# Frieren Feats



Pink - Planning, Strategy, Field Skills and Foresight

Red - Reasoning and Thinking

Purple - Adversity Capacity

Green - SQ, Manipulation, Deception

Cyan - FSIQ, EQ, Intelligence, Adaptability

Cornflower Blue - Other

# Volume 1/Episodes 1-4:

Frieren was able to find Fern despite her natural ability to conceal her mana, her ability is so good that most highly skilled and even "Genius" mages are mostly unable to find her.

(**Observation and Perception**)

Deciphered a complex language made up of symbols in 5 - 6 years (like she predicted) while she was teaching Fern magic and caring for her dying friend.

(**Prediction, FRI, VCI, Crystallized Intelligence, Fluid Intelligence, Stress Tolerance, Impulse Management, Perseverance, Cognitive Discipline**)

Knew after seeing Heiter's face (after telling him that there was no immortality spell) that he knew there wouldn't be one.

(**Emotional Perception**)

Took on a job despite the woman saying she doesn't have any spells to teach; Frieren simply said "it'd be helpful to learn about the flora in the area".

(**VCI, Crystallized Intelligence, Naturalistic Intelligence, Information Gathering**)

Remembered Himmel mentioning that Blue moon weed was a flower from his hometown 80 years later.

(**VCI, Memory, Experience**)

After Fern brought some seeds from a closely related species, she had set them down and a rodent (which Frieren had previously stated was known for stealing seeds) had taken the opportunity to steal and run away with the seeds, Frieren quickly had the idea to follow it, which successfully lead them to a hidden plethora of Blue Moon Weed, which hadn't been seen on the continent for nearly 30 years.

(**VCI, Crystallized Intelligence, Naturalistic Intelligence, Trap Setting, Linear Thinking, Deductive Reasoning**)

Since everyone's mana is different and thus everyone would burn through it at different rates (due to volume of mana, the type of spell and how powerful you chose the spell to be); when Frieren states that if Fern continues to cover a wide area with her defensive magic she'll burn through it in 20-30 seconds, this inherently implies that Frieren had calculated this value based on the size of her magic "shields" and how much mana she has.

(**VSI, VCI, CPI, Crystallized Intelligence, Logical-Mathematical Intelligence, Knowledge Application**)

Assisted in humanities analysis of Zoltraak, and creating "complex defensive magic" to counter it, essentially making it obsolete despite Zoltraak being considered a genius technique at the time.

(**VCI, Crystallized Intelligence, Fluid Intelligence, Environmental Adaptability, Knowledge Application, Learning Ability**)

Recognized an old man as the same little kid she'd met 80 years ago just from his pretty conventional hat, meaning she remembered hyper specific details that differentiated it from other similar hats.

(**Observation, Perception, Memory**)

Immediately knew that a grimoire was an imitation of Flamme's grimoire after skimming through it for a few seconds.

(**VCI, PSI, WMI, CPI, Crystallized Intelligence, Observation, Memory**)

# Volume 2/Episodes 5-8

Remembered specific directions to Ende, despite it involving travelling across a continent and happening over 80 years ago.

(**VCI, VSI, Crystallized Intelligence, Memory, Experience**)

After hearing several different stories from multiple different villagers about missing villagers and sightings of ghosts she figured out what the creature was.

(VCI, FRI, Information Gathering, Critical Thinking, Analytical Thinking, Abductive Reasoning)

- Felt the traces of magic and easily identified what type it was, further confirming her theory.

(Observation and Perception)

- Has read books on "Magical Ecology" and remembered information in it so well that she can easily make deductions on what a magical creature is based on limited descriptions.

(VCI, Crystallized Intelligence, Fluid Intelligence, Deductive Reasoning, Memory, Knowledge Application)

Identified a Grimoire in a dragon's nest from hundreds of meters away while it was hidden among multiple other random treasures and objects. She could also identify exactly what Grimoire it was and what spell it contained.

(Observation and Perception, VCI, Crystallized Intelligence)

Was completely calm despite being chased by a Dragon that is seemingly resistant to magic.

(Mental Fortitude, Stress Tolerance, Perseverance, Emotional Management)

Implied to have seen through Stark's act when the old woman was retelling him facing down the dragon. Despite that, she accurately gauged his strength and determined he'd be able to kill the dragon from the crevice behind him, likely figuring out it was caused by his training.

(Emotional Perception, Emotional Understanding, Deductive Reasoning)

- Sent Fern to check the noise which Frieren had already deduced was from Stark's training. The following conversation between Fern and Stark resulted in Stark being more willing to help them.

(Logical Manipulation, Direct Manipulation, Strategy Efficiency)

When a guard learned who Frieren was he immediately apologized and the governor of the town allowed them through, Frieren also said that she knew that if she had

told them who she was they'd let her pass, but she didn't, because she wanted a chance to research magic.

(**Social Influence, Aura, Emotional Understanding**)

Felt no hesitation at killing a childlike demon despite everyone else being either hesitant or outright trusting of it despite knowing it just killed and ate someone.

- One of the demon's tactics of manipulation was asking for her mother, like a scared child would. However, Frieren didn't fall for this because she knew that Demon's aren't raised by their parents like other monsters and thus don't even have a concept of what a mother is.

(**Crystallized Intelligence, Emotional Perception, Emotional Understanding, Emotional Management**)

Could tell exactly how far Aura was by sensing her mana (10 km).

(**Observation and Perception**)

Known by demons as the mage who made great contributions to the analysis of Zoltraak, Lugner even said that the Zoltraak Frieren had taught Fern was specifically designed to kill demons rather than kill humans as it was originally intended, meaning she had figured out how to alter that spell to her advantage.

(**VCI, FRI, Crystallized Intelligence, Fluid Intelligence, Cognitive Adaptability, Social Influence, Aura**)

# Volume 3/Episodes 9-12

Recognized some of the suits of armour Aura had reanimated.

(**Observation and Perception, Memory**)

**Deceiving Aura:**

- Aura was acting overconfident, which Frieren fed into by noting how her demonic magic had reached a point that humanity's magic could never hope to reach, further feeding her ego and making her lower her guard.

- Aware of how Aura's scales work (The one with lesser mana gets controlled, and she takes advantage of that):
- Her constant mana suppression had let her suppress her mana without any notable fluctuations and she was using spells which consumed a lot of mana to further make it seem like her supply of mana would be running low. (Which clearly works as Aura herself even mockingly asked if Frieren thought "spending so much mana in front of her was the right call?")

(**VCI, Emotional Understanding, Crystallized Intelligence, Environmental Adaptability, Disguise, Concealment, Prediction, Risk Calculation, Trap Setting, Planning Formulation, Strategy Logistics, Strategy Efficiency, Linear Thinking**)

Easily saw through Flamme masking her mana even before being trained by her at first glance.

(**Observation and Perception**)

Immediately picked up on how to limit the amount of mana she emits and has been limiting it for over 1000 years despite describing it as tiring.

(**CPI, Emotional Management, Disguise, Concealment, Impulse Management, Cognitive Discipline**)

Can tell exactly how long Aura had lived and trained for just based on how much mana she was emitting.

(**Observation and Perception, Inductive Reasoning, Crystallized Intelligence, Logical-Mathematical Intelligence**)

# Volume 4/Episodes 13-16:

Remembered that there was a hut at the foot of a mountain despite being lost and that knowledge coming from over 80 years ago.

(**VSI, Crystallized Intelligence, Memory**)

Keeps a mental catalogue of things she needs to do (which involves travelling to different parts of the continent, to different towns to solve entirely different problems/keep promises she made 80+ years ago.

(**VCI, CPI, Memory, Perserverance**)

Made Himmel faint using an "ancient seduction technique" that Flamme taught her, although this was proved to be ineffective on Sein, which confused her (although, this is failed purely because Sein has stated that Frieren isn't his type, so this is an anti-feat in that Frieren couldn't understand why Sein didn't fall for her seduction, but it isn't an anti-feat for seduction as she **is** clearly capable of utilizing this technique effectively).

(**Emotional Perception and Emotional Understanding (Anti-Feat), Seduction**)

Told Sein that she was going to "rest" (allow herself to succumb to the monsters curse, which made her fall asleep) however, they'd established that Sein was capable of reawakening someone under the effects of the curse for only 5 seconds, after Sein had tried to fight the monster on his own for a little while, he remembered Heiter retelling stories about their adventures and how Heiter implicitly trusted and had confidence in Frieren despite her poor communication skills.

- After awakening Frieren, she was able to instantly destroy the monster, in a later panel she explained that "the moment I woke up, I knew it was a type of demon that reflects magic".

(**VCI, PSI, Crystallized Intelligence, Fluid Intelligence, Observation, Influence Building, Charisma, Leadership**)

Despite the Goddesses magic "not appealing to her" she still owns a scripture and because of that, she is able to diagnose minor illnesses and develop medicine/cures for them.

- Later she showed this by correctly diagnosing Fern and remembering the cure for a cold, this also including memorizing its ingredients and even remembered a village nearby and a specific tree that she knew had one of the ingredients growing under it. All of this from over 80 years ago and

despite them being in an area without any real landmarks to help her identify their location, meaning she likely has the entire continent mentally mapped out, this is further supported in the scene where Sein leaves and she's quickly able to tell the location of the city he's going to, and it's relative distance from Äußerst.

(**VCI, VSI, WMI, Crystallized Intelligence, Naturalistic Intelligence, Spatial Intelligence, Memory, Knowledge Application**)

Has knowledge on plantlife, given her casual knowledge that the Icicle Cherry Blossoms leaves are poisonous, and her knowledge of the medicinal properties of certain plants.

(**VCI, Crystallized Intelligence, Naturalistic Intelligence**)

Said that she had lost only 11 times throughout her life, she also remembered their mana level relative to her, skill level, race, etc.

(**Crystallized Intelligence, Memory, Experience**)

Implied to have been a part of many magic guilds in the past but stopped joining because she didn't want to retake the test too often.

(**Crystallized Intelligence, Fluid Intelligence, Experience**)

Prior to the first class mage exam both Frieren and Fern did their research on the event including the amount of certified mages, the amount of first class mages, gauging the difficulty of the exams by looking at casualties and average number of people who pass, etc.

(**Fluid Intelligence, Information Gathering**)

# Volume 5/Episodes 17-20:

Asked Lawine how strong she was and then asked a follow up question of "are you stronger than me?" To which Lawine responded that "I wouldn't wanna fight you". Afterwards Frieren sent her off to scout the area, the prior questions likely used to gauge Lawine's competence/confidence, her replying that she thought she was

pretty strong but conceded that she was likely still weaker than Frieren showed Frieren that Lawine was confident but not to the point it was detrimental.

(**Emotional Perception, Emotional Understanding, Fluid Intelligence, Social Awareness, Social Cognition, Leadership, Information Gathering**)

Before sending Lawine off, Frieren told her to be wary of the sky, to which Kanne looked confused and asked why she said that. Frieren was able to infer from this that Kanne isn't very good at sensing mana since she wasn't able to detect the large monsters flying around.

(**Emotional Perception, Emotional Understanding, Deductive Reasoning**)

After Lawine came back from scouting she had found a Stille on the lake, Frieren was planning on observing it to get more information on its behaviour only to be interrupted by Kanne and Lawine attempting to capture it. Although this attempt only served to scare it off due to their lack of knowledge on the Stille's speed and strength Frieren was still able to see that despite them bickering a lot, they were very good at teamwork when it came down to it.

- She noted specifically that their abilities complimented each other, they were in sync/had perfect timing and their coordination was at a "high level".
- After saving Kanne from one of the flying monsters, she had heard her scream for Lawine to help her, from this she was able to probe further into their relationship and find out more about how they work together.

(**Emotional Perception, Emotional Understanding, Social Adaptability, Environmental Adaptability, Social Awareness, Social Cognition, Leadership, Influence Building, Information Gathering**)

While developing her plan she incorporated a folk spell she'd learned previously that is used specifically to catch birds.

(**VCI, Crystallized Intelligence, Planning Process**)

Kanne mentioned that putting her mana into the water wouldn't work for her plan because the Stille would still sense it. At which point Frieren came up with her plan:

She had information on the Stille despite never seeing one in person, which likely meant she knew about it's crazy high mana detection capabilities, she also knew from what Kanne had mentioned off hand in a conversation that she's able to infuse water with her mana, from that she had Lawine freeze the large lake in the middle which accomplished a few things: 1. It distracted some teams via them trying to melt the ice, 2: Permanently drove any Stille away from said lake, and 3: Preserved Kanne's mana so that she could pump small amounts of it into bodies of water around the arena. Frieren knew that it was such a small amount of mana that most people wouldn't even detect it, further providing another obstacle for opposing teams given most of them would likely just guard whatever body of water they could find not knowing that they're just wasting their time (If it weren't for Denken having really good mana sensing they probably would've won right here). And Frieren was waiting by the only non tainted water source for hours until a Stille came and after getting the Stille stolen she was able to retrieve it by emotionally manipulating Laufen into trying to save Denken by threatening to kill him, knowing that she would attempt to use Jilwer to save him.

- Stille barely have any mana themselves which means that they are nearly impossible to find via mana sensing.
- Stille are immune to ordinary offensive magic
- They fly at the speed of sound
- They can sense mana up to 20 meters away while Frieren's spell only works if she's within 50 cm

(**VCI, FRI, VSI, Crystallized Intelligence, Fluid Intelligence, Naturalistic Intelligence, Social Adaptability, Cognitive Adaptability, Environmental Adaptability, Emotional Understanding, Emotional Management, Memory, Social Awareness, Social Cognition, Social Integration, Leadership, Logical Manipulation, Emotional Manipulation, Mass Manipulation, Information Control, Field Envisioning, Prediction, Planning Formulation, Planning Applicability Planning Coverage, Strategy Logistics, Strategy Alignment, Strategy Complexity, Strategy Efficiency, Information Gathering, Trap Setting, Critical Thinking, Analytical Thinking, Systematic Thinking, Holistic Thinking, Linear Thinking, Inductive Reasoning**)

Remained calm after Laufen stole the Stille and was even able to track where she ended up despite her extremely high speed.

- She identified the spell Laufen used after seeing her use it once, she knew exactly what it did, what type of spell it is and even what tribe created it.

(**VCI, PSI, Crystallized Intelligence, Emotional Management, Observation, Perception, Stress Tolerance, Perseverance**)

Frieren mentioned that Denken and Richter's appearance after Laufen stole the Stille was unnecessary because the spell would've enabled Laufen to get away, however, Frieren was bluffing, as pointed out by Denken who mentioned that Laufen was still a novice and thus leaves a mana trail behind which he said Frieren would've easily used to track her.

(**Emotional Management, Observation and Perception, Acting Skill, Disguise**)

Denken was confident that he could "crush" Frieren, likely due to him sensing her mana and misjudging her power.

(**Disguise, Concealment, Information Control, Strategy Efficiency**)

Frieren's defensive magic was shown to be incredibly complex despite Richter saying the reason most don't over complicate their defensive magic is because it will hinder activation speed.

- It's also worth noting that she was the one who originally created these defensive spells to counter Zoltraak

(**VCI, CPI, Crystallized Intelligence**)

Frieren was aware of the extent of Kanne's abilities hence why the night before the final day she began analyzing the barrier to look for weaknesses/to create a counter spell which allowed her to break through and allow the rain to fall through giving Kanne a massive advantage and granting them the win.

- Furthermore, in order for this to make sense, Frieren would've had to have predicted the weather.

- Frieren also implied that she was constantly analyzing the barrier even during her fight with Denken, so she was consciously analyzing the barrier while also enacting her plan and doing everything else.
- This also means this was a contingency she had set up in case they'd had their Stille stolen and were forced to fight.

(**VCI, FRI, CPI, Fluid Intelligence, Cognitive Discipline, Field Envisioning, Prediction, Preclusion, Planning Versatility, Planning Intricacies, Planning Applicability, Planning Coverage, Strategy Flexibility, Strategy Complexity**)

Remembered how the food at a specific restaurant tasted 80+ years ago and when she tried the same food she could taste a difference.

(**Crystallized Intelligence, Memory, Observation, Perception**)

# Volume 6/Episodes 20-24:

Had Fern map out the dungeon as they travelled so as to not get lost.

(**VSI, Spatial Intelligence, Strategy Efficiency**)

Identified a trap tile on the floor that even Sense and Fern couldn't see, The trapped tile and the surrounding tiles looked indistinguishable. She's able to notice these things due to her experience in raiding dungeons.

(**Crystallized Intelligence, Observation and Perception**)

Was able to identify that a corridor was the "main route" and made the decision to turn back to continue exploring. She also knew (likely from experience) when they were at the inner most depths of the dungeon.

(**VCI, VSI, Crystallized Intelligence, Spatial Intelligence, Observation and Perception**)

Frieren's mental defences were described as "complex and strong" and originating from a very old technique to the point she's immune to hypnosis magic.

(**VCI, Trap Evasion**)

Casually reacted to Ferns surprise magic blast.

(**PSI**)

Frieren and her original party cleared more dungeons than any other.

(**Crystallized Intelligence**)

Despite the map not showing any hidden room, Frieren was able to notice a pillar should "structurally speaking" have a hidden room behind it. (This is actually anime only, it doesn't really matter, but I found that interesting)

(**VCI, VSI, Crystallized Intelligence, Spatial Intelligence, Observation and Perception, Inductive Reasoning**)

Helped formulate a plan relatively quickly:

- Fern and Frieren would fight Frierens clone while everyone else worked to fight the other clones that were rapidly approaching their location
- Only Fern and Frieren would fight Friern's clone so they could more accurately predict its movements
- Even though if they all jumped Friern's clone they'd "most certainly win" this would still A: Result in unnecessary deaths and B: The other clones would likely flank them after the surviving people were exhausted.

(**CPI, VSI, Planning Formulation, Planning Coverage, Strategy Logistics, Strategy Alignment, Strategy Efficiency**)

Despite Fern hiding/concealing her mana, the Frieren clone was still able to somewhat detect her despite Frieren also attacking, something Frieren predicted, she knew that her clone would be on the lookout for Fern but due to fighting an equally strong opponent, wouldn't be able to properly look for her.

- Fern also noted that the clone was moving and behaving exactly like how Frieren predicted.

(**CPI, Emotional Realization, Observation and Perception, Inductive Reasoning, Planning Intricacies, Planning Coverage, Strategy Logistics, Strategy Alignment, Prediction, Field Envisioning**)

Despite Frieren's small weakness the opening it created still wasn't big enough for Fern to take advantage of, which Frieren had anticipated prior to the fight and came up with the backup plan of lowering her guard which she anticipated would make her clone lower its guard even further.

- This was bait given she knew the blast from her clone would be potentially lethal, however she focused on defence and only got a small wound.

(**Emotional Management, Emotional Realization, Planning Process, Strategy Efficiency, Trap Setting**)

## Volume 7/Episodes 25-28+:

## Volume 8/Episodes ???:

## Volume 9/Episodes ???:

## Volume 10/Episodes ???:

## Volume 11/Episodes ???:

## Volume 12/Episodes ???:

## Volume 13/Episodes ???:

**Best categories so far:**

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1. FSIQ
2. Intelligence
3. Memory
4. Strategy
5. Planning
6. Adversity Capacity
7. Sensory
8. Field Skills
9. Reasoning
10. Thinking

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