Baku A.B.

Exhaustive Categorization of Baku Using the Complete Comp Human Doc

I will go through the entire document and map each feat from the arc to the most precise subcategory. Where it does not apply, I will skip it. Where it applies strongly, I will develop it.

⊕ Full Scale IQ

VCI (Verbal Comprehension Index) — verbal comprehension, vocabulary, similarities, and general information.

Baku demonstrates very high VCI in:

• Vocal imitation of Q-Tarou under lethal pressure: he reproduces a specific speech pattern (the "kakaka" cadence and short commands), the voice/timbre of a 70-year-old man, and the correct operational vocabulary. This is applied technical VCI.

• Multiple linguistic performances in different registers: intimidating yakuza (chapter 2), defeated gambler (the Leader flashback), humble Hisan customer, journalist, and elderly bar owner. Each requires different vocabulary, syntax, and register.

• Complex negotiations with Yakou (formal Kakerou register), loan sharks (street register), and Q-Tarou (playful-sadistic register). He adapts his vocabulary to the interlocutor.

He is obviously not at the level of Ziad Fazah (58 languages) or John Bowring. However, in VCI applied to verbal manipulation in adversarial contexts, he is above the professional average.

CPI / PRI (Perceptual Reasoning) — perceptual reasoning, block design, matrices.

• Reconstructing the Hisan fraud from partial evidence: he identifies a structural pattern from scattered data (fake invoices, suspicious emails, and a single store with private information). This is applied mental-matrix reasoning.

• Reading the building-roof layout to place a loan shark in the sniper's blind angle.

WMI (Working Memory Index) — the ability to retain multiple active variables simultaneously.

This is where Baku clearly breaks the ceiling. In the final confrontation with Q-Tarou, he is handling in parallel:

• audio from the pen-microphone (Q-Tarou's position); • Q-Tarou's visual position with Yakou and the hostage; • Rodem's approaching auditory/tactical position; • the active traps on the sixth floor (which cable has been removed and which has not); • Kaji's crawling trajectory; • the explosion prepared in the gun barrel; • his own real-time vocal imitation; • exit options if the imitation fails.

That is approximately 7–8 simultaneous operational variables. The document compares this concurrent processing, in its tactical application, to the territory associated with extreme human memory/processing performers such as Akira Haraguchi and Daniel Tammet.

PSI (Processing Speed Index) — processing speed.

• Cold reading of the casino dealer in seconds. • Reading the loan sharks' condition during the first confrontation and detecting that they are independent. • Instantly inventorying the tactical situation when the masked soldiers appear: four weapons, a hostage, and the fact that their submachine guns do not automatically determine the outcome.

This is not Rainbolt-level geographic processing or Howard Berg-level reading speed, but processing speed applied to social reading under pressure is high.

VSI (Visual-Spatial Index) — spatial relationships and mental rotation.

• Mental map of the building — the central VSI feat. • Positioning the loan shark in the sniper's blind angle, requiring a model of the rifle's field of view, possible firing lines, and dead zones. • Reconfiguring the sixth-floor corridor: recognizing that rubble piles were artificially arranged to channel bullet trajectories, applying geometry to ballistics.

FRI (Fluid Reasoning Index) — solving novel problems.

• The Rodem problem is the quintessential FRI feat. There is no known precedent: a biological weapon with a reduced brain. The solution (vocal imitation plus processor collapse) is a novel synthesis rather than retrieval of a known pattern.

• The intentional loss against the Leader: a strategy that almost nobody would choose because it violates the normal heuristic that winning a wager is good. Baku reframes the problem.

GAI (General Ability Index) — general synthesis.

He is in the demonstrably upper range, but not in the territory of Magnus Carlsen playing ten blindfold chess games. His profile is high and balanced rather than extreme in one single axis.

⊕ Emotional Intelligence

Emotional Understanding — understanding what emotions other people experience and why.

• He understands exactly why Q-Tarou tortures the loan shark through audio: Q-Tarou is an aesthetic killer, not a pragmatic one. Baku identifies the aesthetic pleasure behind the act rather than merely recognizing the act itself. • He understands that the Leader is arrogant, and therefore predicts that the Leader will discard him after being "defeated" rather than simply eliminating him. • He understands that Kaji is panicking but still possesses a usable core of loyalty.

Emotional Perception — reading microexpressions and nonverbal cues.

• Cold reading of the casino dealer. • Reading the loan sharks as not genuinely backed by the yakuza through interpretation of their microexpressions/bluff. • With Marco/Rodem, noticing that the eyes oscillate between two vocal sources and using this to read the cognitive state of a modified subject.

Emotional Management (INTRA) — control of his own emotions.

• He does not react to the loan shark's torture audio; concentration remains intact under active emotional manipulation. • He remains composed when masked soldiers appear, when Marco points a weapon at him, and when Q-Tarou threatens to kill Kaji.

Emotional Engagement — productive use of emotion.

• Converts Kaji's fear into cooperation instead of paralysis. • Converts the hatred he has generated in Q-Tarou into the antagonist's own overextension.

Emotional Realization — self-awareness. Not meaningfully demonstrated in this arc; Baku remains opaque about himself.

Emotional Facilitation — using emotion to solve problems.

• Provokes Murayama into incriminating himself. • Provokes Q-Tarou into losing patience and using Rodem as a desperate resource, exactly what Baku needs for his trap.

⊕ Social Intelligence

Social Skills — functional social competence.

• Handles allies (Kaji and temporary loan-shark allies), superiors (Yakou), and equals/rivals (Q-Tarou). Mass management does not apply in this arc.

Social Integration — integrating into social systems.

• Enters Kakerou from outside and ultimately has Kaji repositioned as a member: social integration plus social re-engineering.

Social Cognition — understanding how human networks work.

• Understands Kakerou's formal hierarchy (Leader, members) and informal hierarchy (referees with practical authority such as Yakou). • Understands that soldiers become transferable operators if removed from their original chain of command.

Social Engineering — manipulating social systems.

• Hisan operation: makes the organization effectively self-destruct by provoking Murayama into calling the police. • Q-Tarou replacement: uses Kakerou's own game structure to promote Kaji.

Resource Management — management of resources.

• Uses loan sharks as disposable pieces, weapons taken from soldiers, and Kaji as a multifunctional resource.

Influence Building — building influence.

• Turns his visible defeat into a myth ("boring defeated gambler") that later becomes a weapon. His legend within Kakerou is actively constructed.

Communication Skills — effective communication.

• His speech to the loan sharks changes their behavior. • Negotiates with Yakou using Kakerou's language correctly.

Leadership — leads Kaji through the building, gives clear orders, and keeps him functional under terror.

Charisma — Baku is visually portrayed as magnetic, although charisma is not the central dimension of his profile.

Aura — other characters immediately notice his deliberate “decoy” aura; it functions as a weapon.

Conflict Resolution — resolves the loan-shark conflict without initially killing anyone, and resolves the building conflict by turning Q-Tarou into a disposable piece of his own game.

Relationship Management — professional but protective with Kaji; respectful but strategic with Yakou; calculated subordination toward the Leader in the flashback.

⊕ Adversity Capacity

Mental Fortitude — maintains executive function under torture audio, death threats, betrayal by allies, and related pressure.

Stress Tolerance — withstands sustained harassment throughout the arc without a tactical error.

Impulse Management — does not kill Q-Tarou when he could do so earlier; waits for the optimal moment and does not react to Yakou’s provocations.

Perseverance — applied more directly to Kaji in this specific arc, but implicitly present in Baku’s sustained operation.

Cognitive Discipline — verifies that traps are actually disabled instead of assuming they are. This is bias management applied to his own cognition.

⊕ Resistances

Manipulation Resistance — Q-Tarou attempts to break him psychologically through the loan shark’s torture; it fails. Yakou also attempts to induce mistakes; it fails. The Leader tries to dismiss him as “boring,” and Baku turns that perception to his advantage.

Perception Resistance — conceals his plans even from Kaji, using information asymmetry as defense.

Dissonance Resistance — accepts losing to the Leader while preparing to win in the long term, operating for years with the contradiction “I am losing / I am winning” simultaneously.

Field Safeguarding — limits what each ally knows and limits his own legibility to observers.

⊕ Thinking

Linear Thinking — sequential step-by-step construction of plans.

Non-Linear Thinking — the intentional loss against the Leader: normal logic says “win the wager”; Baku jumps to “losing is winning.”

Abstract Thinking — reframes “defeat Rodem physically” as “modify the frequency of its inputs,” and reframes “the wager is about money” as “the wager is about information about the opponent.”

Critical Thinking — evaluates traps and questions his own assumptions.

Convergent Thinking — finds an optimal solution to a defined problem.

Divergent Thinking — develops four backup layers against Rodem.

Analytical Thinking — breaks the Hisan problem into components.

Systematic Thinking — understands Kakerou as a whole system.

Analogical Thinking — identifies Q-Tarou as an aesthetic killer through comparison with a known behavioral pattern.

Associative Thinking — connects the pen to a microphone and uses the upper cable as part of a non-obvious trap.

Holistic Thinking — treats the entire arc as an operation against Kakerou and the Leader, not merely against Q-Tarou.

Decompositional Thinking — breaks the Hisan and building problems into manageable components.

⊕ Reasoning

Deductive Reasoning — “Rodem only responds to one voice” + “that voice is Q-Tarou” → “if I imitate Q-Tarou, I can redirect Rodem.”

Abductive Reasoning — “Q-Tarou shows no anxiety when losing money at cards” → “money is not what matters to him; something else is.”

Inductive Reasoning — observes Rodem’s behavior toward Q-Tarou and generalizes the imprinting rule.

Abstract Reasoning — abstract patterns are visible, although they are already covered under Thinking.

⊕ Intelligence Concepts

Crystallized Intelligence — high. He knows Kakerou rules, gambling systems, Hisan schemes, Japanese legal mechanisms, and yakuza dynamics.

Fluid Intelligence — solves Rodem as a novel problem.

Interpersonal Intelligence — a core part of Baku’s profile.

Intrapersonal Intelligence — less visible; Baku is opaque about himself, although operating counter-intuitively (“lose to win”) implies substantial self-knowledge.

Bodily-Kinaesthetic Intelligence — competent physical fighting and weapon handling, but not an elite athletic profile.

Logical-Mathematical Intelligence — not a main axis in this arc; there is no deep mathematics comparable to later Air Poker material.

Linguistic Intelligence — covered under VCI.

Visual-Spatial Intelligence — covered under VSI.

Musical Intelligence — not directly applicable, although vocal imitation has a prosodic/musical component.

Naturalistic Intelligence — not applicable.

⊕ Cognition

Learning Ability — learns Q-Tarou's speech pattern in a single card session.

Knowledge Application — applies knowledge of conditioning to neutralize Rodem.

Memory — fine retention; memorizes Q-Tarou's vocal pattern well enough to reproduce it under pressure.

⊕ Sensory

Observation — constant. The pen is only the device; Baku is the observer.

Perception — high. He processes environmental information throughout his navigation of the building.

⊕ Foresight

Anticipation — anticipates that Q-Tarou will use Yakou as a shield, that the sniper will expose himself to kill him, and that the Leader will discard him if he "defeats" the Leader.

Prediction — predicts Rodem's behavior when ordered to kill and predicts the number the dealer will bet in the casino.

Preclusion — blocks the opponent's options before they can be used and covers Q-Tarou's escape routes in the final confrontation.

⊕ Judgment

Decision Making — repeatedly makes correct decisions under lethal pressure.

Situational Awareness — constantly maps who is where, what weapons they have, and what their motivations are.

Intuition — difficult to separate from his explicit analysis, but choosing to go to the roof rather than toward the sound of corpses has an intuitive component.

Metacognition — understands his own thinking, understands how others perceive him, and actively modulates that perception.

⊕ Analysis

Gathering Statistics — not a major axis in this arc.

Descriptive Analysis — his analysis of Hisan in chapters 4–5.

Psychoanalysis — his reading of Q-Tarou as an aesthetic killer.

⊕ Insight

Constructivity — builds solutions from scratch, especially the Rodem plan.

Contrasting — contrasts Q-Tarou, an aesthetic killer, with a typical pragmatic killer and creates an advantage from the difference.

Constancy — maintains a coherent strategic line despite changing pressure.

⊕ Unpredictability

Cognitive Volatility — his thinking is surprising to opponents.

Creativity — intentional defeat and the use of Rodem are creative solutions rather than templates.

Risk Management — four backup layers against Rodem; exceptional.

Unconventionality — his career repeatedly contrasts conventional logic: losing to win and using the opponent's weapon as the key to defeating the opponent.

⊕ Psychology

Psychological Profiling — profiles Q-Tarou during a card session.

Psychological Insight — reads the Leader as arrogant.

Cold Reading — casino dealer, loan sharks, and Q-Tarou.

Hot Reading — uses prior information concerning Hisan and Kakerou.

⊕ Behavioral

Consistency — maintains his modus operandi throughout the arc.

Caution — verifies traps and plants backups.

Bias Management — verifies his own assumptions.

Pragmatism — sacrifices money, the apparent objective, for information, the real objective.

Ruthlessness — allows loan sharks to die as disposable pieces when useful.

Cunningness — a defining characteristic.

⊕ Discerning

Discerning Personality — Q-Tarou, the Leader, loan sharks, Yakou, and Marco.

Discerning Inconsistencies — notices Q-Tarou's lack of nervousness while losing money.

Discerning Contextual Relevance — knows which information matters and which is noise.

Discerning Thought Process — anticipates Q-Tarou's thought process at each step.

Discerning Deceit — identifies the Hisan fraud and the Leader's true motives.

Discerning Strategy — identifies the "main course" in Q-Tarou's game structure.

⊕ Deception/Manipulation — where Baku approaches the Comp Human ceiling

Direct Manipulation — Murayama at Hisan and Rodem.

Logical Manipulation — Murayama's self-incrimination; conceptually comparable to Lalit from Burari.

Emotional Manipulation — management of Kaji and provocation of Q-Tarou.

Individual Manipulation — the entire operation.

Identity Deception — yakuza, drunk, defeated gambler, and old man through vocal performance; comparable conceptually to Frank Abagnale.

Sophistry — suggests a yakuza persona without explicitly claiming it.

Misdirection — the rooftop sniper setup and the planted pen.

Acting Skill — multiple roles within the arc, conceptually comparable to high-level identity performers but compressed into a short period.

Concealment — hides plans from allies.

Information Control — maintains information asymmetry with Kaji and Q-Tarou.

Espionage — the pen-microphone.

Negotiation — with Yakou, the Leader, and the loan sharks; a miniature version of high-level political bargaining.

Coercion — fight with Bas and implicit threats toward the loan sharks.

⊕ Field Skills

Setting Traps — the Rodem plan is a multilayered trap against a physically superior opponent.

Contingencies — four backups against Rodem.

Risk Calculation — throughout the Hisan operation and the Leader-related strategy.

Prioritization — sacrifices money for information.

Information Gathering — pen plus passive observation; a central feat.

Multitasking — approximately 7–8 simultaneous variables during the final confrontation.

⊕ Counteraction

Trap Evasion — Q-Tarou's traps do not kill him.

Improvising — when masked soldiers appear, he immediately finds weapons in the clinic.

Tactical Responsiveness — changes the plan when Q-Tarou changes the rules.

Field Navigation — mental map plus route decisions.

⊕ Methods

Innovation — vocal imitation applied to a genetically modified subject is an inventive solution.

Upcycling — turns Rodem, the enemy's weapon, into his own weapon; also turns the enemy's gun into an explosive and abandoned money into a location lure.

Optimization — reduces the number of moves needed to defeat Q-Tarou by using Rodem rather than killing Q-Tarou directly.

⊕ Tactics

Tactical Potency — each individual move carries meaningful weight.

Tactical Synergy — Kaji, the loan sharks, and Baku's own actions operate as an integrated system.

Tactical Management — manages multiple fronts simultaneously.

⊕ Strategy

Strategy Adaptability — repeatedly reframes and rebuilds the plan.

Strategy Complexity — the operation against the Leader, the building arc, and Q-Tarou's replacement by Kaji form a three-level strategic structure.

Strategy Building — constructs a solution from scratch against Rodem.

Strategy Logistics — coordinates the pen, loan sharks, weapons, Kaji, and positioning.

Strategy Success Rate — completes the arc's main objective; effectively 100% relative to that objective.

⊕ Planning — together with Deception, where Baku approaches the Comp Human ceiling

Long-Term Planning — the operation against the Leader is a years-long plan, conceptually comparable to Operation Fortitude.

Short-Term Planning — intra-arc plans are short but dense.

Formulation Speed — forms plans in real time; the rooftop-sniper plan is formed within minutes.

Preparation Process — the pen is planted before the climax through silent preparation.

Planning Versatility — applies planning across multiple domains within the same arc.

Planning Intricacies — fine detail, such as Kaji crawling through the trap so Q-Tarou forgets the upper cable.

Planning Coverage — broad coverage through four backups against Rodem.

Planning Invincibility — the final plan has no single point of failure.

⊕ Comparative Synthesis with Figures from the Comp Human

Frank Abagnale — Identity Deception, Acting Skill, and Cold Reading. Baku compresses in hours what Abagnale accomplished over years.

Juan Pujol (Garbo) — Information Control + Espionage + allowing himself to be "recruited" by the enemy; the parallel is Baku allowing himself to be defeated by the Leader.

Olga of Kiev — Setting Traps, but Baku performs this against an opponent with massive physical and mental advantages.

Lalit (Burari) — Direct Manipulation; Baku induces behavior in hostile subjects rather than vulnerable subjects.

Bismarck — Negotiation + Long-Term Planning, although Baku operates individually rather than at state scale.

Henry Kissinger — strategic discernment at institutional scale, again applied individually rather than at state scale.

Operation Fortitude — Long-Term Planning + Misdirection; Baku executes an individual equivalent.

Where Baku does NOT compete: pure memory (Tammet, Haraguchi), extreme processing speed (Rainbolt, Berg), specific mathematical genius, deep crystallized knowledge in a single academic domain, extreme physical feats (Goggins and elite athletes), and elite kinesthetic control (Jordan, Pelé).

Where Baku reaches the Comp Human ceiling (elite human range):

Complete Deception/Manipulation, Planning (all subcategories), Discerning, Field Skills, Strategy, and tactically applied WMI.

Final Verdict

If you forced a composite profile:

Parent Category — Baku's Level in This Arc

Full Scale IQ — High (functionally estimated at 130–145, without a formal measurement).

Emotional Intelligence — Exceptional.

Social Intelligence — Extraordinary.

Adversity Capacity — High.

Resistances — High.

Thinking (all) — High–Exceptional.

Reasoning — High.

Foresight — Exceptional.

Judgment — High–Exceptional.

Psychology — Exceptional.

Discerning — Exceptional.

Deception/Manipulation — Elite human ceiling.

Field Skills — Exceptional.

Counteraction — High.

Methods — Exceptional.

Tactics — High.

Strategy — Exceptional.

Planning — Elite human ceiling.

The profile that emerges: Baku is NOT an extreme genius in one single dimension (he is not Tammet or Carlsen). He is a complete operator with an elite ceiling in the two categories that matter most for lethal social games — Deception/Manipulation + Planning — while also maintaining broad coverage elsewhere.

He is the fictional equivalent of the ideal intelligence operator described by the Comp Human framework: a person combining Frank Abagnale + Juan Pujol + an Operation Fortitude planner in one body.

The abandoned-building arc is a compact demonstration of this profile. By the end of the arc, Baku has touched virtually every relevant Comp Human subcategory at least once. That is what makes the profile notable: he is not merely strong in one area; he has no visible blind spots within the realistic human range.