and unresolved threads.
- **Strategic Command:** Directs the team's next mission with a clear objective, demonstrating her return to full operational leadership.

VOLUME 11 FEATS

THE SEARCH FOR THE AKASHIC RECORD

Narrative Context: More than a year after the Great Cataclysm, Siesta, Kimihiko (Assistant), and Fuubi trek through a jungle that has overtaken a former desert because of Yggdrasil's seeds. They are trying to reach the control tower where the Akashic records sleep. The island itself only appears after following a specific, hidden route. Siesta leads the way, and her abilities shine even before the main battle.

FEAT 1: Jungle Fire Scare

The jungle floor is muddy from rain, and while walking ahead of the group, Siesta is suddenly attacked by a snake with sharp fangs. She does not flinch or draw a weapon. Instead, she instantly burns the end of a hemp wick she is carrying, creating a small flame. The snake, startled by the fire, twists its body and flees. Siesta handles the entire incident with calm dismissal, never breaking stride. She exploits the animal's natural fear of fire without needing any combat or excessive movement. The feat demonstrates her ability to turn mundane items into survival tools and her complete composure in a dangerous environment.

Key Dialogue:

"*You don't need to shout so loud. It's just a snake,"* Siesta said, looking at me exasperated. In her hand was the burnt end of a hemp wick.

SCD Categories:
Resourcefulness, Quick Thinking, Survival Skills

FEAT 2: Deciphering the Hidden Island's Access Route

The team needs to reach an island that normally cannot be found. The island only takes shape and becomes recognizable when one follows the correct predetermined path—a sequence of flights, trains, boats, and a specific sea route that resembles a hidden cheat code in a video game. Siesta is the one who analyzes the cryptic map left by the late Information Broker Bruno Belmondo and reconstructs the exact path. She understands the deeper logic: because the world is managed by a program called SYSTEM, the island becoming accessible only under those conditions makes sense. She guides the group through the entire convoluted journey until the island materializes before them.

Key Dialogue:

"*It's like a hidden command or cheat code in a video game. But if you consider that this world is managed by a program, 'SYSTEM', it's not an incomprehensible thought."*

SCD Categories:
Investigation, Deduction, Navigation, Puzzle-Solving

Tier: A (solving a multistep, world-level puzzle that would be impossible without her insight)

FEAT 3: Opening the Final Lock with the "Any Lock" Key

Inside the ruins, after fitting three holy relics into indentations, a stone wall moves aside to reveal a door with a small keyhole. Standard lockpicking fails. Without hesitation, Siesta retrieves a small key from her pocket—one of the seven tools of the Ace Detective. According to her, it is a key that can open any lock. She inserts it, and the door swings open. The tool is not a trick; it is a genuine artifact of her detective arsenal. Siesta's calm confidence and the possession of such a unique item underline her preparedness for any locked-door scenario.

Key Dialogue:

"*Maybe, with this,"* Siesta murmured, pulling out a key from her pocket. … "*This one key can always open the doors of the stories you're involved in."* With a click, the door swung open.

SCD Categories:

Preparedness, Special Equipment, Lockpicking

The Great Cataclysm – Final Battle Against Abel

Narrative Context: Kimihiko, Siesta, and Nagisa are climbing a staircase of light toward Abel, who has stolen the Singularity's power and fused with SYSTEM. They must reach him while being attacked by beams of light. The battle tests all of Siesta's combat prowess and willpower.

FEAT 4: Deflecting a Light Beam Mid-Stride on the Staircase

As the three run up the unstable, floating staircase of light, a bright beam suddenly descends toward them. Siesta instantly commands the other two to lower their heads. Without losing her balance or slowing down, she swings her musket rifle and deflects the beam aside. The motion is so smooth that it appears effortless, demonstrating perfect timing, spatial awareness, and the ability to treat an energy attack as just another physical projectile. She maintains the uphill charge immediately afterward.

Key Dialogue:

"*Both of you, lower your heads.*"
A light beam struck us… Siesta effortlessly deflected the beam with her musket rifle.

SCD Categories:
Combat Reflexes, Marksmanship, Weapon Handling

FEAT 5: Forcing Abel to Defend SYSTEM

Upon reaching the circular platform where Abel stands, Siesta quickly reads the situation. She understands that Abel's priority is the gigantic floating SYSTEM. Instead of trying to shoot Abel directly, she levels her musket at SYSTEM. Abel is forced to teleport directly into the line of fire, absorbing the bullet with his own body. Using the opening, Siesta storms forward and fires a rapid sequence of will-imbued bullets at close range, keeping Abel entirely on the defensive. This tactical decision changes the flow of the battle, preventing Abel from attacking freely and buying Nagisa the seconds she needs to deliver her words.

Key Dialogue:

"You're targeting that?"
The musket sparked. At SYSTEM. Abel teleported himself. Just before the gunshot connected, Abel reappeared in front of SYSTEM, receiving the bullets with his body.

SCD Categories:
Tactical Baiting, Pressure Application, Marksmanship

FEAT 6: Goddess Transformation and Speed-Blitz

After being thrown back by an invisible shockwave and feeling her will burning, Siesta refuses to fall. She taps into the power of SYSTEM and transforms into a divine, winged figure clad in white and gold with a long flowing hair and a single large wing. In this form, she manifests a golden crescent-shaped blade in her right hand. The narrative explicitly states she dashes forward "leaving even sound behind." Abel, the original sin demon, cannot react in time; her strike is a split second faster and completely shatters his bone armor. The blow is so decisive that Abel staggers heavily, marking the moment the tide turns irreversibly toward the heroes.

Key Dialogue:

"*Clad in white and gold, long flowing hair, a large wing on her back—Siesta, now resembling a goddess, had taken on this form using the power of SYSTEM." ... "Siesta's strike was a split second faster, shattering Abel's armor of bones."*

SCD Categories:
Supernatural Transformation, Speed (Faster than Sound), Combat Prowess, Willpower

The Control Tower Revisited

Narrative Context: Kimihiko has just touched the weakened SYSTEM and regained all memories of the fight against Abel and the subsequent global memory overwrite. Siesta listens and immediately formulates a comprehensive explanation for the past year's events.

FEAT 7: Post-Battle Deduction on the Memory Reboot

Standing in the same control tower where they battled SYSTEM, Siesta processes Kimihiko's recovered memories and quickly theorizes why the whole world forgot about the Akashic records, the Phantom Thief, and the Singularity. She describes SYSTEM's action as a "forced update"—a program executed to re-hide the Akashic records by deleting all related data from human memory and history. She also notes that the restoration was incomplete, which directly explains why no new Enemies of the World and no new World Crises have appeared for over a year, and why Tuners like herself have lost much of their will-based power. The reasoning is entirely on-the-spot, yet it unifies all the anomalies they have experienced.

Key Dialogue:

"*Something like a forced update, maybe?" ... "A program was executed to prevent SYSTEM from being endangered again. In other words, to keep the Akashic records a secret again, all the data related to it on Earth was deleted."*

SCD Categories:

Deduction, System Analysis, Pattern Recognition

Tier: A (reconstructing a global phenomenon from fragmentary clues instantly)

Dawn at the Salt Lake

Narrative Context: Siesta and Kimihiko are at a high-altitude salt flat, one of the observation points where the planet's balance can be measured. Siesta has been conducting these investigations since shortly after the Ritual of Sacred Return, keeping the results secret.

Feat 8: Scientific Investigation of the Planet's Health

Siesta wakes Kimihiko before dawn, stating that there are things that can only be done at this specific hour. At the salt lake, which reflects the sky like a giant mirror, she wades into the shallow water with a flashlight and collects samples in test tubes. She explains that by monitoring water temperature, salinity, atmospheric composition, and subtle ecosystem shifts across multiple global observation points, she can gauge the planet's declining health. The methodology is rigorous and scientific; she has been doing this solo for months, compiling data that no one else possesses. Her calm dedication turns a beautiful landscape into a vital diagnostic tool for the world.

Key Dialogue:

"There are things that can only be done at this time of day. Come on, get up." … Siesta turned on her flashlight and collected water from the lake in a test tube.

SCD Categories:
Scientific Knowledge, Investigation, Long-Term Observation

Confronting Stephen

Narrative Context: Siesta and Kimihiko have traveled to meet Stephen, ostensibly to hand over the origin text in exchange for information. Siesta, however, has already pieced together the hidden history of the Tuners.

Feat 9: Exposing Stephen Bluefield's Secret Agenda

Without preamble, Siesta accuses Stephen of attempting to seize control of the Akashic records after Bruno Belmondo's death. She states that the Inventor, Revolutionary, and Hero pretended to inherit Bruno's will, but their true goal was to use the Akashic records to reshape the world. She explains that they abandoned the plan only when they realized SYSTEM could no longer function properly. Stephen, a man who normally reveals no emotion, falls silent and eventually confirms her deduction. Siesta managed

to reconstruct an entire conspiracy from scattered hints—the behavior of the Tuners, the state of SYSTEM, and Bruno's final warnings—and confronted the suspect with absolute certainty.

Key Dialogue:

"*After Bruno's death, you tried to take control of the Akashic records. You pretended to inherit Bruno's will, knowing everyone in the world had forgotten about Akashic records anyway."* … Stephen remained silent.

SCD Categories:
Deduction, Interrogation, Psychological Insight, Information Synthesis

Feat 10: Concealed Weapon Strategy (Decoy Case)

Before entering the clinic, Siesta deliberately placed a silver attaché case in the trunk, making it visible, while hiding her real pistol in her pocket. When a young boy suddenly points a gun at Stephen, Siesta instantly draws the hidden pistol while the decoy case remains on the floor. The misdirection ensures that any observer would focus on the case, leaving her true weapon position concealed. She had anticipated the possibility of hostiles and created a two-layered defense. The strategy pays off immediately and demonstrates her foresight in even seemingly routine meetings.

Key Dialogue:

"*It seems like I was right to come prepared."* Siesta turned around with a pistol in her hand. The silver attaché case was a bait. The real weapon was hidden in her pocket.

SCD Categories:
Strategic Deception, Preparedness, Misdirection

Stephen's Aftermath & Mizoev Federation Revelation

Narrative Context: Stephen is found gravely wounded, and Siesta's brief glance at a sketch on his desk becomes the key to exposing the Federation Government's secret Ark project.

Feat 11: Noticing the Blueprint and Deducing the Ark

When Siesta and Kimihiko find Stephen bleeding in his examination room, Siesta pauses for several seconds and stares at a single sketch of a city on the cluttered desk. Later, while discussing the case in the hotel bar, she recalls that the city appeared to be floating on the sea, with a tall tower in the center. She connects this image to Noel's information about the Mizoev Federation and realizes the truth: the city is not a city but a ship—a giant Ark—and the tower is its mast. From that one hurried glance, she deduces the existence of the Ark, its purpose of escaping the Great Cataclysm, and that Charlotte is being held there.

Key Dialogue:

"*I can't say it clearly, but… the city was… floating in the sea." … "That's right, Charl is here. In this giant Ark called the Mizoev Federation."*

SCD Categories:
Observation, Deduction, Visual Memory, Pattern Recognition

Tier: S (a few seconds of observation leading to the collapse of a global conspiracy)

Even me sef shock 🤯

Feat 12: Exposing the Ark Conspiracy in the Ice Palace

Inside the frozen palace of the Mizoev Federation, Siesta faces Ice Doll and the masked high officials. Without any prior hints from the government, she lays out the entire plan: the Federation has built the Mizoev Federation itself as a Noah's Ark to abandon the dying Earth and sail to Another Eden, saving only a select few. She reveals that Charlotte's father is a high official and that Charlotte is aboard. She fires her musket at the ceiling as a declaration, then rejects the offer to board the Ark. Her speech is so thoroughly accurate and confident that Ice Doll has no choice but to confirm it. Siesta turns a secret that the government has guarded for a year into public knowledge in minutes.

Key Dialogue:

"*We are now on board the very Noah's Ark." … "My job is to save the world. We will not give up on this world."*

SCD Categories:
Deduction, Confrontation, Strategic Communication, Courage & Aura farming

Tier: A (perfectly unveiling a state secret and rallying against it under extreme pressure)

Battle Against Enforcer Ookami

Narrative Context: Siesta stays behind to fight Ookami, who is being forced to obey the government because Nagisa is held hostage. The duel becomes a test of perception and will.

Feat 13: Mid-Combat Analysis of Ookami's Fighting Habits

While exchanging blows, Siesta notices a peculiar pattern: Ookami automatically shifts his scythe to guard his right side and raises his left arm to protect his vitals, even when it would be easier to simply dodge. She instantly deduces that these are not random habits—they are reflexes developed from years of

fighting beside a partner who stood on his right. She concludes that long before Nagisa, Ookami had another partner whom he protected instinctively, and that his current fighting style is shaped by that lost companionship. The deduction is made in the middle of a life-or-death fight, and Ookami's reaction confirms she is right.

Key Dialogue:

"It looks to me like you're used to supporting someone next to you." … "That kind of move. It can be learned in just a year or two. Before Nagisa, he had another partner who he had accompanied for a long time."

SCD Categories:
Combat Analysis, Deduction, Instinct Recognition, Perception

Tier: A (real-time psychological and behavioral deduction under fire)

Feat 14: Faking Death and Countering Ice Doll (Vampire Bluff)

For over a year, Siesta has concealed the fact that she woke up not as the Ace Detective, but as the Tuner "**Vampire,"** possessing extraordinary regeneration. In the ice palace, she deliberately allows Ice Doll to stab her through the abdomen with an ice sword. She collapses and lies motionless. When Ice Doll turns her back to deliver an ultimatum to Kimihiko, Siesta rises—her wound completely healed—and shoots Ice Doll in the leg. The bluff hinges entirely on the secret she kept from everyone, including her closest companions. The reversal is absolute, turning a seemingly lost battle into a sudden victory and exposing the government's vulnerability.

Key Dialogue:

"Why, you ask? That minor wound would only take her five minutes to heal." … "Because Siesta is《Vampire》."

SCD Categories:
Deception, Long-Term Strategic Secrecy, Bluff, Tactical Counterattack

Tier: S (a year-long secret culminating in a perfect battlefield reversal)

The True History of Ice Doll

Narrative Context: Ice Doll reveals her past as a 400-year-old nameless hero, forced to fight without recognition after the government stripped her Tuner rank. Siesta must now face a tragic figure who has long lost hope.

Feat 15: Recognizing Ice Doll's Past and Winning Through Empathy

As Ice Doll projects a mental landscape of countless battles across centuries, Siesta immediately understands the deeper tragedy: Ice Doll is not a cold bureaucrat but a hero who was discarded by the system and condemned to fight forever without a name. Instead of responding with violence, Siesta stands her ground and tells Ice Doll that even if she loses her name or forgets her purpose, there will be companions who remember and pass on her story. This acknowledgment of Ice Doll's pain and the promise of a legacy she never received completely disarms the ancient warrior. Ice Doll throws away her sword and kneels, surrendering without another strike. Siesta achieves victory through profound empathy rather than force.

Key Dialogue:

"*Even if I lose my name, even if I forget my rank, even if the day comes when I lose sight of my purpose… There will be companions, those who will remember me and pass on my story."*

SCD Categories:
Historical Insight, Emotional Intelligence, Persuasion, Unconventional Victory

Tier: S (pacifist triumph that heals a four-century-old wound and averts further bloodshed)

The Return of the Akashic Records

Narrative Context: Yggdrasil is running wild worldwide, and the planet is about to be destroyed. The team needs to find why Yggdrasil is the executioner and how to stop it.

Feat 16: Linking Abel's Theft to Yggdrasil and Ending the Cataclysm

While everyone else focuses on fighting the berserk plant, Siesta reaches back into her memory. She recalls that years ago, Abel the Phantom Thief stole the fake sacred text that she and Mia had created to deceive the Primordial Seed. She realizes that the two great enemies—Abel and Seed—met at that moment, and that Abel, whose nature is to steal and hide things beyond detection, must have injected his Code into Seed and concealed the missing fragment of the Akashic records inside Yggdrasil. This explains why SYSTEM remained broken even after Abel was defeated: the stolen records were never truly returned. Siesta voices this revelation, giving Nagisa the exact knowledge needed. Nagisa then uses her word-soul to command Seed to return the records. Yggdrasil releases the Akashic records, the world's memory is restored, and the Great Cataclysm finally ends. Siesta's long-term memory and lateral thinking connect two separate eras, providing the single crucial insight that saves the world.

Key Dialogue:

"*The sacred text. Abel stole the fake sacred text that Mia and I made at the time to deceive Seed. In other words, the two antagonists met at that time." … "Those who have something stolen by the Phantom Thief*

will not be even conscious of that fact. Even SYSTEM, the administrator of this world, can still be deceived."

SCD Categories:
Deduction, Connecting Disparate Information, Crisis Resolution, Long-Term Memory

Tier: S (synthesis of ancient clues to avert global annihilation)

VOLUME 12 FEATS

Haven't read it so… 🤷

VOLUME 13 FEATS

The Plane Hijacking — Bat's Attack

Narrative Context: A pseudohuman from **Another Eden,** Bat, has seized a female passenger and demanded the detectives. Siesta and Nagisa immediately move to confront him while Kimihiko organises the evacuation.

Feat 1: Fountain Pen Rescue Throw

Bat has wrapped a grotesque tentacle around a female passenger's body and is strangling her. As soon as Nagisa sprints towards the enemy, Siesta instantly hurls her fountain pen like a spear. The throw is so precise that it cleanly severs the tentacle restraining the woman, freeing her without causing any injury to the hostage. The movement is completely unexpected, turning an everyday writing tool into a projectile weapon in a split second. Nagisa then catches the freed passenger and carries her to safety. Siesta's action directly saves a life while the battle is still escalating.

Key Dialogue:

"*Nagisa!" by the time Siesta shouted, Nagisa was already sprinting… "Guh—!"* This time, the short cry came from Bat himself. Siesta had thrown her fountain pen like a spear—it cut clean through the tentacle restraining the woman.

SCD Categories:
Marksmanship (Improvised), Tactical Rescue, Quick Thinking

Feat 2: Mid-Aisle Agility and Head Kick

Bat's tentacles whip through the cabin like giant serpents, destroying seats. Siesta uses the aircraft seats as springboards, leaping from one to another with absolute agility. She dodges a tentacle that smashes the spot she just occupied, spins mid-air, and lands a clean kick squarely on Bat's head. The blow staggers him and disrupts his rampage, all while she is airborne in a confined space. Her acrobatic control and timing are exceptional.

Key Dialogue (not a dialogue but):

Siesta leapt across the seats like they're her stepping stones. By the time a tentacle smashed the spot she'd just been standing in, she was already airborne. And with a spin mid-air, she landed a clean kick to Bat's head.

SCD Categories:
Agility, Close-Quarters Combat, Spatial Awareness

Feat 3: Deduction of Bat's True Orders

When Bat's three-pronged tentacles abruptly freeze mid-swing, Siesta confidently declares that he cannot kill the detective. She deduces that the order to "capture dead or alive" was a lie and that his real mission is to bring her and Nagisa back alive—under orders from the "pink-haired queen" (Alicia). This deduction is based on Bat's hesitation, the specific wording of his mission, and her prior knowledge of Alicia's obsession with the detectives. By exposing the truth, she shifts the psychological balance and further destabilises Bat.

Key Dialogue:

"*You can't kill the detective."* That was never part of the deal, Siesta's voice was certain.
"*Capture the detective dead or alive? That was a lie. You were ordered to bring me and Nagisa back—alive. By your pink-haired queen."*

SCD Categories:
Deduction, Psychological Insight, Bluff/Interrogation

Tier: A (cold-reading an enemy's mission parameters in the heat of combat)

Feat 4: Provocation to Extract Intel

Siesta realises Bat knew about the hidden musket but not about their identities. She taunts him: "Maybe your superior doesn't actually expect much from you." This deliberate provocation enrages Bat, making

him lose composure and reveal more about his orders and his ignorance. It also confirms that information was leaked to the enemy and that Bat is a mere tool. The tactic keeps him off-balance and ultimately allows Nagisa's word-soul to subdue him more effectively.

Key Dialogue:

"You knew about the weapon—but not who we actually are?"
Siesta's voice was sharp. "*Maybe your superior doesn't actually expect much from you."*

SCD Categories:
Psychological Warfare, Information Extraction, Tactical Taunting

Nighttime Stroll — Emotional Support

Narrative Context: Kimihiko is troubled by the possibility of using his Singularity power. Siesta notices his distress and invites him for a quiet walk through the city.

Feat 5: Reaffirming Identity and Lifting Kimihiko's Spirits

Siesta leads Kimihiko on a meandering, aimless walk through the night streets. She deliberately brings up Ookami's earlier insult that she has "become ordinary." By admitting her own insecurities about no longer being the Ace Detective, she creates a safe space for Kimihiko. Then, with absolute conviction, she declares that even if she becomes ordinary, "the detective's DNA inside me will never die." She hops onto a railing to symbolise the edge she still walks, and when she falls, Kimihiko catches her. The moment reaffirms her core identity and indirectly tells Kimihiko that it is his own will that matters. By the end, she suggests they continue their "adventure" with a late-night parfait, restoring his spirit without ever directly mentioning his problem.

Key Dialogue:

"*Even if I become ordinary, even if I'm no longer Ace Detective—the detective's DNA inside me will never die. I will always pursue the truth—I swear, on the name of this* ***'will.'"***

SCD Categories:
Emotional Intelligence, Reassurance, Strategic Vulnerability

Meeting Alicia at Yggdrasil

Narrative Context: Alicia arrives holding a materialised will organ and hints at crushing it. Siesta and Nagisa confront her, and Alicia admits she wants help.

Feat 6: Immediate Threat Assessment and Controlled Confrontation

When Alicia displays the pulsating organ and suggests she might destroy it, Siesta instantly raises her musket and declares, "We won't let you." She does not fire recklessly. Instead, she holds the threat, looks Alicia in the eye, and demands her true goal. Her controlled pressure forces Alicia to stop the provocation and begin explaining herself. Siesta correctly guesses that Alicia didn't call them there just to threaten but to ask for help, and she waits for Alicia to confirm it. This transforms the situation from a potential fight into a negotiation.

Key Dialogue:

"We won't let you." … "What's your goal? You didn't call us out here just to provoke us, did you? ... So what is it that you want from us?"

SCD Categories:
Crisis Management, Interrogation, Composure Under Threat

Tier: A (masterfully de-escalating a hostage-like standoff through firm but calculated questioning)

Feat 7: Probing Alicia's Hostility Toward the Singularity

Siesta notices a critical inconsistency: Alicia shows no personal hostility toward the detectives, yet she is intensely fixated on Kimihiko. Siesta directly asks why Alicia is so antagonistic toward him. She frames the question as a requirement for cooperation: "*Explain that to me. ... Why are you so fixated on him? What did he do?"* Her pointed inquiry forces Alicia to agree to reveal the full history of Another Eden, unlocking the entire tragedy behind the Queen's motives.

Key Dialogue:

"To be honest, I don't really feel any hostility from you toward me or Nagisa. But it's different when it comes to this world. The other Tuners, and… Singularity. Why are you so fixated on him? What did he do?"

SCD Categories:
Deduction, Negotiation, Direct Interrogation

First Meeting with Kid Siesta in Another Eden

Narrative Context: Kimihiko, starving and lost, finds two children — Nagisa and Siesta — eating junk food. They are wary of the stranger.

Feat 8: Improvised Weapon and Protective Instinct

Kid Siesta immediately assesses Kimihiko as a potential threat. Without hesitation, she snatches the half-eaten corn dog from Nagisa's hand, takes a bite to finish it, and then points the bare wooden skewer at Kimihiko like a weapon. She physically positions herself in front of Nagisa as a shield and warns, "If you come any closer… I won't hold back." The action is swift, creative, and reveals an innate protective instinct even at such a young age.

Key Dialogue:

"Siesta snatched the half-eaten corn dog from Nagisa's hand, took a single bite to finish it off, then pointed the bare skewer at me like a weapon. 'If you come any closer… I won't hold back.'"

SCD Categories:
Improvised Weaponry, Protective Instinct, Quick Thinking

The Ghost Train — Parasite Attack

Narrative Context: The train is trapped in a supernatural loop. Black smoke fills the carriage, suffocating everyone. Kimihiko, Siesta, and Nagisa are affected.

Feat 9: Rapid Identification of a Mass Hallucination

As black smoke gathers, kid Siesta is the first to recognise the threat. She shouts at Kimihiko to close his eyes, correctly reasoning that the phenomenon might be a visual hallucination. When the choking continues even with eyes shut, she instantly updates her hypothesis: their brains have already accepted the phenomenon as reality, so blocking sensory input won't help. This two-step diagnosis, delivered under extreme physical distress, identifies the nature of the Parasite crisis before anyone else can act. It buys time until the Magical Girl arrives.

Key Dialogue:

"Close your eyes!" ... "...No good. Our brains have already accepted this phenomenon as reality."

SCD Categories:
Supernatural Analysis, Deduction Under Duress, Quick Adaptation

Tier: A (instantly diagnosing an esoteric crisis and revising the hypothesis when the first countermeasure fails)

The Giant Octopus Attack — Oversized Sea Creature

Context: A massive octopus attacks the small boat. Nagisa is snatched by a tentacle and about to be dragged underwater.

Feat 10: Biological Weakness Exploitation

While Kimihiko panics, kid Siesta calmly hands him a thick hose and instructs him to aim at the octopus's head. She explains that the creature is a saltwater invertebrate and that fresh water will disrupt its osmotic balance. Kimihiko fires the jet of fresh water, and the giant octopus immediately sinks. Siesta's application of marine biology saves Nagisa and demonstrates her ability to weaponise knowledge in an emergency.

Key Dialogue:

"Take this. Aim the nozzle at that octopus's head." … "It's fresh water—it works."

SCD Categories:
Scientific Knowledge, Crisis Resolution, Quick Instruction

Searching for the Lost Boy — Volcanic Ash Continent

Context: A young boy is separated from his father in thick volcanic ash. Identical protective suits make identification impossible.

Feat 11: Creative Visibility Solution

When asked how to find the father, kid Siesta suggests that they need to "stand out." She instructs Kimihiko to give the children shoulder rides, lifting them above the ash layer to increase their visibility. The simple but ingenious idea turns their group into a moving landmark, and the boy's father spots them from a distance. The reunion is successful.

Key Dialogue:

"*We just need to stand out."* … I took turns giving everyone shoulder rides—literally lifting them up to make us more visible.

SCD Categories:
Problem-Solving, Spatial Reasoning, Leadership

Argument with Nagisa — The Village

Context: Nagisa wants to stay and help the villagers, while Siesta insists they leave immediately for the castle. The two friends clash.

Feat 12: Logical Prioritisation and Emotional Reconciliation

Kid Siesta argues with clear logic: recovering their lost memories and meeting the Queen of Hearts must take priority over individual acts of kindness, because without knowing who they are, they cannot truly guide others. She does not dismiss Nagisa's compassion but insists that their primary mission comes first. After the argument, she reflects deeply and, with Kimihiko's encouragement, decides she will apologise to Nagisa once they reunite. This shows her capacity for both rigorous reason and emotional growth.

Key Dialogue:

"We need to figure out who we really are first. Whether it's helping people or whatever other mission we might have… all of that can come after we get our memories back." ... "When Nagisa comes back, maybe I'll apologize."

SCD Categories:
Logical Reasoning, Ethical Prioritisation, Emotional Maturity

Entering the Nightless Castle — Underground Chamber

Context: Siesta and Kimihiko find Mia chained on an altar, blind and deaf, being used as a living sacrifice. Olivia reveals the grotesque system.

Feat 13: Supernatural Perception of a Soul's Cry

While exploring the castle, Kimihiko hears nothing. But Siesta suddenly stops, saying she hears something "not with your ears… deeper—it's echoing inside. A voice that reaches your heart, your soul… like a cry." She pinpoints the source and leads Kimihiko directly to the hidden underground chamber where Mia is imprisoned. This is a clear manifestation of a will-based or spiritual perception that transcends ordinary senses, allowing her to detect a distress signal that is physically silent.

Key Dialogue:

"You hear that? … Not with your ears. It's deeper—it's echoing inside. A voice that reaches your heart, your soul… like a cry."

SCD Categories:
Extrasensory Perception, Spiritual Sensitivity, Tracking

Tier: A (detecting a non-physical distress signal through sheer intuition)

Feat 14: Moral Defiance and First Gunshot

After witnessing Mia's horrifying transformation and hearing Olivia's justification, kid Siesta takes the pistol Noel gave her and fires at the ceiling. She then shouts, "There's no such thing as justice built on someone else's suffering!" Even as a child, she rejects the cruel utilitarian logic with absolute conviction. She turns the gun on Olivia and demands answers, making it clear she will not accept the Queen's twisted system. Although she is eventually restrained and Nagisa is sacrificed, her defiance is the first open challenge to the nightmare.

Key Dialogue:

"There's no such thing as justice built on someone else's suffering! Even if there are different shapes of what is right—this is not it! You—no, the Queen—you were all wrong!"

SCD Categories:
Moral Courage, Oratory, Defiance Against Overwhelming Odds

Alicia's Flashback — Eight Years Ago at the SPES Facility

Narrative Context: The story flashes back to Alicia, Siesta (Shi-chan), and Nagisa (Naa-chan) as children living in a facility secretly run by SPES. Siesta is part of Alicia's escape plan.

Feat 15: Covert Procurement of Weapons and Chemicals

Alicia asks Siesta to steal sleeping drugs. But Siesta goes further: on her own initiative, she also procures the chemical agents Alicia needs to create explosives. Additionally, she secretly obtains a gun from somewhere inside the tightly controlled facility. She accomplishes all of this without alerting any adults, demonstrating exceptional stealth, resourcefulness, and an intuitive understanding that the "sleeping drug" cover story was only part of a larger plan.

Key Dialogue:

"Shi-chan not only gathered the chemicals I asked for, but even prepared some weapons on her own initiative."

SCD Categories:
Stealth, Resource Acquisition, Initiative

Feat 16: Investigative Instinct — Discovering the Facility's Darker Secret

Siesta comes to Alicia holding the gun she found. With a grave expression, she says, "Does your standard welfare facility have something like this? There's definitely something deeper going on behind the scenes here." She urges Alicia to rethink the escape plan. This shows that even as a child, Siesta possessed the detective's instinct to question the surface reality and search for hidden truths. She is the first among the children to voice suspicion about the true nature of their home.

Key Dialogue:

"*There's definitely something strange about this facility. … Does your standard welfare facility have something like this? There's definitely something deeper going on behind the scenes here. Alicia, maybe we should rethink the whole plan…"*

SCD Categories:
Investigation, Suspicion of Deception, Warning

Feat 17: Literary Analysis — Solving the Queen of Hearts' Motive

The three girls have long discussed why the Queen of Hearts in Alice in Wonderland became a villain. Siesta was the one who originally posed the question. When they revisit it, she delivers a profound psychological analysis: the Queen was not born evil, but somewhere in her life experienced a pain so overwhelming that it drove her tyranny; she kept being "evil" because she was searching for a missing piece that power and authority could never grant. This analysis goes far beyond the text and foreshadows Alicia's own tragic transformation into the Queen of Hearts.

Key Dialogue:

"*If she wasn't simply born as the embodiment of evil, then maybe… somewhere in her life, she experienced a pain too overwhelming that she couldn't endure. … She kept being 'evil' because she was searching for that missing piece."*

SCD Categories:
Literary Analysis, Empathy, Psychological Insight

Tier: A (a child's philosophical deconstruction of a classic villain's psyche)

Kimihiko's Time-Slip — The SPES Facility of the Past

Context: After freeing Mia, Kimihiko accidentally opens a door to the SPES facility eight years ago. He sees young Nagisa and Alicia but cannot interact with them. Overcome with despair, he falls to his knees. Then young Siesta appears and speaks to him.

Feat 18: Daydream Power — Communicating Across Time

Kid Siesta reveals she has a "special ability"—her daydream power—that lets her notice and speak with someone who has wandered into a wrong time and place. She is the only one who can see and hear Kimihiko. She uses this ability to comfort him, wiping his tears, and tells him that his wish to save them is not wrong. She assures him that tomorrow she won't remember this, so there is no price to pay. She says even if they fail, their legacy will live on in someone else. Then she ties a red ribbon around his finger, a symbol of hope and connection, and tells him she'll be waiting. This transcendent empathy saves Kimihiko from absolute despair and gives him the will to return to his own world.

Key Dialogue:

"*I've got this little special ability, you see? When someone wanders into a place they're not supposed to be… I can talk to them like this." … "It's okay. I'm sure the me of tomorrow won't remember any of this. … And even if we fail, our legacy… will surely live on in someone else. … I'll be waiting, Kimihiko."*

SCD Categories:
Supernatural Power (Daydream), Cross-Temporal Communication, Emotional Salvation

The Final Confrontation

Narrative Context: Alicia finishes her tale. Ookami appears. Siesta and Nagisa prepare to face the Queen and her right hand.

Feat 19: Unwavering Loyalty and Battle Readiness

Ookami scorns Siesta, calling her a girl who merely "spins around that man" (the Singularity). Siesta does not deny her attachment to Kimihiko. Instead, she points her musket at Ookami and demands, "Where did you take the assistant?" She then exchanges a quiet, steadying look with Nagisa and asks if she is ready. When Nagisa suggests they hold hands, Siesta feigns exasperation but complies, showing a mix of fondness and deadly seriousness. She then prepares to fight two powerful opponents without any sign of fear. Her refusal to be shamed for her bond with Kimihiko, combined with her immediate readiness to engage, demonstrates absolute loyalty and courage.

Key Dialogue:

"*Where did you take the assistant?" … "Nagisa, you ready?" … "Good grief. If I must."*

SCD Categories:
Loyalty, Defiance, Courage, Battle Readiness

SIESTA FEATS FROM “CODE RED”

EVENT: The Hijacking — Three and a Half Years Ago

Narrative Context: A passenger plane has been hijacked. Charlotte, the 14-year-old apprentice, waits on the runway. Siesta has already been aboard. The plane descends like a falling star, its vertical stabiliser obliterated, yet it lands safely. Before it ever took off, Siesta had already identified the culprit, the method, and the motive.

Feat 1: Pre-emptive Resolution of an In-Flight Hijacking

Siesta learned of the hijacking plan before the plane ever left the ground. She planted a listening device in the cabin and, while the terrified passengers heard the hijacker’s demand for a detective, she calmly remained out of sight. The entire scenario—who the culprit was, how they intended to take over the aircraft, and why they were doing it—was already solved. By the time the plane landed in a blaze of destruction on the runway, Siesta had fully neutralised the threat without a single passenger being harmed.

Key Dialogue:

“First-rate detectives resolve incidents before they even occur, you see.”

SCD Categories:
Precognition, Crime Prevention, Investigation

Feat 2: Emergency Piloting and Zero-Casualty Crash Landing

Mid-flight, a magecraft attack destroyed the plane’s vertical stabiliser, making controlled flight almost impossible. Siesta took over the cockpit and guided the crippled airliner down onto the runway. When the spoilers were torn away and the landing gear melted, she executed an extraordinary 200-kilometre-per-hour hairpin turn—skidding the massive steel bird 180 degrees across the tarmac—to avoid a collision with the control tower. The plane, though wrecked, came to a stop without a single fatality. Siesta later reveals she learned to fly from a flight simulator at a Japanese arcade.

Key Dialogue:

“I managed to land this plane with the vertical stabilizer being obliterated by some kind of magecraft attack.” … “Flight simulator. At a Japanese game center a year ago.”

SCD Categories:
Aircraft Piloting, Improvised Crash Landing, Zero-Casualty Rescue

Tier: S (landing a structurally broken airliner with skills learned from a video game)

Feat 3: Post-Incident Cover-Up and Delegation to Charlotte

After landing, Siesta remained completely composed. She watched the passengers evacuate via the emergency slides and then immediately began organising the concealment of the "impossible" events—the memory-wiping protocols that would ensure the world never learned of the supernatural. She then turned to her apprentice, handed her the responsibility of managing the aftermath, and gave her the permanent mission of "Code: RED." This single act of delegation set Charlotte on the path that defines the entire volume.

Key Dialogue:

"The case has been solved. Zero casualties… Let's make sure the witnesses forget everything cleanly." … "Please protect the order of the world. I'm counting on you, Charl."

SCD Categories:
Crisis Management, Delegation, Memory Manipulation Logistics

EVENT: The Last Letter — A Posthumous Message

Context: Charlotte has been living with the weight of her mentor's death for half a year. She finds the letter Siesta left behind, addressed directly to her. The letter is Siesta's final, deliberate communication from beyond the grave—a carefully crafted document meant to guide her apprentice through grief and into action.

Feat 4: Leaving a Letter to Guide Charlotte from the Dead

Siesta, knowing she might not survive, wrote a letter to Charlotte that would reach her only after her death. In it, she acknowledges Charlotte's anger and sadness, but immediately pivots to a mission: her death had nothing to do with Charlotte's "curse," and she wants Charlotte to accept her passing as the first step toward a reversal. She names her killer—the "Detective Killer"—and explicitly asks Charlotte to inherit her will and solve the case. The letter is not a mere farewell; it is an emotional catalyst and a strategic assignment, designed to transform Charlotte's paralytic grief into fuel for her transformation from apprentice to true detective.

Key Dialogue:

“I believe in my proud Charlotte to solve the case without fail. So, this is my last selfish request. Please, wipe away your tears, and inherit my will. I want you to defeat the ‘Detective Killer’ who vanquished me.”

SCD Categories:
Posthumous Guidance, Emotional Motivation, Strategic Foresight

Tier: A (using her own death as the ultimate case to push her apprentice forward)

EVENT: The Daydream — Charlotte's Vision of Siesta

Charlotte imagines a confrontation with Siesta in a shopping mall. They draw guns: Charlotte has a modern CZ Scorpion EVO 3 A1 submachine gun; Siesta has a silver antique flintlock musket (single shot, requires reload). Siesta reads Charlotte's mind like a chess player, calculating "countless moves in a thousand parallel worlds." She places her empty musket's barrel on Charlotte's pendant, a symbolic checkmate. Despite the massive weapon disadvantage, Siesta wins without firing a shot.

"*And once again, you will lose to me. A first-rate detective... resolves incidents before they even occur, you see.”*

Feat 5: Imprinting a Psychological Trial to Overcome Weakness

The dream-Siesta challenges Charlotte to a gunfight, calling her out for her refusal to make friends and her fear of losing anyone again. She forces Charlotte to admit that she has been running away from her own vulnerability. Siesta levels her musket—fully knowing Charlotte is armed with a submachine gun that can fire thirty rounds in under two seconds—and does not flinch. When Charlotte breaks down, unable to pull the trigger on the woman she loved, Siesta reveals the musket was empty. The message is clear: Siesta’s real weapon was never a gun, but her ability to make Charlotte see her own heart. The trial pushes Charlotte to accept that she cannot carry the Ace Detective’s legacy alone, leading directly to her reconciliation with Charnelia and her final victory over Togenkyo.

Key Dialogue:

“Charlotte, your true foe is the legacy of the Ace Detective.” … “You said you didn’t need friends anymore. You said you didn’t want to lose anyone anymore. … But that means you have no intention of overcoming your own weakness.” … “Charlotte, you should do whatever you want to do.”

SCD Categories:
Psychological Manipulation, Mentoring, Posthumous Character Shaping

UNMANNED PLANE INCIDENT

Narrative Context: Togenkyo, the main antagonist, plans to crash a passenger plane as a diversion to prove her evil nature.

Feat 6: Posthumous Strategic Outmaneuvering of Togenkyo

Siesta's foresight: Three years after the hijacking, Siesta had already predicted that an identical plane would be needed at a specific time and coordinates. She arranged for an unmanned plane to fly there. When Togenkyo crashes the plane, believing she has killed innocent people, it is revealed that no one was on board. Siesta's posthumous plan completely neutralizes Togenkyo's psychological gambit.

Key dialogue:

"Even in death, you, SIESTA...!!!!!!!" – Togenkyo's breakdown after realizing she was outsmarted by a dead woman.
"*In the letter Ma'am sent me was a flight name, coordinates and departure date but nothing else. I guess she thought I didn't really need to know what it meant"* – Charlie

OVERALL SCALING

Siesta scales as one of the highest-tier **"outsmarting"** characters in SCD, specifically as an Extraordinary Genius / Meta-Strategist / Event Architect rather than a pure "on-the-spot manipulator" like Johan Libert or a pure deduction monster like Sherlock Holmes.
Her strongest domain is not just solving problems—it is making sure the problem unfolds exactly how she wants before it even begins.
That is what separates her from most smart characters.

Primary Archetype: Meta-Strategist + Event Architect + Predictive Detective

She is strongest in:

1. Long-term planning
2. Foresight
3. Strategic manipulation
4. Posthumous planning
5. Scenario simulation
6. Preventive deduction
7. Psychological profiling
8. Legacy engineering

She is less focused on:

1. Raw social charisma
2. Short-term gambling mind games

3. Public deception battles
4. Improvisational bluff wars

She is basically: **“A detective version of a chess grandmaster playing 30 moves ahead.”**

HER HIGHEST SCALING FEATS

Refer to these docs: Siesta's Cognitive Feats , Siesta's Scheming Feats for a detailed understanding

100,000+ Crisis Simulation: She mentally simulated over 100,000+ crisis scenarios, with over 83,000+ accurate outcomes, essentially performing Oracle-level predictive modeling using pure logic and mental simulation.

This is one of her biggest FSIQ + foresight feats.
This alone places her extremely high in:

- Working memory (WMI)
- Processing speed (PSI)
- Predictive reasoning
- Bayesian reasoning
- Scenario planning

This is absurdly high even by SCD standards.

2. Six-Year Heart Transfer Plan (HTP scheme): Her entire Hel → Alicia → Natsunagi plan was prepared years in advance. She:

- predicted Hel’s actions
- planned her own death
- weaponized her own heart
- preserved her consciousness
- engineered Natsunagi’s future role
- built the final anti-SPES team

This is not normal planning but rather ***fate manipulation-level*** strategic planning.

3. Solving Cases Before They Occur (preemptive reasoning): She repeatedly solves incidents before they happen:

- plane hijacking
- Medusa case
- Hanako-san case
- Cerberus trap
- Hel confrontation

- island battle
- Her own DEATH
- X planning
- Cruise ship
- The Lost Memory
- Saikawa's assassination attempt
- Her return from death
- Holy Return Ceremony (she literally let Kimi get the sacred text thereby making him see the future and directly handle things while she works BTS)

Her philosophy is literally:

"First-rate detectives resolve incidents before they even occur."

This is her defining trait.

4. Posthumous Control of the Story: Even after death:
- Bat remains useful
- Natsunagi finds Kimizuka
- the cruise ship legacy activates
- the four-person anti-SPES team forms
- her video guides everyone

She controls events after death. Very few characters in SCD reach this level of narrative influence.

CATEGORY SCALING

FSIQ → S+ / Top Tier

Extremely high:
WMI
PSI
VSI
FRI
SRI
abstraction
Long-term memory.

Her memory feats are monstrous. Examples:
memorizing Britain's full map
memorizing Mizoev federation records
school layout in seconds
resisting memory wipes for months

Visualisation of 10,000km distance from <> in Japan to everywhere else in the world when finding the holy relics.
Being able to instantly analyse 10 years of both her altered memories and kimizuka's authentic memories and immediately infer the hidden location of the Akashic Records which has had its entire Existence erased from the universe (not just the memories of inhabitants but from history itself)

FORESIGHT → S++ / Monster Tier

Probably her best category. She predicts:

- enemy movement
- Thought processes
- motives
- betrayals
- future allies
- her own death
- long-term chain reactions

And reshapes them into scenarios and decisions leading to her desired outcome. This is one of the best foresight scalings in SCD.

PLANNING → S++ Tier

Also her best category. Her plans are:

- multilayered
- self-correcting
- death-inclusive
- posthumous
- psychologically engineered

She scales absurdly high here.

DEDUCTION → S / Very High

She is elite but not necessarily an absolute top 1. Her deductions are extremely strong in:

Bat motive
Medusa poison method
Cerberus identity
Hel psychology
fake Fuubi detection - knew it was SEED as hel was the Alicia in front of them
SEED’s weakness which is SUNLIGHT and didn't directly stated it in her letter intentionally so the gang could deduce it themselves under the guidance of Niches
Nagisa in a state of Suspended Animation
SEEDs true drive - survival instinct was to leave a way for his children to survive in earth
Arsene posing as Flip Stuart (The TURNER with the Role of REVOLUTIONARY)

Danny Bryant as her predecessor
Bruno and Stephen as the masterminds of the Chaos from the Unexplored Sanctuary
Locations of the holy artifacts around the world instantaneously
How Abel his the akashic records
Ghost train parasite attack

She is more "**preventive deduction**" than classical detective deduction.

MANIPULATION → A+ / High

Strong but not her main weapon. She manipulates people's decisions and entire operational scenarios but does so through planning—not charisma, hence different from upfront **MIND GAMES** specialists like **Sora, Baku, Fyodor** and **Dazai.**

DECEPTION → A+ / High

Very strong:

fake death
fake surrender
fake identities
false narratives
hidden motives
staged scenarios

The entirety of Volume 1 to Volume 5 was just Siesta acting in a play whose script she had written when she was 14 years old (confirmed in volume 4 - sacred text trap which gave her total control of the Actions of SPES and volume 6 - reason she dragged kimihiko into her schemes (his role as the SINGULARITY of this universe)

This means she even deceived readers into believing in her "Angel like" persona while forgetting she literally instigated almost 80% of the chaos:

Had Noches spread the info on Kimizuka painting him as the AD (Ace Detective)

Intentionally revealed the existence of her legacy on saikawa's cruise ship to SPES - in order to get chameleon's seed in kimizuka's hands for the battle against Fuubi in volume 3

Intentionally withheld her schemes from even noches (the AI version of siesta) until the end - after she had been placed in cold sleep, she then led Noches to her diary where she recorded the true first meeting between her and kimizuka and then Noches put everything together and realised everything had originated from and gone all according to siesta's plans all along.

But again—not her primary style since she isn't so **upfront** about it.

PSYCHOLOGY → S / Very High

She has a deep understanding of humans and can accurately read motives, desires, fears, insecurities, pride, trauma, and hidden intentions. She also uses these to her advantage in her various **LONG-TERM SCHEMES**. She can also detect subtle emotional shifts through tone, body language, hesitation, contradictions, eye movement, and speech patterns.
This includes recognizing lies, suppressed fear, false confidence, and hidden attachment.

Her most notable feats are understanding Abel motive for instigating the Chaos Leading to the destruction of their universe and ICE DOLL's past trauma hidden behind her mask for 400 years

She also understands group psychology and is able to accurately predict what various people would do and totally influence their decisions without being present (even after death).

ADAPTABILITY → A / High

Strong but not her best. She mostly has **prepared plans** tailored to adapt to every possible way a situation could play out.

She wins before the match even begins, so there's no need adapting since every possible & plausible future is accounted for and even when things derail from her desired path, she also instantly formulates a new strategy (best example is during the ghost train parasite incident in a parallel universe with siesta (still a kid - 12 yes old) and the fight against ICE DOLL who's got an environmental advantage (fought in a large ice castle) and has 400 years of battle experience and is the only human regarded as a DEMON even by the SEVEN DEADLY SINS. She was able to Analyse her fighting style, adapt, ensure she always had an escape route to prevent I've prisons and psychoanalyse her simultaneously while actively fighting and suppressing her surging vampiric urges (thirst for blood, heightened senses and dread - cause she'll die if she doesn't feed and she's been avoiding it for over a year hence not fully completing the transition) at the end when she was **split in two** from the abdomen it took her 5 minutes to heal which should be done in seconds of she feeds. After all this she appealed to the suppressed emotions of ICE DOLL and disarmed her realising that she is pretty much the same as ICE DOLL was 400 years ago and decides she would succeed and never change even if the SYSTEM forcibly tries to alter her fate or personality.

SIENTA VS COMMON SCD CHARACTERS

Siesta > Yuuichi, Ayanokouji, Lelouch, Light, Yokoya, Yuuma Mukai, Akiyama, Moriarty, L lawliet, Near, Sherlock Holmes (BBC), Patrick Jane, Red John, Hannibal Lecter (TV series), Jibril, Plum, Ranpo, Vincent Lalo, Akira, Nanno, Gu Changge, Yang Xinxin, Xie Yan, Zhuo Fan (chap 920), Shiro, Shuvi (Schwi), Kudo Shinichi, Jim Moriarty (BBC) Baku, Kiruma Souichi, Aizen, Dr Walter (parallel world version), The Horsemen, Arisu, Chisuya, Ai Magase, Johan, Junko, Friend (20th CB).

Scales below:

Sora (v12+13)
Riku Dola (my bias take cause Riku > Sora imo)
LN Dazai (also preemptive + better strategist - BEAST)
LN Fyodor (better planning process - siesta's planning process are revealed in parts reducing the vibe gotten from them)
Shiro (In raw intelligence (**crystallized**) and **FSIQ** alone - me wondering how some people say Shiro is too tier in deduction and reasoning 🤦)
Fang Yuan (From book 3 ending to Book 5 - I stopped there - book one (Qing No mountain) and two (Bai Gu Mountain / Three Kings inheritance arc) Fang Yuan is Siesta's victim - like seriously **Tie Ruo Nan** can't even compare to siesta yet they caught him and he had now way out other than to self destruct and go back in time
Batman (with Mobius Chair)
Tet (in disbord alone)
Beatrice
Klein (LOTM)
Otto Apocalypse
The Doctor (Dr WHO)

Siesta belongs in: UPPER ELITE TIER SCD clearly above most mid/high-tier and elite geniuses.

FINAL VERDICT

Siesta is not just smart. She is a **"future-controlling strategist".** Her greatest weapon is not deduction. It is **making the future happen exactly as she predicted.** That is why she scales so high.

Her strongest categories are:
Foresight + Planning + FSIQ + Event Manipulation
and that makes her one of the most dangerous outsmarting characters in modern LN scaling.