STEPHANIE DOLA



MADE BY:

- COUNTERKOUJI (MAIN CREATOR)
- EVERNIGHT
- CHILPALENDO
- CHECKMATE_71

Doc Keys:
Red - Strategy, Planning, Tactics, Setting Traps, Field Skills
Blue - Detective Skills (Observation, Perception, Cold Reading, Information Gathering,Adaptability,Learning)
Orange - Social Abilities (EQ + SQ)
Green - Manipulation + Deception
Pink - Logical Reasoning + Overall Thinking + Foresight (Anticipation, Prediction, Trap Evasion, Intuition)
Cyan - Overall Intelligence + FSIQ + Cognitive Abilities
Purple - Important Notes
Underline - Scans

VOLUME 1

Stephanie kept her posture rigid even as her expression betrayed strain, allowing the pain to surface deliberately rather than suppressing it. Her brows knit just enough to suggest frustration, her lips tightening as if she were clinging to a failing hand, yet her eyes never left the table. By presenting herself as transparently distressed, she shaped the expectations of everyone watching, inviting the assumption that she was already finished. When the siblings' conversation brushed against her awareness, she registered the direction of their gazes and the timing of their silence, noting how their attention lingered not on the cards or the rules but on her reactions. She absorbed the rhythm of their exchange without turning her head, recognizing that their certainty was premature and rooted in what she allowed them to see. When the whispered warning reached her ear, she did not reject it outright nor accept it blindly. Instead, the shock she showed was sharp and fleeting, her widened eyes less a loss of control than a recalibration, as she immediately recontextualized her own suffering as a variable others were exploiting. In that instant, she understood that the deception was not embedded in the game alone, but in the confidence of those observing it, and that her visible weakness had already altered the field in ways they had not accounted for.

[Misdirection, Fabrication, EP, ER, Deductive Rsn, Social Engineering, Anticipation, Observation, Pattern Recognition]

The exhaustion in her posture and the tremor in her voice were not simply grief over losing; they were the aftereffects of replaying the match repeatedly in her mind and finding a single unresolved contradiction. She revisited the moment she had been unsettled during the game, isolating the discrepancy between what the rules allowed and what her opponent's moves implied, and traced that discomfort back to the passing whisper she had initially dismissed. By seeking them out hours later, she confirmed that her loss was not the product of bad luck or inferior play, but of an unseen manipulation she had failed to surface in time. When she demanded why the method had not been exposed, her anger revealed an underlying clarity: she already understood that merely sensing dishonesty was meaningless without demonstrable proof, and that the covenant governing cheating required evidence rather than intuition. Her frustration sharpened into self-critique as she grasped that her failure was not in understanding the game's structure, but in hesitating to act on the irregularity she perceived, allowing the deception to remain unchallenged until the outcome became irreversible.

[FRI, WMI, Memory, Fluid Intelligence, Inductive Rsn, Critical Thk, Associative Thk, STP]

When the challenge (Rock paper scissors ahh game) was proposed, she shifted her focus from the humiliation to the structure of the wager, isolating the asymmetry in the conditions and reconstructing the payoff table in her mind. She traced each possible outcome from his declaration, calculating which choices preserved safety and which introduced risk, and initially identified the draw as his apparent objective, concluding that his entire posture was built to funnel her into a predictable response. As she stared at him, she examined his expression rather than his words, searching for incongruities between what he claimed and what his face suggested. The confidence in his smile forced her to re-evaluate her earlier conclusion, prompting her to cool her temper and re-run the logic without the bias of wanting to prove him wrong. She reminded herself that reacting to provocation would only validate his assessment of her, and that the only rational constraint was his own oath, which bound him to paper if he wished to win at all. From that premise, she inferred that any outcome depended entirely on her choice, and that by avoiding the single losing option, she could deny him control over the result. When the moment came, she chose scissors, committing to a path that maximized her odds of victory while avoiding the one move that would hand him an outright win. The instant his hand formed rock, the collapse of her model was immediate, her widened eyes reflecting the realization that her reasoning, though internally consistent, had been guided into a narrow corridor he had designed. As his explanation unfolded, she understood that he had anticipated not only her initial anger, but also her self-correction, predicting that she would calm herself, reject the obvious bait, and aim for a decisive win rather than a neutral outcome. In recognizing this, she grasped that the true trap had never been the game itself, but her tendency to stabilize emotionally and then overcommit to what appeared to be the most rational advantage, leaving her vulnerable.

[VSI, EU, ER, EP, Inductive Rsn, Critical Thk, Anticipation, Observation, Misdirection, Prediction]

Alright, we can start with Rock, paper and scissor feat performed between Sora and Stephanie Dola.

So in this feat Sora claims that He will throw paper

Aschente!"

—This word was an oath signifying a game under the Ten Covenants. An oath to the God that one was ready and willing to follow the Ten Covenants—in a *gamble that was absolutely binding*.

"Okay, then I'm down…*Aschente*."

Sora made his oath, accompanied by a grin—and a comment that obscured his true purpose. Stephanie, however, was already furiously churning through thoughts in her head.

—He's only going to throw paper? Does he think that if he says that I'm just going to obediently throw scissors? Looking at the conditions he proposed—his intention is obvious. *He's playing for a draw*—that's the only way to look at it. This man *just wants a place to stay*—and *he doesn't even actually know how she cheated*. Surely that was the truth. If he loses if he doesn't throw paper, then the possible outcomes for each of my choices are—Rock: two wins to one loss. Scissors: two wins to one draw. Paper: one win to two draws. After he declared that he'd only throw paper. If I were just going to throw scissors, he'd throw rock. He must be thinking of laughing at me, *Yep, just as I planned; props for innocence, moron.* That said, if I throw paper —I won't lose no matter what. It will almost certainly be a draw, which is just what he wants.

—This cur thinks *there's no way I'll throw rock*—. Because it's the *only way I could lose*!

Stephanie got up from her chair looking as if about to grab him, but Sora interrupted.

"Then let's play a game."

"...Uh, um, wha?"

Taken aback. But with unconcealed suspicion, Stephanie listened to Sora's words.

"What, you don't have to think too hard about it. Just rock-paper-scissors. You know it? Rock-paper-scissors."

"Rock—? I, uh...well, certainly."

"Great, *I'm glad to hear you have it in this world, too*. So, we'll play that. But—"

He lifted a finger. Slowly and carefully, Sora explained:

"Not ordinary rock-paper-scissors—you ready? *I'm only going to throw paper.*"

"—What?"

"If I throw anything else, I lose... But, if I throw something else that beats you, you lose, too, so it's a draw—and, of course, if I throw anything else and you have the same thing, then I lose."

"___"

If he throws anything other than paper, he loses? Not comprehending what this man was saying, Stephanie raised her guard still further.

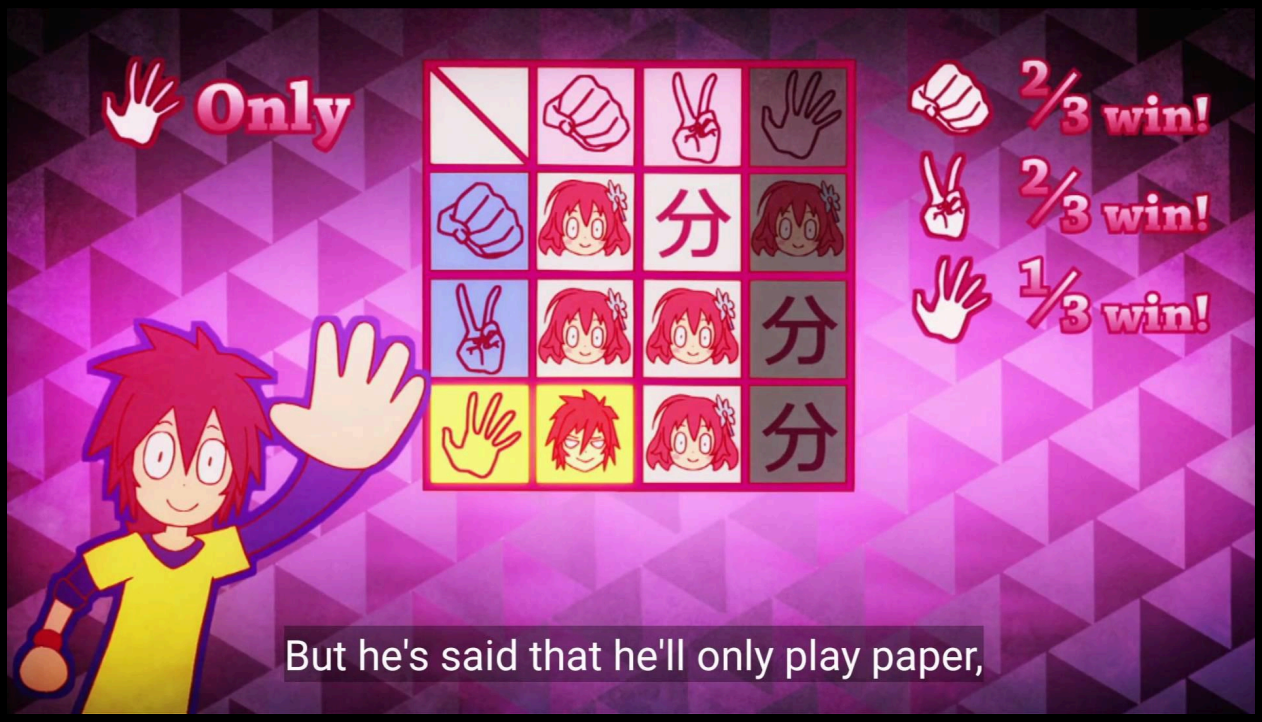
"—And what is the wager?"

Sora grinned as if to say—*Glad we could get straight to the point*.

"If you win, I'll do anything and everything you ask. I can explain to you the reason you lost, the truth about the cheating... and if you tell me to die for having insulted *your idiotic gramps*, then that's that."

"……You little...!"

"—And! If I win. *You have to do anything and everything I ask.*"



but there are certain points he mention like if Sora uses Anything Other than paper and losses or end up with both having same thing will result in Sora's loss but If he throws anything other than paper put if he is winning there, then it would result in a draw, So Sora was at disadvantage here.

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"—And! If I win. *You have to do anything and everything I ask.*"

So Stephanie Dola quickly visualizes a 3X3 grid in her head and quickly calculates the possibility of her winning here within the few seconds, So she quickly analyze and calculate that with Rock she has two out of three chance winning here, with Scissors she has 2/3 chance of winning and with paper 1/3




分
分
分
2/3 win!
2/3 win!
1/3 win!
My options are scissors or rock.

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"—And! If I win. *You have to do anything and everything I ask.*"

She correctly Identified the logical implications of the rule set properly and remember it correctly and she didn't even need paper pr anything to write everything down, she mentally visualize the grid in her head and perfectly calculate the possibility and outcomes with Sora's conditions within it, although she lost but she able to process all this pretty fast and visualize it.





Sora was smiling as if he had already won—but.

"I only await you. Are you prepared to uphold the Covenants?"

Stephanie answered with the same surety of victory. *I can see your hand already—cry out in defeat!*

"Okay, then let's go; yeah, rock, paper—"

—scissors. Was what Stephanie threw. But her eyes.

"Wha—"

——Opened wide at Sora's *rock*.

"Wha-wha—how could…That wasn't…"

"I give you points for not letting yourself be baited and going straight for the rock—but that's not enough."

Wiping his silly grin off his face with ruthless composure Sora calmly adjusted his position on the bed and spoke for Stephanie's inner thoughts.

"You were being baited, *about to throw rock, the only way you could lose*."

"……—"

"—But then my expression made you calm down and realize that I had no way to win except by throwing paper."

"—Wha—…"

He'd seen through her—wait, so his expression…had been just *acting*?!

"So, that much is fine…but, if you wanted to beat me, you should have thrown paper… Then you would have *destroyed my one chance to win, and had twice as much chance of beating me*."

—He'd seen through everything—no, *led* everything.

"Ngh—!"

Stephanie bit her lip, folded her knees, and put her hands on the floor. He'd known how she'd calm down—and that on top of that, she'd *go for the win*.

—So this was it. This was the reason Stephanie had lost earlier that day. That seemed to be what he was saying. But he went on.

"Plus, this whole game is stacked for me to win in the first place."

—Playing me for a fool—! Whether I throw rock or scissors, my odds of winning are two to one. I won't let him have his way—I won't let him have his draw!...Stephanie stared daggers through Sora.

"—!"

—But after glaring at Sora's face, she swallowed. Truly he was a base and contemptible fellow—but that wasn't why. It was his cold, thin smile, *that of a man who calmly knew he was going to win*. Seeing Sora's expression—once again her risen blood dropped as if splashed with cold water.

—No, calm down; think objectively. Stephanie admonished herself and circled her thoughts once more. He'd called her a stooge, emotional, simpleminded—should she allow herself to be provoked by this to prove his point? As she admonished herself thus, Stephanie realized something.

—Of course. It's so obvious. This man—this rogue—has no choice but to throw paper as he declared! *There is no other way he can win.* Which means—no matter what I throw, he can only

throw paper as he declared...If he wins, then lucky him, and, *if he draws, it's just as he planned*—that's how it is! *Because he can lose—no matter what he throws!*

[PSI, VSI, Critical Thk, Abstract Thk, Observation, Risk Assessment]

Stephanie replayed his words, stripping them of tone, posture, and implication until only their literal structure remained. In doing so, she recognized the moment her own assumption had filled the vacuum he deliberately left open, converting an undefined "favor" into something concrete without ever forcing him to state it. The realization struck as the trap had not relied on deception of facts, but on her instinct to stabilize that outcome by assigning meaning where none had been fixed. She understood that the wager had already concluded the instant she accepted the game under vague terms, and that her agreement had finalized a condition she herself authored.

As the demand landed, she felt a foreign response surface against her will, and immediately attempted to suppress it, not out of shame, but out of resistance to coercion. She monitored her racing pulse, the heat in her face, and the involuntary pull of attention toward him, identifying

these reactions as consequences of the covenant rather than products of her own intent. Rather than surrendering to them, she anchored herself in outrage, using anger as a stabilizing counterweight to prevent the imposed emotion from fully overtaking her judgment. Even while denying it aloud, she cataloged the contradiction between her words and her physiological response, recognizing that the law bound outcome, not consent.
When the discussion turned to rules, she followed the logic closely, tracing how the agreement of equal value preceded any notion of fairness, and how her failure lay in neglecting the premise in favor of the mechanics. She grasped that the true risk had been symmetrical regardless of victory or draw, and that her earlier focus on optimizing outcomes had blinded her to the invariant cost embedded in the wager itself. By the time the accusation of swindling left her lips, she already understood it as a protest rather than a refutation, an attempt to reclaim agency after realizing that her loss stemmed not from inferior reasoning, but from allowing ambiguity to pass unchallenged at the moment it mattered most.

[FRI, Anticipation, Abductive Rsn, Associative Thk, Metacognition, Perception, Cold Reading]

Stephanie answered the questioning by drawing directly on institutional knowledge, grounding herself in classification, rankings, and biological constraints rather than speculation. By articulating Immanity's absolute lack of magical aptitude, she reframed human weakness not as incompetence but as a structural limitation, implicitly countering any assumption that humans simply failed to try hard enough. As she explained spirit corridors and magical detection, she identified the true asymmetry between races: not power alone, but observability. In recognizing that humans could neither use nor perceive magic, she exposed the hidden premise behind repeated losses, namely that cheating could occur beyond the reach of proof, rendering fair play structurally impossible. Her lowered gaze signaled resignation, yet the precision of her explanation showed she had already dissected the problem long before this conversation. As the discussion shifted, she tracked the line of inquiry carefully, noticing how questions about non-magical races were not idle curiosity but a search for counterexamples. When she described the Werebeasts, she emphasized sensory superiority rather than magical parity, distinguishing between overcoming magic and compensating for it through alternative faculties. In doing so, she implicitly contrasted them with Immanity, recognizing that humans possessed neither supernatural perception nor an equivalent substitute. The pressure in her grip on her own arm betrayed the tension between academic understanding and lived frustration, as she confronted the realization that human failure was systemic. When the siblings revealed their rapid acquisition of the written language, Stephanie did not immediately challenge it; instead, she recalibrated her understanding of what she was witnessing. She recognized that this was not learning through instruction but pattern extraction, achieved without guidance, and that such speed implied a mode of cognition alien to her expectations. The chill she felt was not fear but recognition, paired with a fragile spark of hope, as she inferred that beings capable of decoding a world this quickly might also be capable of breaking the stalemate that bound her nation.

[Deductive Rsn, Inductive Rsn, Perception, Info Gathering, Knowledge (Biology, Physics, Etc…), Connecting the Dots, Critical Thk, Convergent Thk]

(PG 93-PG 110) Stephanie stood frozen as the accusation echoed through the hall, her attention snapping away from the spectacle and inward, replaying the tavern match with a clarity sharpened by humiliation. She reconstructed the flow of the cards, isolating the unnatural regularity in Chlammy's hands that she had dismissed at the time as bad luck. By mapping that pattern against her knowledge that Immanity could neither use nor perceive magic, she arrived at a delayed but decisive understanding: the loss had not been tactical but structural. Her clenched posture and lowered voice reflected not confusion, but the dawning recognition that she had been competing in a system where proof was impossible and fairness was illusory. As the siblings spoke, Stephanie shifted into analytical questioning, directing her focus toward the mechanism rather than the accusation itself. She probed the nature of the cheating, not to assign blame, but to determine feasibility, asking what kind of magic could alter outcomes without leaving detectable traces. In doing so, she implicitly tested the limits of human agency within magical games, realizing that any method which manipulated memory, perception, or randomness would be unbeatable for humans by definition. Her silence afterward signaled comprehension, as she accepted that her earlier confidence in rational play had rested on an assumption of shared constraints that never existed.

When the conversation broadened from individual cheating to international interference, Stephanie reframed the tournament in her mind, recognizing it as a diplomatic battlefield rather than a personal trial. She followed the logic step by step, grasping that an open free-for-all invited external powers to install proxy rulers, and that human extinction could result not from weakness, but from procedural naivety. Her brief averted gaze marked the moment she acknowledged her own oversight, understanding that the rules she trusted had been fundamentally flawed from inception.

As the strategy unfolded further, Stephanie evaluated the implications with increasing precision, identifying that forcing the enemy to abandon overt cheating would not equalize the field, but merely shift the advantage into subtler forms. She articulated the remaining asymmetry clearly, pointing out that even concealed advantages would still place humans at a severe disadvantage. This observation showed her recalibration from emotional grievance to probabilistic assessment, accepting unfavorable odds while insisting on intellectual honesty about the situation rather than false hope.

Finally, when confronted with Chlammy's rationale, Stephanie absorbed the logic without immediately rejecting it, weighing survival through submission against the erosion of autonomy. She recognized the grim coherence of a strategy built on absolute defense and isolation, understanding it as a rational endpoint for a powerless race rather than cowardice.

[PSI, FRI, Crystallized Intelligence, Awareness, Inductive Rsn, Holistic thk, Creative Thk, Divergent Thk, Knowledge Application, Memory, Anticipation, Analysis, Trap Evasion, Trap Setting, Adaptability, Strategy (Fortitude, Forecast, Alignment), Planning Coverage]

VOLUME 2

Stephanie suppressed the provocation by forcing her breathing steady and reframing the situation as an opportunity rather than an insult, isolating the variable she still controlled the shuffle. (Card Game Feat)

She evaluated the rules through a pragmatic lens, recognizing that discovery, not cheating itself, was the losing condition, and anchored her plan on procedural legitimacy rather than overt manipulation. By exploiting the dealer's authority, she intended to stack probability invisibly, aligning card order through a shuffle pattern that mimicked randomness closely enough to evade accusation while still producing a favorable outcome. Her confidence came from overnight rehearsal and motor memory, trusting repetition to reduce error and relying on the assumption that a game labeled "pure luck" would lower scrutiny. At that moment, Stephanie committed to a constrained-risk optimization, betting that human-perceptible irregularities were the only meaningful threat and that subtle control within the rules would be sufficient to secure victory.

[Knowledge, Observation, Inductive Rsn, Abstract Rsn, Associative Thk]

Stephanie rejected the outcome instinctively and demanded an explanation, not to escape the consequence but to reconstruct the causal chain that led to her loss. She focused on identifying the decisive factor, listening intently as the method was laid out, then internally mapped the explanation against her own actions. As the concept of card counting unfolded, she shifted from emotional protest to analytical absorption, momentarily discarding embarrassment to record the logic, recognizing that prediction could emerge from information already revealed rather than manipulation. When the accusation of cheating surfaced in her mind, she cross-checked definitions, testing whether advantage gained through calculation violated the Covenants, and recalibrated her understanding of "fairness" as rule-consistent optimization rather than equality of intuition. Upon realizing her own shuffle manipulation had been perceived, she processed the asymmetry between concealment and inference, concluding that her loss stemmed not from bad luck but from a mismatch in depth of game comprehension. Even then, she continued probing for alternative conditions, considering whether a truly luck-locked environment could neutralize such reasoning, demonstrating her refusal to stop at surface explanations and her drive to locate a configuration where defeat was no longer structurally guaranteed.

[PSI, VCI, Logical Rsn, Matrix Rsn, Critical Thk, Metacognition, Prediction, Info Gathering, Comprehension, Tactics]

(CH3) Stephanie halted mid-movement and reassessed her judgment when Sora's line of reasoning reframed the old king's repeated losses as intentional data points rather than incompetence. She mentally inverted the question from failure to restraint, recognizing that stopping at eight wagers implied a threshold rather than resignation, and this reframing

destabilized her assumption that her grandfather had simply been foolish. As she listened, she tracked the implications silently, testing the hypothesis against her own knowledge of the map, borders, and history, and realizing that a man who truly lost his memories could not have acted with such consistency. Her grip tightened on the key as she weighed distrust against emerging coherence, preparing to withdraw when Sora's words seemed to invalidate faith in humanity itself. Yet Stephanie froze again when the argument pivoted from judgment to potential, and she internally mapped Sora's philosophy onto the image of her grandfather she had carried for years. She recognized the same pattern: belief not as naivety, but as a deliberate wager on what humans could become when stripped of power. By associating "foolishness" with the capacity to learn, adapt, and hope, she reconstructed her grandfather's actions as a conscious strategy rather than blind optimism. In that moment, Stephanie integrated emotional memory with logical structure, concluding that trust in Immanity was not about evidence already in hand, but about committing to a future that could only exist if someone believed first.

[EU, EF, ER, Perception, Deductive Rsn, Logical Rsn, Comprehension]

Game of blackjack:

In this feat, Steph planned to use Fifth Covenant which allows her to Challenge Sora in a game of her choice, So Stephanie Dola tells Sora to play a game of blackjack,she is told that she will be a dealer in this scenario against Sora.

Why does she want to be a dealer?

Reason: Because that will give her advantage in the scenario against Sora and Sora will never able to cheat,the dealer has to draw another card whenever he is below 17,the dealer's advantage in blackjack comes from playing last and having fixed rule(hit below 17,above 17+), if Sora would not be a dealer as this game 90% or heavily relied on luck then that will be advantage for steph side,so by which she practice & tries to use cheat and able to come up with the counter to Sora.



"The game is—*blackjack* !"

……

"—…*Hhhhh*…"

"…*Hff*…"

As the siblings each heaved their own sighs with their own meanings, Steph wobbled, unable to grasp the implication of either.

"Uh, what? What's that?! I do have a chance at this game?!"

As Sora just sighed again and with Shiro seemingly having lost all interest, Steph yelled:

"I'm the dealer! Sora's the player! This will prevent Sora from cheating, and even if he does, I can catch him and win! Skill has nothing to do with it if it's a *game of pure luck*, right?!"

Sora looking out the window, a single tear glistening on his cheek.

"The character for 'fleeting' is written with 'person' on the left and 'dream' on the right… Well, whatever. Steph, don't lose hope.

"Does this mean you're challenging me to a game under *Aschente*?"

"Uh, why, yes…that's exactly what it means."

"…The Fifth of the Ten Covenants… The party challenged…has the right to determine…the game."

Shiro mumbled out the Covenant she had memorized.

—It was an *absolutely binding Covenant* that the God had set down for this world. An immutable law that could not be defied for any reason.

"Hmmm… And yet…you challenge—me? To a game of *my choosing*?"

—The game had already begun. Steph had readied her counter to Sora's psychological maneuvering.

"Oh, dear me… Could it be you suggest that you, the greatest gamer among humans, will not e-entertain me with a game outside your specialty?"

Though Steph had desperately planned this line out and practiced it. Her voice cracked a bit, and she sounded as if she were reading a script. Sora chuckled and grinned at her smugly.

"I see. So you got a little argument ready ahead of time—what's your wager?"

When playing an absolutely binding game under the Ten Covenants, what to wager was also part of the negotiation.


You fell for it.

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[WMI, ST. Planning, Psychoanalysis, Psycho-Understanding, Tactics, Pattern Recognition, Comprehension, Connecting the Dots, Associative Thk, Holistic Thk]

As from the very beginning, most of the nobles opposed the agricultural reforms,the Dola family has some clout with Oluos and the Bilds, So Steph plans to use them to help her family to set stage, she basically utilize the influence of dola family for her benefit
Stephanie Dola use Data gained from a large-scale experiments on land held by nobles or Royal families to distribute the commercial rights to the major noble factions that backs her family, she able to understand that nobles cares about profit by large scale experiments and other factors for them and analyze this complex economic matter to the point of backing her family.

"Well, yes…I'd been controlling them."

"…Controlling them?"

"From the beginning, most of the nobles opposed the agricultural reforms you proposed. Fortunately, the Dola family has some clout with the Oluos and the Bilds, so we were able to get them to help us set the stage."

"……Huh? Oh, okay."

"We used data gained from a large-scale experiment on lands held directly by the crown and sowed the spoils among major nobles who were on our side. Some of the petty lords came looking for a piece of the pie, and we slowly isolated the lords they served… There were some major houses we had no choice but to confront. The three today were at the top of those, so this shouldn't happen again. You should avoid provoking them unnecessarily and proceed—Wait, what?"

Sora interrupted the smooth flow of Steph's narrative by putting his hand to his forehead.

"…I-it doesn't feel like I've got a fever. Why does Steph sound like she's smart?!" said Sora, clearly consternated. "Is there something wrong with me?! S-sorry to make you take us all around, but I've got to see a doctor right—"

"……Um, excuse me, isn't that taking your rudeness a little too far?" Steph's shoulders shook, but Sora only shouted:

"But, I mean—you're Steph, right?!"

"Yes, I am Steph! So?!"


I used the data from the large-scale
experiments we'd conducted on the


lands belonging to the royal family
to distribute the commercial rights



Stephanie Dola graduated top of the class at the most prestigious academy of the country or nation means her academics are really high and she have vast or large knowledge on many basis whether it is related to academy or her Nation and the politics.

"I don't think this is possible...but Steph, could it be...you're—*not* an idiot?!" Sora wailed, hardly able to give credence to the idea.

"U-um... Do you know I graduated at the top of my class from this nation's top academy? What are you on about?!"



[Knowledge, Knowledge Application, Crystallized Intelligence, Critical Thk, Tactics, Info Ctrl, Analysis, Planning Coverage]

VOLUME 3

OPENING BEFORE CH1: Stephanie evaluated the proposal as a rare boundary test of the Covenants, immediately recognizing that a wager involving identity could reveal structural limits no rulebook spelled out. She accepted the match (on cards… a shape game mind you) while internally reframing defeat as a necessary condition rather than a failure, reasoning that intentional loss could still yield asymmetric informational gain. By choosing to lose quickly, she minimized failure and isolated the effect of the covenant itself, allowing her to observe what changed and, more importantly, what did not. When the transformation took effect, she enacted her understanding of Sora's persona as faithfully as possible, exaggerating posture, speech, and aggression to probe whether behavior alone could reproduce competence. Upon losing again, she processed the discrepancy diagnostically, identifying the missing variables in access to thoughts, memories, and internal models. She concluded that the covenant could alter roles and surface traits but could not transfer cognitive architecture, updating her understanding of power in Disboard from "identity-based" to "structure-based," and implicitly learning that imitation without internalization was strategically worthless.

[FRI, See Through People, Inductive Rsn, Divergent Thk, Convergent Thk, Critical Thk, Tactics, Decision Making, Perception, Info Gathering, Fabrication, Sophistry, Indirect Manipulation, Psycho-Profiling]

For this feat, in chapter 1, their memories are erased. Stephanie reconstructed the situation by anchoring herself to inconsistencies rather than emotions, suppressing panic long enough to interrogate reality through process-of-elimination. She gathered testimonies from castle staff, noting the uniform absence of the name in question, and treated that absence not as proof but as a data anomaly requiring reconciliation. When presented with the tablet, she did not attempt to operate unfamiliar technology beyond her capacity; instead, she relied on semantic extraction, deferring technical interpretation while tracking the logical structure of the questions. As each prompt appeared, she answered cautiously, reconstructing prior games in exact sequence, isolating rules, demands, and outcomes to preserve causal integrity. When confronted with the implication that memories might be false, she did not immediately accept the dominant hypothesis, instead recognizing that the convenience of the conclusion itself was suspicious. She cross-referenced political context, identifying who would benefit from the current state of affairs, and followed that thread until it collapsed under internal contradiction. Unable to resolve the paradox with available information, she recognized the limits of her model, shifted from explanation to intervention, and voiced urgency from correctly assessing that prolonged cognitive dissonance would result in irreversible psychological failure if no decisive action occurred.

[Fluid Intelligence, NCPS, CPI, EU, ER, Deductive Rsn]

Stephanie functioned here as an intuition-driven stabilizer, operating where formal logic stalled. She immediately sensed the ethical and cognitive danger in Jibril's proposal because something in it violated her internal coherence check. While Jibril optimized for damage control and Shiro spiraled inward, Steph occupied the neglected layer of reasoning, plausibility filtered through character consistency. She did not argue from covenants, magic, or mechanisms; instead, she evaluated the scenario against the behavioral invariant of the person in question. Given the observed facts, she asked what kind of agent could have produced them, and concluded that defeat was incompatible with that agent's historical pattern. Lacking evidence, Steph nevertheless articulated a hypothesis that reframed the entire problem space. By proposing that the game itself was ongoing, she shifted causality from memory erasure to temporal incompletion. This was a non-linear move: rather than asking who altered memories, she questioned whether the state they were observing was a terminal state at all. Her reasoning bypassed institutional constraints like the Covenants and instead treated reality as a game-state still resolving. Her admission that she "just felt it was wrong" was acknowledging that some inferences arise from pattern recognition rather than proof. Steph's contribution cracked the deadlock precisely because she was not trying to be clever. By naming the impossibility of this person losing, without even specifying whether she meant Shiro or Sora, she created a neutral reference point that both others could accept without emotional rejection. This linguistic ambiguity mattered. It allowed the hypothesis to be evaluated structurally rather than

defensively. In doing so, she supplied the missing bridge between Shiro's faith and Jibril's logic, enabling action without forcing resolution.

[PSI, FRI, NCPS, Memory, Perception, Observation, Pattern Recognition, Conclusive Projection, Scope, Analysis, Cold Reading, Psychology, Social Awareness]

CH3: Stephanie operated here as a political and structural analyst, quietly tracking the incentives and rule gaps. When the delayed letter surfaced, she immediately reconstructed the maneuver without being told, identifying how a non-signatory to the covenant could legally obstruct communication by exploiting game-based authority transfer. She did not frame it as betrayal but as a rational move under existential pressure, recognizing that when national survival is at stake, actors will weaponize procedural loopholes rather than violate rules outright. This showed situational awareness rooted in governance mechanics rather than gamesmanship. Later, while outwardly flustered and anxious, Stephanie served as the sole anchor to institutional gravity. She repeatedly attempted to reintroduce norms of diplomacy, ceremony, and optics because she understood how irregular behavior magnifies risk on the international stage. Her insistence on dress, formality, and caution reflected an implicit model of perception management: nations are not only opponents but audiences, and legitimacy is shaped as much by appearance as outcome. Even when overridden, her objections mapped the cost of deviation.
Most importantly, Stephanie absorbed and processed Sora's explanation of the riot without immediate comprehension, then internalized its implication rather than rejecting it emotionally. Then highlighting that she correctly recognized this tactic as abnormal rather than missing it entirely. By serving as the contrast point, she validated the extremity of the strategy. In effect, Stephanie functioned as the control variable: her reactions calibrated how far outside standard political reasoning the situation had moved, making the brilliance legible precisely because she could not naturally reproduce it.

[Social Integration, Social Engineering, Observation, Convergent Thk, Deductive Rsn, Analytical, Planning Applicability, Planning Coverage, Strategy Control, Pure Manip, Indirect Manip, Mass Manip]

Steph's Observation,reasoning and understanding on the Event regarding the game with Eastern Union which was played and the Report or information given by Fiel to Elven Garde and it's connectivity to the game with Chalammy(aka kurami in anime,Fiel is her partner):

Firstly we will talk about the event regarding Eastern Union,She was able to understood that the true reason for Chalammy and Fields had to be there to study the Eastern Union on its knee and furthermore--to undermine.Steph was able to recall sora's assertion before coming that the game is not over

—At this point, finally, Steph and Ino understood. The *true reason* Chlammy and Fi—*had had to be there*. To study the Eastern Union for foul play, to *bluff* that they had the Eastern Union on its knees, and furthermore—to undermine.

(—Even this, was part—of the game?) What crossed Steph's mind was a resounding "yes," as she recalled Sora's assertion before coming here that "the game's not over."

"Oh, and Avant Heim, that was just something Jibril instigated using her clout. The nation itself doesn't have any ill will toward the Eastern Union. Anyway, we're in the countdown before Avant Heim falls under Elkia's umbrella, so you can just ignore them… Anyhoo—"

Now for the event regarding Fiel giving wrong info to Elven Garde,Steph here able to look beyond surface level and able to grasp deeper understanding for this event, she able to find the reasoning for it that Sora fought kurami for the right to alter Fiel's memories



As Fiel's memories were altered by the pledges before she even report to Elven Garde that makes her giving wrong information about the game to Elven Garde afterwards


her memories altered by the pledges
before she reported to Elven Garde.


So she gave them the wrong
information about your game.

Having come this far, still—with a face that said he'd give the Shrine Maiden a special shocking jack-in-the-box—Sora spoke.

"You know Elven Gard? We *used the Covenants to alter their informant's memories before she reported*. Elven Gard's—heard the Eastern Union's game wrong."

"Wha—...?"

With that, Sora stuck up his thumb and stuck out his tongue, and with an expression that alleviated all the tension a funny face could, he casually uttered something unbelievable.

Steph was able to analyze all this and connect it with past event by her memory quickly and not only that, she was able to visualize the events in a sequence and able to come out with conclusion

[Observation,Insight,Convergent Thk, Deductive Rsn,WMI,VSI]

VOLUME 4

CH1: When the lords came thinking this was their chance to win the spoils,Steph along with Ino would make them accept steph's compromise plan if they lost and also make them swear to lose all their memories of the game, thereby efficiently hunting them all down, her plan during this process was to lure the Lords who wanted spoils,then Proposing games,forcing them to accept steph's compromise plan and then making all of them lose their memories for the game by this they can't able to grasp any information about game and how steph's able to clear them all along.

So by all this, it would enable the policy and concession arrangements planned by steph to proceeds without any opposition. it was very efficient that Ino really liked this trap that befit the multi-tribed eastern unions but considering the mechanism and frequency by which the trapped works so well

Hatsuse. Sora and Shiro were absent, and Steph, the granddaughter of the fool king, held the reins in their stead. Ino had let the rumor out. When the lords came thinking this was their chance to win the spoils, Ino and Steph would make them accept Steph's compromise plan if they lost—and also make them swear to lose all their memories of the game, thereby efficiently hunting them all down. This would enable the policy and concession arrangements planned by Steph to proceed without opposition. It was very efficient and Ino-like—a trap that befit the multi-tribed Eastern Union. But, considering the *mechanism and frequency by which this trap worked so well—*

Stephanie Dola goes half a month without any loss while continuously playing with multiple people adapting with games and observing them & moving forward, eventually reducing Ino to a mere attendant

It stated that the Steph has already reach the level that is so strong on intellectual level that is more than enough enough for anyone from Immanity race, only blank was too cruel for comparison

As if that wasn't enough, Steph was able to trick and deceive many people and they can't even notice that she is cheating

She continued—Why don't you write it down and publish it?—but Ino smiled bashfully and changed the subject.

"Still, to go through this half-month *without a single loss*. You yourself are quite the marvel, Miss Stephanie."

"They're just absurdly weak." Tossing away Ino's sincere praise, Steph furrowed her brow. "To fall for mean, silly ruses that *Sora and Shiro* would ridicule with one or two hundred contemptuous words and then exploit them—indeed, it's a fine jest."

"Well, that I can't deny..."

But—. Ino thought to himself. Steph had, at first, received the support of Ino's Werebeast senses. But as she piled up the victories, Ino had been reduced to the role of an attendant. This girl disparaged herself to no end...yet already she was *more than strong enough*. It was just that Blank was too cruel a comparison. It could now be said that hardly any normal Immanity could beat her. But without the means to know Ino's true thoughts, Steph carried on.

"As if that weren't enough, they don't even notice they're being tricked. Could it be the lords' aim is just to deprive me of sleep until I die from exhaustion?!"

"...Miss Stephanie, you begin to resemble Their Majesties."

[Planning,Tactics,Learning,Setting Traps,Strategy,Adaptability, Deception, Observation]

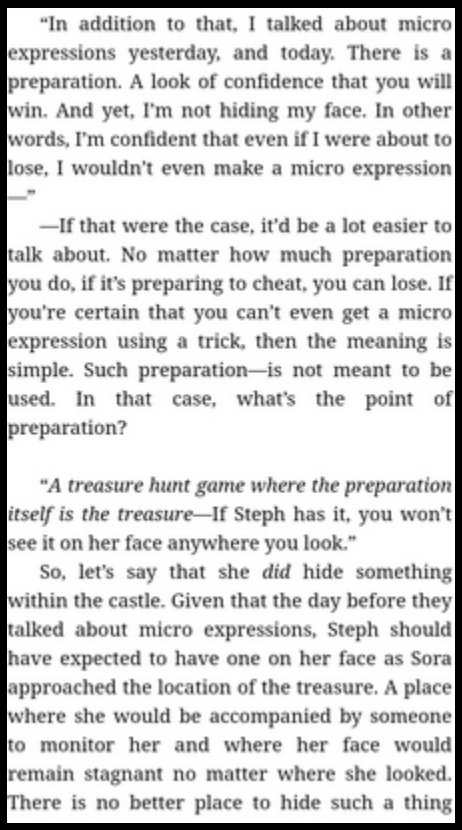
VOLUME 9.5/

Practical war game

CH3 (yeah steph only appears in this one for 9.5):

Steph spent every night for 3 days straight, challenging Sora and getting beaten, learning Sora's tricks and studying.

[Strategic adaptability, Learning ability, EE]



"In addition to that, I talked about micro expressions yesterday, and today. There is a preparation. A look of confidence that you will win. And yet, I'm not hiding my face. In other words, I'm confident that even if I were about to lose, I wouldn't even make a micro expression—"

—If that were the case, it'd be a lot easier to talk about. No matter how much preparation you do, if it's preparing to cheat, you can lose. If you're certain that you can't even get a micro expression using a trick, then the meaning is simple. Such preparation—is not meant to be used. In that case, what's the point of preparation?

"*A treasure hunt game where the preparation itself is the treasure*—If Steph has it, you won't see it on her face anywhere you look."

So, let's say that she *did* hide something within the castle. Given that the day before they talked about micro expressions, Steph should have expected to have one on her face as Sora approached the location of the treasure. A place where she would be accompanied by someone to monitor her and where her face would remain stagnant no matter where she looked. There is no better place to hide such a thing

[Deception, Adaptability, Strategy, Planning]

Steph reasons she can break her own psyche at will and remove everything holding her back. In this form she refers to herself has "Neo Stephanie Dola". Its also stated that Sora no longer had confidence he usually had and considered there to be a large chance of losing. After this she is relative in intelligence to Sora, stated by both Sora and Shiro. Her intellect becomes transcendental and is stated to be above shiro, She is also straight up capable of creating strategies that even Sora had never seen before. After she gets extreme-diffed by Sora she is forced to go back to normal until she finds out how she was enlightened without consequences. Sora states that if Neo Steph was fighting in a non weakened state (from days of sleep deprivation) she most likely would've won. Okay some theory stuff now. Shiro states that in this cognitive boosted form she is around 8 times as intelligent as base steph, and via being relative to Sora, base Steph is narratively 1/8th of Soras outsmarting capabilities.

[Potential, FRI, Metacognition, LR, EM, EE, (feats), All other categories (via relativity to sora)]

—*That's right. I finally get it*, Steph inwardly decided with a clear (maybe) thought.

In order to win against Sora—or rather, against these two, Shiro's share was lacking. That is—"preparation"—and "resilience"—! Idiot? Not bad at all! Pervert? That's fine! If I'm going to win against these two, sanity—is nothing but a distraction. All I need is the same amount of concentration and mental strength. Everything else—is just a distraction.

As if to confirm Steph's conviction, Sora covered his head and mumbled to himself as if he saw it coming.

"…Hey, Shiro. What do we do? This girl's got a hell of a way of getting to the truth."

"…But, Steph…is broken…Shiro did bad…?"

She was feeling really guilty, so she hung on to Sora and he soothed the teary-eyed Shiro.

"No Shiro, it's my fault. It's not Shiro's fault."

Sora then turns to Steph (the pervert) who stands before him.

"Fufufu…what's the matter with you two? Are you frightened? Today's me is not the same as yesterday's me! Yes, I am now—Neo Stephanie Dola! I can even fly now! Fufu, if you want my autograph, now's the time to get it, okay?"

When Steph (seriously damaged) said this, Sora held his head in his hands and thought deeply to himself.

—*She's right, regretfully so*. Steph was absolutely right. She had finally "gotten it right"—and yet…if she's broken, there's nothing that can be done.

"…Okay. I'll be your opponent. I'll take full responsibility for what we did to you, Steph."

As Sora stood up, Shiro grabbed his shirt with a rare look of unease.

"…N-Nii, Steph is, strong now…simple math, eight times as strong…like eight Steph's…"

"I don't know what the math is, but that's a pretty big deal…"

Despite this, Sora turned to the pervert in front of him, determined to do what he had to do.

—His eyes, they were not as relaxed as they usually were, they were as sharp as if he was playing against Shiro. There was only the aura of *seriousness* in the air.

hentai. He didn't have his usual air of boundless confidence about him this time—instead, it was the same intensity he would show whenever he went up against Shiro. You could tell from this aura he was giving off that he was going to play her with everything he had.

"Steph. Steeeph—can you hear me…?"

"Oh-ho-ho? Are you looking for an autograph? Or perhaps a game? Or maaaybe you're after something a little more intimate—"

"A game. No objections to the wagers. So…what game do you want to play?"

—The time has come, Sora, virgin, eighteen years old. Steph knows your little tricks and strategies. She's going to get on your level this time. Let's see how well you do against *someone smarter than you.*

One thing's for sure—

"Very well—let the game begin!"

Steph locked eyes with Sora, and he could tell—

Steph's gonna give Shiro a run for her money as the best opponent ever.

Sora licked his lips, and a bead of cold sweat ran down his spine—but he was still smirking with glee.

—Once the two siblings made sure Steph was fast asleep:

"…Phew, looks like everything worked out somehow."

"…Mm… That was…a close one…"

Sora had just barely managed to eke out a victory against Steph (with her unleashed inner hentai), which meant that he now owned her, body and soul. His orders had been simple:

—"*Forget everything that happened today until you can figure out how to do the same thing without forgoing sleep or going batshit crazy.*"

Then he returned her bodily and mental autonomy so that she could get more sleep. That was it.

And yet—

"…I still…can't believe, you won…Brother…"

It was a really close match, enough to make Shiro admit it. Steph's tactics were completely different from Shiro's, and they were definitely new to Sora. Both siblings acknowledged her prowess.

"I'm just lucky she was running on no sleep. I don't think I would've been able to put up a fight against her like that if she were in tip-top shape."

The tone of Sora's voice suggested he'd enjoyed his match with Steph. Shiro puffed out her cheeks, slightly miffed. But she couldn't disagree with him. The Steph he played against had…snapped, to say the least. Under the normal rules of the Ten Covenants, Steph wouldn't have gotten to choose the game she challenged Sora to, and yet, Sora accepted her terms. Even if she ignored this small handicap, it wasn't hard for Shiro to tell that Steph and her brother were playing at pretty much the same level.

"If she can trigger whatever she did last night without losing her marbles again…things are gonna get real interesting."

During Steph's short break, Sora and Shiro were unable to keep up with the management of Elkia, and requested help from Ino, Izuna, Jibril and the shrine maiden only to barely get by. For context Shrine maiden was capable of unifying entire nations and still found the work Steph casually does harder.

[Leadership, FSIQ]

Steph turned white as a sheet. *"Don't worry," he says?* That meant she'd skipped out on several meetings and other work-related tasks.

"You don't need to worry about work, either… We took care of everything for you… Actually, we just finished up."

"…Nod, nod."

"—Come again?"

Did Sora and Shiro actually work for once? Not just any work—but Steph's work?! What could be more preposterous than leaving these two to govern a country, even for a minute—?

"I know what you're probably thinking. Everything's all right, though. Shiro and I couldn't make a dent in your daily workload alone… We ended up needing help from Gramps, Izuna, Jibril, and the Shrine Maiden just to get through it all."