Another yap. Ill debate and discuss who disagrees w this take, that is yet again if you're not convinced on what I wrote and allat. though this time i just improvised it towards vs Nagito and why Nagito simply gets murdered. u might feel a sense of dejavu.

Whether Luck Nagito or not, it doesn't matter nor does no luck Nagito should exist lmfao?

Also without luck Nagito literally gets further no diffed, by using this nerfed shitty version at least.

Ill also debunk this notion why using this version is literally shit and oxymoron, by using no luck Nagito his feats in chap 5 would literally be non existent as by no luck Nagito would NEVER access the knowledge of being the remnants of despairs, and there is a traitor a crucial thing and motive, intent on his strategy as he gained those knowledge without having any sheer hard work it's done by luck with 5 in a 6 bullets of the gun, no luck Nagito should have died as Monokuma wouldn't give him this knowledge without clearing this technicalities as Gundham who cleared as well only gained the weapons. Well that aside, no luck does not make any sense lmfao.

FSIQ Section- pointless like i said before nor ion use it. I'll just paste what i said before i dont feel like yapping how shitty this cat is.

"to none genuinely a pointless category in outsmarting nor does it matter one bit. IF anyone actually values this in outsmarting use your retarded brain to function that it does not as multiple set cats for heavy outsmarting has the qualities in the major crucial category for outsmarting that has this function." - Improvised though.

EQ Section: Sou

Emotional Management: Sou, In comparison to Nagitos' feats this cat heavily relies on situational which I would be discussing way down specifically. That aside I'll discuss why Sou would be better for each category with some Nagitos' feats.

Nagito was never placed on a situation where his life was threatened unless it was on chap 5 which he 'kills' himself, due to the resource that Nagito had there was genuinely nothing comparable, his best feat for EM is in chap 5 or the final dead room which not only in the russian roulette him managing emotions quite well with the bullets filled a low percent survival rate, was him knowing prior knowledge that he'd survive due to his luck, he simply relied on luck which causes his management pretty much lower in this case for Sou as Sou wasn't ever experienced as Nagito. Chap 5 for his calm stabbing, though kind of gets lowered the fact Nagito himself had screamed and had to put a duct tape, showing little to no management of emotions while getting killed.

Sou is far better in effect and pressure by managing his emotions with the situation he was in, the 0.0% certain death can scare off anybody with ease that was told to you that you were tested with multiple AIs and every single time you were in u died.

Sou once he knew this knew the severity of his situation to the point he saw a hallucination of himself in order to survive he had to change his personality as 'Sou Hiyori'. With the reveal of his survival rate in each interaction Sou was in he kept this and concealed this fact that he had received with the info in mind, he was constantly using adaptation to the game knowing this he laid out an insane EM showing no weakness to the casts, concealing and not revealing this with the prior successful strategies he laid out not once he had lost his composure by doing set plans and strategies, from the introduction of his character with the casts.

Sou made himself frail and weak with the smile as Sara states for someone who knew his death is certain and survival rate sure is impressive. Main game one to two, Sou was able to change his composure into use for his acting, deceiving Keiji by implying he did not know his strategy which is false. And the entire game he kept his composure straight. Nagito on the other hand WAS always on advantage and never felt what Sou felt due to the massive information that Nagito gets beforehand on DGR2 moreover he HAS the most knowledge of all the casts in DGR2 being able to clear the final dead room with sheer luck, no hard work lol. which Sou would be better due to constant adaptation he had to do than Nagito who had some MASSIVE leverage.

Emotional Engagement: Sou

Some of the explanations in EM can be EE as well but I'll further add a feat for Sou that should apply to EP, EU as well in this case.
If u remember, Sou made a hallucination of himself to cope with the pressure he felt knowing the 0,0% chance the direct evidence proving this is being a hallucination created by Sou was Sou having a nightmare and we see ‘that’ Sou he created of himself he engaged and understood the situation to the point he makes a shadow of himself.

Nagito has no feat or had shown to this extent of EE of engaging himself to the point he feels pressured that he creates another shadow in order to visualize, manage his emotions through that much pressure Sou felt and what Sou might have decided to.

Emotional Understanding: Sou

Understanding the emotions of the casts by cold reading the shit out of them in the intro, understanding his own hallucination and had visualized the said figure with pinpoint accuracy. Or the feat I mentioned above pretty much.

Emotional Perception: Sou

Similar feat, perceiving his emotions by creating a hallucination of himself, understanding the severity of the situation pretty well, had been perceiving the entire cast and Sara and what actions she might take in 'trust'.

SQ Section: Sou

Self Management: Sou

EQ reasoning.

Relationship Management, Charisma: Sou.

With Nagito pulling an act on chap 1 indirectly murdering Teru and Byakuya, the casts has left trust on the him in fact not even trusting the word he says and every actions that Nagito does is genuinely questioned in the trials he gets often gets attacked and had been shut if the casts does tell which Nagito does ironically in chap 2 or 3 or smth with Mikan. The relationship went down the drain as the cast felt threatened to the point he was tied up, and been ATTACKED by Akane. Showing little to no charisma, and relationship management with the actions he took.

However Sou antagonizing the group in main game one and 'losing' his memory which by that tactic he laid out he was able to form a bond again with the group negotiating, this isn't even his best feats which I would mention his effective strategy he used for the group to ensure the reconcile and the group would feel at ease towards him, mainly being Sara, Keiji. With his schemes of his by forming credibility like this. From even the start of the game he was acting friendly. But that's it for now every little explanation I do somehow correlates to the other categories.

Nagito in this aspect was seen as that manipulative, liar, malice, which Sou in the other hand was able to use his management skills of relationship into action by utilizing tactics like what i mentioned which worked effectively.

Leadership, Building Influence: Sou

Reasoning in relationship management, Sou built a pretty good influence due to his keymaster role in main game one, and main game two negotiation.

Meanwhile Nagito has none due to his deceptive nature he had shown to the casts. Even trying to stroke and kill him (Akane)

Conflict Resolution: Sou

Ironically enough, with the info Nagito has on the trial and beforehand info about the culprit and help he did. Nagito was able to resolute conflict via his hope reasoning and everyone should work together, seen in chap 1 and goes on which Sous' feats of using his manip about 'his'

keymaster role to reunite and direct the casts into making a conclusion and help with the reasoning, or Sous' feat in the banquet by calming down the dolls, Sara or Gin. With the potential of dying of Gin, Sou mentally calms Saras' and keeps her focus on the banquet to defeat Midori. Or his ranger feat about his sub game yet again effectively calming Sara, Keiji and the casts by saying 'lets think logically now'. Along the lines and allat.

Social Awareness: Sou.

With Sous' situation being far tougher he should easily get this. Also Nagito getting this, with his errors is funny especially he literally whips out his motives for the casts to be deduced and used as an infer to destroy his strategy in chap 5.

Self Regulation, Self Awareness: Sou.

Same explanation as before. He was self aware enough to the point he makes a hallucination of himself. EQ reasoning.

Reasoning Section: Sou

I genuinely got lazy to explain the reasoning and deduction, abduction, induction for this case.

Deductive: Sou

Poison or toxin deductive feat for Nagito or chap 4 to 3 aren't allat and main game one, sub game, main game two, banquet slams.

Inductive: Sou

Final Dead Room gets murdered by the Joe AI creation.

Abductive: Sou

Funhouse Secret, similar feat from before.

Thinking Section: Sou

Reflective: Sou

Every decision that Sou takes requires this thinking. Whether strategy, planning he pulled in main game one, the EQ reasoning as well is suited for this reasoning and why Sou comfortably takes this. Nagito thinking about hope and despair aren't allat or his sickness or his dialogue chapter 2 reflective thinking. 'Better situation' for Sou and why he gets this badly.

Abstract: Sou

EQ reasoning.

Critical: Sou

EQ reasoning, Reflective reasoning, Better pressure, better situation, better opponents.

Strategic: Both

I could LITERALLY argue Sou is more strategic than Nagito; his flaws and errors would be mentioned down. Sure ig 'both' lol.

Strategy Section: Sou

Efficiency, Recovery: Sou

Nagito failed to recover his strategy in chap 5 via the fact that he made too many errors (mentioned down or above) lowered his feat efficiency and resource due to those mistakes.

However his chap 1 feat was safe for these errors, as Nagito managed to recover his strategy via the drawings, letter he had to lure in the impostor.

But these feats are easily below Sou in comparison really.Sou fully recovered his main game two strategy with the adjustments of Kannas' sudden actions which he had anticipated, he made a contingency for this case if Kanna does the unthinkable. Betraying Sou for Sara. To switch from killing off Sara to killing Kanna for her to survive and ensure that to be the case. Sou managed to utilize his limited options, resources to the fullest degree and make an absolute control of a strategy in main game one.

Effectiveness: Sou

Sous' strategy in main game one was FAR more effective than Nagito due to the errors that Nagito made in his strategy lacking in effectiveness. His reveal of motive (the traitor) which basically solves the case entirely via that premise of what he wants to take on, (leaving evidence behind literally?) While Sou in this sense was able to use his limited options and resource to his advantage creating an entire effective strategy by merely adapting to the main game one with one sheer person accomplice (Kanna) which if u guys argue she wasn't even needed as Sous' strategy was so effective that him just faking to be the keymaster reveals too much risk to even vote for him due to the possibility of his sacrifice. The cast did not want to vote for Sou due to that fact alone.

Foresight: Sou

Nagitos' entire strategy in chap 1 and chap 5, by him completely anticipating the actions of the imposter in the first chapter as he had expected a party of sorts to occur since he prepared a lot of drawing in advance. He also anticipated everyone using the fire grenades in the fifth chapter to put out the fire and make his plan go smoothly, he also anticipated and completely predicted that the DGR2 casts would flip the boards he prepared beforehand.

Main game one was an entire foresight feat due to Sou not knowing how main game one works and had just anticipated everything, being Joe Sou fully anticipated that he without a doubt would pick the card. Later on with this info Sou instigated and knows that Joe had picked the card giving him the knowledge that hes the sacrifice which he knows. And this feat for Nagito is honestly a feat that is below of Sou anticipating multiple events in main game two, Keijis' strategy in order for him to counter Keiji, Q Taros' betrayal and going against Sou. While both characters are played like a fiddle, Sou outsmarted far smarter characters than what Nagito outsmarted, with their wit and intelligence, strategic prowess. I'd just paste what this explanation is, his abductive feat in main game one, no prior info to work with to formulate his strategy he used on Joe, Kanna under the observation he did on Q Taro and the what Miley did to deduce that the sacrifice card is most likely dangerous as the game already showcased how dangerous and credible the game was, however Sou tested the false rule per not believing on its content on showing it to others, which Sou outrights risks his life to test with him showing it Sara, confirms his suspicious and abduction to be deduction. He then used this leverage of knowledge to Kanna which his full strategy formulated on the people in main game one, a constant adaptability in notion as Sou never knew the main game one.

Nagitos' entire strategy foresight in chap 1 was heavily dependent on his knowledge abt Byakuya (the real one as they were fussing him as the old hope peaks academy student) Nagito already knew the aspects on what Byakuya has which the impostor was trying to play at, being the suitable leader. Which in therefore actions he would without a doubt be able to anticipate most of his actions with pretty much ease and yeah u can't argue as well this is cold reading as Nagito already knew way prior info abt him including those actions being (saving people and stomping the shit out of Nagito via the night vision goggles he prepared which was anticipated by Nagito as well) What makes this feat less impressive, Nagito already knew much info abt him due to the casts fussing who Byakuya was. Nagito himself knew as well what the impostor was playing at as Byakuya, Nagito would be able to pin point out how his actions he may play out, which in hence Sous' feat of abduction (anticipation, prediction) in main game one and Joe feat would be far impressive as Sou never knew anything relating info abt Joe just Saras' friend, he didn't knew anything in importance (like what Nagito knew in other hand as Nagito knew how special Byakuya was and his achievement. the impostor who was playing as Byakuya) towards Joe and his actions would be as Joe was hella gatekeeping what Sara and his relationship with however Sou had a sudden grasp and tested this limitations via his strategy alone in main game one, via that less info abt Joe Sou managed to anticipate Joes' actions in main game one via the sacrifice he picked which was preplanned by Sou.
1.Sou has less info than Nagito.
2. Nagito knew more info abt the impostor and who he tries to act at such as these achievements; Prodigy of talent; Byakuya talent basically which tells u his entire personality as a

Togami family holds at. Insane leadership and allat. Furthermore in THH this was said so this is what Nagito and the casts in DGR2 should know via prior info;Byakuya Togami... He's the heir apparent of his family's massive financial conglomerate. He's already started managing business operations, and his own personal assets are, well, vast. His title of Ultimate Affluent Progeny is completely accurate. He's the definition of "exceptional." The Togami Corporation reaches across the world, true, but I will take us to even greater heights. I am personally worth over 4 billion dollars, separate from my Togami family assets.' Heavy prior info right..? Lol.
3. On the other hand, Sou only knew abt Joe is Saras' best friend which is LESS info he even thought that Joe was someone who makes Sara strong which was the opposite as Sou never knew Joe was actually a handicap in this case. Sou basing off through the percentage.

Preparation: Sou

Nagito with allat of free resources he had over the casts like the bomb, computer with the long term prep and allat.

What makes this prep less impressive than Sou, that is, with the limited options that Sou has, the decision and short formulation of his strategy in main game one. Sou has only few things he prepared, the sacrifice card for Joe to be picked and the constant adaptations in main game one starts, with only one preparation he had he managed to succeeded with his strategy,

Shielding, Execution: Sou

Nagitos' shielding wasn't really allat due to the fact the casts shouldn't even take any hesitation to pinpoint what strategy Nagito pulled when he laid out too many clues for them, him revealing his intent being the traitor (culprit) as his aim, all casts basically has an anti feat for not being able to caught up on that quickly, his facade abt the suicide (hurting himself) wasn't really that hard to identify especially with the blood stains on top of the metal to execute this specific layer of strategy. Which is easily far far below than Sou.

With multiple contingencies laid out by Sou, each execution he did in main game one and two are done flawlessly with accuracy in its prowess of success, controlling the casts, and the deception of manipulating Keiji, Q Taro and the other casts are all of Sous' execution of strategy without setbacks and failure. He managed to execute every move and plan with ease, that being negotiating with Sara to make her the sacrifice, or concealing the fact he managed to play Q Taro and Keiji like a fiddle. He also made it harder for them to identify of what specific strategy he may pull a very well prepared strategy that has the most insane shielding, due to the fact Keiji, Q Taro wasn't able to identify it entirely and Sou firmly admitting abt it later on how they knew, till then Sous' strategy was pretty much hard to even identify.

Success Rate, Complexity: Sou

Main game one strategy basically, main game two as well per succeeding via less resource, and harder situation. Sous' feat was so complex that the casts had a hard time figuring out what

decisions they would make, he made his strategy as efficient as possible with the motives, pressure he had, connected patterns of each strategy conceding with one another to succeed.

Formulation: Sou

Nagito had too much time and prep to formulate his strategy in chap 5, chap 1 as well isn't an exception to this.

With the little time had to prepare with his strategy in the main one, with less resources than Nagito he should be able to get this off how realistic his strategy and effective his strategy was that's guaranteed to succeed. With less time and no info to work with at all just him fully anticipating and adapting to sheer pressure in main game one. Using foresight as well to see and anticipate his strategy would work, Joe, and the interference of Kai and the absolute succession of his strategy. Main game two slaps in foresight entirely.

Strategy Alignment, Resilience, Tactics, Concealment: to Sou

For the main game one feat by Sou, Sou stomped the shit out of Kai who knew how dangerous he is and what he may pull. Once Sou knew Kai as a legitimate threat he made sure without a doubt his strategy focused on him which would ensure his death by majority. By cleverly using multiple tactics in the discussion, lying being the key master, giving the idea that Sage who must without a doubt should die is the most safest option.

Main game two, Sou decimated both Q Taro and Keiji by utilizing their own strategy to go against them, Keijis' main purpose was to kill off Sou who failed miserably as Sou laid out a contingency by using a taser on Q Taro to get his tablet which revealed his role, being the Sage which ironically revealed their strategy, Sou did this to ensure that Q Taro wouldn't be able to fight back at all. The whole time in the main game two Sou was acting according to his strategy and plan. Keiji and Q Taro mindlessly never even countered this counterplay by Sou which they thought they had 'gotten' Sou for good which in delight by Sou was cleverly acting the whole time. Better quality of feat in concealment due to how less resource, less time Sou had to formulate his strategy in main game one and for two, he was able to conceal his motives pretty well. By sheer quality Sou should get this.

Planning Section: Sou

Short-Term: Sou

Should be obvious with formulation reasoning, and main game one.

Preparation: Sou

Strategy prep reasoning and allat.

Intricacies: Sou

Sous' entire planning in main game two required two people to 'stop' it directly which they failed as they didn't even know that Sou played them like a fiddle (Q Taro, Keiji) his plan was so complicated and detailed to the point it took many hours to uncover what Sou did (negotiation and allat) in main game one as well is pretty plenty enough as Sous' entire strategy was relating to a huge adaptations and complicated deception, already explained above what it is and why he gets it from Nagito.

Aim: Sou

Better aim, better decisions in his strategy. No crucial errors.

Risk Calculation: Sou

Risk calculation? For Nagito lol? His errors alone makes this point goes to Sou with pretty much ease, especially Nagito didn't calculate the evidence he left behind risking his literal strategy to fail.

While Sou in main game one and two was able to succeed. Elaborated already.

Mass Scale: Nagito

Pretty much with the resources he had, he turned the situation into a mass scale situation. Thooo I could potentially argue for Sou to take this.

Coverage: Sou

Main game two again, and most of the strategy reasoning can be planned as well as Sou heavily uses his strategy, planning at the same time while executing all of them with ease.

Contingencies: Sou

Whether main game two or one he slams.

Long-Term: Nagito

Pity points, like short-term, are just freebies. This genuinely should be obvious.

Invincibility: Sou

Main game two. Nagito self destructed in his plans via revealing, and leaving evidence behind already elaborated. All yap.

Adaptability: Sou

Main game two, and kannas' sudden actions. Nagito failed to adapt his strategy as he had those errors in his plans in the long term of the process.

Accuracy: Sou

Sous' feats in planning are MORE accurate than Nagito especially his entire scheme in main game two was entirely perfected and main game one as well.

Length: Sou

Main game two.

Risk Assessment: Sou

Every risk was calculated by Sou, ofc the errors for Nagito is mentioned yet again here lol.

Formulation Speed: Sou

Strategy formulation reasoning and allat.

Manipulation Section: Sou

Direct Manipulation, Gaslighting, Fear Inducement, Psychological Manipulation, Individual Manipulation, Guilt Tripping, Emotional Manipulation, Insanity Inducement- Sou.

Now I genuinely don't need to provide a feat for Nagito this time as I'm confident that Sou would be able to murder Nagito with these set of cats laid out, maybe listing a few to showcase the limited feat that Nagito gets murdered at.
Sou after the finished main game one where he controlled and indirectly had killed Joe and Kai while mass manipulating the casts, went to the specific near the monitor of his own AI and had smacked it with the wooden tool to be used to destroy it, after that act Sou went to the room and had hit himself to make it seem someone had hit him, which fits the Crime scene fabrication or rather just fabrication in itself. After he's done he waits casually for Keiji and the other casts to come for his 'aid' after he's woken up. He directly manipulates the casts again by outright saying he has an amnesia that he cannot recall what had happened in main game one which Sou used to gaslight the shit out of Sara who by then Sou had done some psychoanalysis on her and saw her reactions, keep in note that Sou is the one who indirectly killed Joe by making him pick up the sacrifice card an instigating move and an effective strategy by Sou. Was used again in this scene to torment and emotionally manipulate, guilt trip Sara by knowing the fact Sara feels sad about Joes' death which is evident on her prior actions he saw. By asking who died, Kai, and finally Joe. Triggered Saras' hallucination and had herself knocked up and had fallen asleep. Sou was also the one who caused this effect and pressure on her by making her remember

Joes' death, the fear and the psychological trauma she had. Sou knew this and induced further tactics by repeating Joes' name.

By SHEER quality of a feat Nagito has no feats surpassing this feat for Sou alone, not even bothering on using main game two lol.

His chap 5 feat highlights a bit Nagito who basically pulled the card of the fake suicide and indirect murder and 'unsolvable' murder had everyone getting gaslighted, where the casts had no hope and had been in at most despair shockingly they recovered (Due to Chiaki, recalling what Nagito said, further evidence place on) and gained hope their experience and trauma was also below what Sara has felt they didn't even see any hallucination like Sara does. therefore what Sou pulled and these feats and effects is betta.

I'll add my few statements from before in Takuya vs Sou; Sou has different Feats. Why does he get this? I'll name them right now.
1. Sou pretends to be lost at memory and gaslights Sara to the point her hallucination comes in to fill her with despair.
2. Sou prepared the Joe AI and tempered with it with the end of the Second main game if you choose Kanna and the Joe AI he did program ended up killing Joe in Sara's mind to the point she has to use Safalin's device to forget an entire human being known as Joe her best friend.
A few more feats in the first main game or the room where you can enter the main game at Sou gaslights Sara that Joe voted for Mishima and not him, this further gets brought up in the discussion where you the player or Sara would realize that Sou lied since Joe claimed that he didn't vote for Mishima but to himself which would clear Sara's mind but in that way Sara would realize that Sou is up to something which Sara points out in the discussion that Sou did say that which Sou gaslights and lies to everyone that he didn't while Sara cannot prove that he did, it's an effective course of quick thinking and decision making for Sou, strategy as well if you may.

Indirect Manipulation: Sou

In this cat Nagito is INSANELY definitely gud. With his indirect manipulation of the cast to throw the fire grenades, by the Monokuma boards to be fell at into releasing and creating a fire in his strategy to be light up and be thrown in order for Chiaki the traitor to kill him. he also made all of them go according to his strategy and plan by luring them through a computer in the factory when he said he'll be waiting when he directly manipulated them in the diner, leading to the building where Nagito had died. Most insanely he managed to pull this off successfully.

Or his feat abt chap 1 by indirectly manipulating TeruTeru to act and to such extent kill by instigating he'll start the murder causing Teru to kill off someone or better yet Byakuya acting as well via his letter.

However, Sou has also done with the same accuracy of indirect manipulation like Nagito even better. By indirectly manipulating the casts to make up a conclusion that what Sou provided in a half truth sense in sub game of Ranger, after listening with what Nao and Fake Reko has

discussed, Sou came up with a clever tactic to guide the casts and manage them by telling 'The fake Reko is the real one' reasoning, guiding everyone in set conclusion as Sou already had deduced the result it just up to the majority to do it in their own capacity of work. Sou ironically had his deductions confirmed where Ranger confirmed it. He also disguised himself as not smart, similar to Kokichis' tactics from the very beginning on the meetup of the cast, by fabricating his job being a 'job hopper' as Gin and take others' note as being harmless and Sara failing to read his thoughts and what Sou knew via prior info. Sou also had indirectly manipulated Q Taros' and Keiji's actions in their own right strategy to put a stop which these feats in context should be enough as Keiji and Q Taro were opposing Sou. Even far smarter opponents than Nagitos' chase off.
Im defo enjoying downscaling this feat of Nagito lol, anyways these are all resources provided by Monokuma, Monomi no hard work there in the fire grenades, a computer a huge advantage that Nagito had in this indirect manip, wheres the hard work there compared to Sou. His feat abt direct manip gets murdered by the feat I mentioned way before. Chap 1 feat was also way way below of Sous' indirect manip in main game two in sheer quality, Sou indirectly manipulated much far smarter opponents with a higher situation, pressure in it. Sou lacks the resources to do his indirect manip while Nagito was literally given, no sheer hard work lol? Yet his plan failed? All the avantage that Nagito had, all these tactics, resources yet he failed while Sou with a limited option, huge pressure on his head managed to succeed?

Logical Manipulation: Sou

Via main game one argumentation about the mails, EQ reasoning, constant pressure, better situation, reflective thk reasoning.

Manipulation Effectiveness- Sou.

My earlier explanation should be able to get it by quality of feat. Sou should get due how effective his manipulation he did on Sara.

Mass Manipulation: Sou.

Nagitos' way of mass manipulating the casts the casts in chap 5 his very best feats, is his bluffing feat abt the bomb (a resource for free given by Monokuma, Monami by the island) to mass manipulate and control them further through a computer (for free yet again) and had been guided them through the warehouse where Nagito had died.

While Sous' mass manipulation feat stems from less resources and limited use and far seemingly limited options, he mass manipulated and had full control over the cast on main game one and two. By using a strategy that ensured his safety and his aim of controlling the cast by lying he's the key master when in truth he was not, Sou also made sure to get rid off a potential threat which was Kai and Sou fully controlled the cast to do his bidding and suggestions which worked effectively. In main game two where his mass manipulation shines further if you go back to my earlier arguments, Sou was able to deceive and mass manipulate

every single cast member by using the laptop as a leverage given to Kai. However refer to the main game one feat as that is plenty enough.

By these merits, Sou should be better by using less resources in his needs of putting the final coffin of mass manipulation.

Deception Section: Sou

Misdirection: Sou

Misdirected the entire cast in main game two, and one, strategy reasoning and why he negs.

Fabrication: Sou

Sou fabricated the bar room name, fabricated his name, his continuous actions explained above or down.

Bluffing: Sou

Better motives, pressure of bluffs, keymaster, and not using any shitty tool like bombs (basically a walking Scott free of resources, no sheer hard work) to mass manipulate and convince the casts. Sou bluffs effectively more than Nagito with less resources.

Acting Skill: Sou

Genuinely the feats I mentioned above are far enough. Main game one and two decimates.

Mass: Sou

Main game one and two strategy.

Disguise: Sou

With Sou being in the fake name he uses, he had effectively concealed the fact he kept with his prior info. This was already elaborated with sum cats relating to this.

Information Control, Withholding info: Sou

Sou controlled more pressure info than Nagito, better situation, better opponents. Limited decision and limited options.

Threats: Sou

Nagitos' bomb bluff resource he had, he managed to utilize this tool and resource in his advantage to threat the entire cast he'd explode the entire island mass manipulating the casts as well, which a feat done by resource i could argue easily that Sou is more effective with less resources with his keymaster role, basically mass manipulating, controlling, the casts in YTTD in main game one with ease. Being in a far more difficult situation with limited options, less resources than Nagito, yet he managed to reach a conclusion in this risky action.

Blackmailing: Sou

Nagito blackmails Teruteru during the trial, abt him revealing he's the killer or probably even wayy before, where he reveals he'll kill someone to Teru

Sou blackmailing Q Taro to not reveal what he did on main game one by setting up the cards. By Q Taros' cooperation in his hands he had the sacrifice in his hand to be used and employ his strategy. This feat is plenty enough.

Concealment: Sou

Nagitos' trial strategy concealment feats in chap 5, he was able to 'almost' (everyone basically forgetting Nagitos' motive and statements he made beforehand and keeping with ignorance mostly Soda, Akane etc) to convince them to vote for Nagito deeming it off as a suicide. Or his concealment abt chap 1 which u can literally not take as not as Nagito himself revealed that fact and how everyone figured it out via Nagito being close to the lights, for him to be able to execute the crime successfully.

Sous' entire strategy in main game one, abt Joe and basically the entire main game two lol. Already elaborated on strategy reasoning. He slams.

I'll just debunk these feats for Nagito, chap 5 everyone was basically being retarded and Hajime himself stated they want an easy way out, Nagitos' concealment failed via that his tactic abt concealing it through hurting himself isn't effective as well as they themselve figured it out via the number and quantity of people with them and Nagito only the possible case to execute the murder was only him. Chap 1 isn't concealment due to the fact Nagito himself confessed to this, and hes literally the most plausible to execute the murder (Not with the actual murder as it was Teru who did). Though u could say that it was Nagito concealing the real murderer being Teruteru, which was effective for sometime but too bad it was quite below Sous' feats in main game two anyhow.

Nagitos' feat in chap 5 feat again abt the 'suicide trick' and making someone being a murderer instead, which Nagito outright denies this concealment as he himself made an error into revealing he wanted the traitor, and u guessed it Hajime, Chiaki solved it. Fucking retarded.

Foresight Section: Sou

Prediction, Anticipation: Sou

The entirety of these two casts are already covered in Strategy Foresight.

Adaptability Section: Sou

Improvisation: Sou

Sous' pressure of the 0,0% would be better than Nagito elaborated above and further in depth in 'Better situation'.

Traps Evasion: Sou

Can't recall any trap evasion feat for Nagito at all lol? that i can regard as impressive. I'll just mention a feat for Sou

Sous' trap evading Keijis' lethal strategy, who's definitely much more efficient in strategy than what Nagito faced, will be elaborated on a specific category 'Better opponents' same goes with Q Taro not only that; Thanks to Sous' intelligence and management of himself, and development, fluid strategy, contingencies he formulated without much preparation he managed to trap evade the 0,0% that's guaranteed to kill him shown in the AI tests, as we know there's a CG where Mishima was still alive, indicating Sou could have died wayyy sooner than before, and his fate was already sealed due to the AIs tests, however Sou trap evades this with ease. These feats of Sou regarding this feat are far better.

Environmental: Sou

He should easily get this via the fact of his 0,0% chance which is far harder than Nagitos' situation. Elaborated in 'Better situation'.

Risk Taking: Sou

Nagitos' risk taking cannot be seriously called risk taking at all lol? His russian roulette feat isn't a risk due to his sheer luck, zero hard work, his entire plan wasn't a risk at all lol since he literally killed himself and his strategy altogether with the errors and allat even then Sou basically did all the risks via knocking Q Taro main game two, main game one strategy basically the pressure he had to deal with, one mistake could easily kill Sou. Basically everything he does is risky for his life.

Insight Section: Sou

Cold Reading: Sou

EQ reasoning + Sou is actively cold reading the shit out of YTTD casts that I already reason out to be far smarter than DGR2 which makes the feat quite better than Nagito anyways. They are similar due to the fact they can cold read someone with ease. But Sou would be better due to those reasoning i set pretty much, and what makes Nagito far weaker.

Hot Reading: Sou

Sub game, main game two slams.

Miscellaneous Section: Sou

Knowledge, Knowledge Application, Crystallized Intelligence, Fluid Intelligence: Sou.

Via the hacking program he did, knowledge and application how to utilize a program like AI Joe that didn't exist he managed to create this AI in minutes pass with his dying breaths, what he saw in main game one and introduction, Sou created this AI basis on what Sara and Joe said to each others (Joes' last word the time he had died which Sou perfectly replicated), showing a great understanding of what he observed to use for the AI to help Sara, Nagito has no feat for this much knowledge feat only the Othello feat which gets murdered by this feat in terms of crystallization. Fluid for via adapting to the game with an amount of pressure, the joe ai and allat.

Experience: Nagito

Nagito has more experience than Sou via the luck factor that he knows how to use, e.g being him being able to avoid the 6 bullets in the gun and walk away scott free knowing he without a doubt would survive meaning he has been comfortable with this sheer advantage. This should be enough for this cat.

Sou has no prior experience basically in main game one, all hard work.

Less, Resources, More Limitations: Sou, More Resource, Less Limitations: Nagito

This should be obvious with the limited choice and limited options with his strategies, planning Sou had with his 0,0% chance of survival rate he had to change himself his motives and pressure he felt is way higher and the limitations of his actions are solely limited than Nagito who basically is a walking scott free guy that has luck (basically gaining every knowledge other than the traitor by using his luck in russian roulette), resources (the fire grenades, the bomb he used to bluff to convince everyone his threat was real, the toxins he used for indirectly manipulating and getting killed by the traitor setup) of the island for FREE clearly having more resources than Sou ,and the long-term investigating and an in corporate plan he laid out which had too much preparation. While Sou lacks the long-term to form long-term plans, for example in main game one.

With the advantage that Nagito had, it was simpler to pull off than Sou. Sou is better due to having less resources, and a better situation. More pressure and allat.

Negotiations; Sou

Nagito kind of negotiated with Monokuma or Monomi lol in chap 4? Pretty weak honestly.

Sou reconciles in the group by negotiating the laptop, which he pretty much gained everything he wanted by killing off Sara by the sacrifice. Having Q Taro, Sara, Keiji, and the rest of the cast by quantity and quality, Sou badly slams.

Flattery: Sou

Nagito flatters everyone (abt them having talents and their hope and allat yap) in every trial.

Sou flatters Sara wayyy too often in the dialogue choice for Sara, with the intent of gaslighting and manipulating her in order to conceal his motive and strategy he laid out. With much greater quality he should get this.

Setting Advantages: Sou

Strategy reasoning.

Looks, Writing: Sou

I like Sou more lol. And he looks betta.

Creativity: Nagito

His strategy in chap 5 is honestly just creative with the resources he had, even accounting in his errors he still managed to create a strategy that drives from creativity, starting with the board monokumas to be flipped as soon as the casts tries to open it and lights up a fire, or his layer of strategy of stabbing himself and using a rope is genuinely creative with his constant stabbing. And yeah the stabs as well was impressive.

Info Gathering: Sou

Basically the strat foresight reasoning and his own way of investigation, thooo i could see Nagito taking this due to his chap 4 feats which again i'd like to say that holds zero hard work other than his Othello feat which scales only to reasoning, full scale iq and allat which i dont give a shit which Sou in reasoning is already far far better anyways, i'm talking abt the russian roulette which GAVE him the knowledge and every advantage someone can have via luck.

Decision Making: Sou

Better decisions, no mistakes, no errors than Nagito.

Composure: Sou

EQ reasoning, EM specifically.

Metacognition: Sou

EM reasoning, better pressure to work with and self evaluate.

Setting Traps/Entrapment: Sou

Main game two and one, full control over the casts via strategy and manip.

Observation: Sou

Nagito basically failed to observe that he left clues and evidence (the errors in his strategy).

Via main game one. And the introduction, and no clues, listening to discussion in sub game without evidence just psychoanalysis.

Countering- Sou.

With these many premises Sou should be able to counter Nagito via strategy, traps, observation, and allat.

Methods: Sou

Manipulation reasoning, strategy reasoning, all explanations laid above or down.

Bodily Kinesthetic Intelligence: Nagito

Obvious with his chap 5 strategy.

Existential Intelligence: Sou

Reflective thk reasoning and allat.

Harder Situation: Sou

Like I said before Nagito wasn't really placed in a harder situation than Sou, because Nagito literally started the killing game to happen? In chap 1 no one was seriously going to consider murdering each other IF Nagito DID not instigated shits, like manipulating Teru and him killing Byakuya in the process, theres zero opps for Nagito that he doesn't slam as well (the killing game not including Monokuma as its pretty much obv that Monokuma is a walking god in the NWP) Nagito was never in danger as well, via him knowing whos the culprit (even helping them and thus knowing who it is for example; Mikan) u can see this in the trials Nagito never feels pressured BECAUSE Nagito specifically had AN INSANE advantage to the casts that Sou simply does not have. In all premises within this explanation and my earlier explanation with his errors, and luck factor saving his ass.

In order to clear YTTD with Sous' perspective and nerfs and the pressure he had you must have

1. A great amount of EM, and EE, basically EQ as the 0,0% chance was genuine tested with AIs, from Midoris' testimony alone confirms this fact, and the AI test CG where Sou died with Mishima being alive.

2. Recognize each participant as something u should be able to use and gain for every feeling and abandon yourself for the greater self and survive with the harsh 0,0% feeling every strategy and planning u should do. To the point u have hallucinations that Kokichi never felt.

3. EVERY actions and what Sou made u have to without a doubt excel with planning, strategy in order to survive giving out with multiple pressure, precise acting and without getting found out or slip up of information.

4. You're in a presumption that Sara is a manipulative person due to her highest percentage, YOU must realize in some point this is false for cooperation just like Sou. But till then your focus would solely to kill her if she chose Kanna. In Chap 4 Sou murders via his final act of strategy.

5. Main game one and two revolves around the possibility of certain death with each vote; You must avoid at all cost.
A. Being suspicious therefore u get voted out no diff. Kai being the example.
B. Useless characters that barely adds to any help (Basically Q Taros' arguments)
C. Formulate an entire strategy to stop and execute the players with (Keijis' actions)
D. Manipulate (Kanna) and the casts in this case by leaving your entire personality at once and pressure u felt knowing 0,0%.

With these premise, all YTTD situation via Sous' perspective is highly more in depth in pressure, no info, lack of prep especially in main game one, one must have an insane info adhering to see what Sou saw from Q Taro and pick the card (If not u basically fail as Q Taro wouldn't cooperate with you in main game two and failing to formulate what Sou planned and strategize u basically get no diff via Keijis' strat)

In 'better opps' it should without a doubt prove Sou fought more competent people.

Smarter Opponents: Sou

Sou no diffs max. Low diff is kind of a stretch but if you're satisfied with a diff like this ion care.

In this part I'll be explaining why Sou outsmarted smarter opponents than Nagito. LIKE I SAID this part is genuinely confusing as i just pasted these things. From the past explanations I had.

Excluding the likes of Junko, Izuru. Nagito never played these two as a fiddle therefore we cannot make an argument for both of these, and lol? Izuru is an automatic win for Nagito. Too bad you can't use Izuru as a feat and Izuru makes him a feat instead. Junko games alone is not enough to slam Sou anyways.I could easily argue w this.

Anyways, here's the take.

Keiji>Hajime around mid diffs, Hajime simply lacks strategies and more important cats in outsmarting than Keiji in main game two. However… he was the most competent character in DGR2.

Q Taro>Mikan low diffs, coffin plan is enough honestly. Midori was far smarter than what Mikan faced, she also did get help towards Nagito (He already knew who the killer was and Mikan but decided to withheld the info for lol) the entire case was basically already solved if it wasn't for that action lol.

Keiji>NPCS No diffs comfortably (Fuyuhiko, Soda, Sonia, Ibuki, Hiyoko, Mahiru) These all lacks planning, strategies, tactics thats nowhere near Keijis' or Q Taros' that Sou has been playing like a fiddle.

Keiji>Akane no diffs, and yeah he takes observation, intuition ironically.

Q Taro>Gundham mid diffs, due to Gundhams' literally giving away his motive, and allat the case basically would never be solved if it wasn't for his testimony in the trial Hajime and the casts has no evidence to convict this mf. However, unfortunately the plan he pulled was hella nothing compared to Q Taro unfortunately.

Keiji>Peko no diffs, not even gonna bother explaining she has an anti feat. She has no notable strategy other than Keiji.

Keiji>Teruteru no diffs, similar reasoning as before.

Keiji>Byakuya no diffs, he isn't allat. Keiji slams

Some bits and explanations way before.

Q Taro a fiddle that Sou used multiple times in the second main game as a scapegoat to execute his further strategies especially Sou's strategies that he intently switched Q Taro's sacrifice to Sara just to taunt her, but let's go over his feats shall we? And why it's more impressive than Mikan and the rest that was mentioned even then they are more casts that Sou kept decimating even further than Nagito.
1. Q Taro who got cornered in a discussion managed to find holes in Sara's argument, the discussion had went around to trap Q Taro which,
A. Sara and Keiji saw Q Taro placing cards in the camera.
B. Both of them deduce then Q Taro might have been a traitor or some sort and they kept questioning him until to that point which Q Taro can't because this is one who rather keeps his promise and negotiations he did for Sou and Kanna.
The most interesting rebuttal that he did, 'Did everyone find any security cameras around?' It was an excellent rebuttal. Not even Keiji nor Sara can argue with that even then he further corners them and says 'It could have been a doll they just manipulated you Sara!!' Along the lines anyways in short explanation the fact that Q Taro easily had these categories on that alone is impressive which surpasses Korekiyo, Quick Thinking, Decision Making, remember Q Taro was cornered and turned the tables rather quickly.
Strategy feats for Q Taro which surpasses both Saihara, Tsumugi, He used a strategy that would corner Midori a person who controlled Shin, Him, Gin, Kanna, Keiji, Reko, and many others as puppets in their entire lives and the banquet game which they did play and the entire time Q Taro is only to be as puppet because the original Q Taro is dead. That same Midori which had lost due to this Strategy that Q Taro had laid out.
1. Midori is someone who decimated the police agency, detectives, has influence inside or out in the police information he can plant false evidence and planned the entire crime scene and trapped Keiji by mere acting and fabricating the scene.
2. As I have said before, Midori controlled, manipulated, deceived the cast's entire lives and planned every single one and why they are there. He's also stated to be a neurologist, programmer.
3. Midori is also a murderer from young states in Gin's backstory in his highschool life and the AI Shin states that Midori likes to experiment on many human beings.
Well Midori's feats don't stop at just that and this is why Q Taro tricking someone like Midori suppresses the feats mentioned for Tsubaki, and many others here. These are the things he did which would surpass those said characters in terms of strategy, planning, tactics, deception, execution, recovery.
1. He sacrificed himself just to execute the said strategy to corner Midori who is always two steps ahead.
2. While he was stabbed by Mai he realized that it was even deepers in his last dying breath he said to Mai that he'd die in this coffin right here and then just to trap and confuse Midori which worked!
3. Q Taro's strategy was further supported by Keiji who manipulated and deceived Midori by making him think that he used an illegal collar which Midori is someone who did suggest the idea however he was wrong it was Q Taro's strategy.
4. So these points to 1 and 3 is far better than what Tsubaki, Suzune could have done and this is the same person whom Sou did decimate anyways I'm not done just yet since there is

Horikita there is a better Horikita.
Sara, a highschool student like Horikita a leader in the death game, her feats that I'll name are far even greater with Horikita.
1. In the start of the game while she was tied to the concrete bed if not stopped she would get crushed and only at a minimal minute to be stopped keep this in mind she saved her best friend by deciding that he should get the key instead that decision proved to be efficient as Joe did save her.
2. After meeting the others, her charisma on the others like Gin, Keiji in the introduction more about Gin is that she saved her the fact that Sou can turn this innocent little girl to the most suspected person by just reasoning alone is crazy.
3. Just like Horikita she has been leading the members that had survived before.
Another character that is definitely intelligent who's good at acting that Sou cornered in the first main game, Kai who was with the kidnappers which Sou reasons that he's rather the most suspicious got executed because of Sou indirectly killing by reasoning alone.
For Keiji I already did mention his Strategy that he used but I think I'll just explain since he got played by Sou badly, he traded with Q Taro with his card as the Sage which proved to be wrong later and he's actually the Keymaster at this point they just lied and 'cornered' Sou anyways now that I explained that Sou basically acted the entire time he was fooled by Keiji and Q Taro and both of them are sure that Sou doesn't have the sacrifice which the contradiction on that conclusion arrives I explained this before it's up there where I reasoned that Sou basically did play them like a fiddle.
That be all and this connects to his Mass Deception, Mass Manipulation, Fluid Reasoning and possible more categories not to mention the entire crew which Sou kept decimating the entire time short summary for all these in one point, Sou basically manipulated, deceived more competent people than Takuya and he's more effective, far better execution on his methods.

Further more, As long these three facts line up we can conclude that Sou had definitely had looked on Q Taro's role as the sage and had seen through Keiji's Strategy which now Sou has a safety on his role and a possible thing for him to be likely the sacrifice in the game. Sou prepared this from the start when he was going to attack Q Taro, he fully had seen through Keiji's Strategy till then he was playing with them like fiddles while acting the whole time. I'll paste my other statements that I did debate before I do hope it explains my point more about this specific strategy that Sou did use, more on if you had mentioned his actions in the second Main game, it was after the reveal that there's a way to end the killing which he finally trusted Sara, another one you might bring up wait isn't his composure stopped by Keiji and Q Taro now let me explain there's a huge contradiction that Sou had been fooled even the context says it all that Sou could be just acting that he was fooled and had lost his composure there's two ways to think for this especially he had the chance to see the literal Strategy that Keiji had put, he knocked Q Taro which was explained if he had seen the tablet that would reveal Q Taro's card and Keiji ending the Strategy all that he could be acting all that time now giving a chance that he could've have gotten the sacrifice which they can't vote for him literally securing his spot and we all know Sou, he definitely had seen it I mean is there any logical reason why he would use a stun gun on Q Taro more over he could have been acting that he let his word slip up so this chance could be used for his advantage and later hinting he knew the entire Strategy that Keiji

had.

And yeah Sou low diffs Q Taro, Keiji who alone is enough for the casts in DGR2. Which would prove Sou outsmarted far far smarter opponents. I don't even need the likes of Midori and allat here.

Sou murders no diffs, u could increase to no low diff out of pity lol however i go and stand by this difficulty. I'll gladly debate this. So in conclusion Sou slams via having less resources, better situation and smarter opponents which is why he's far far better than Nagito and Nagito having shitty errors than Sou who does not. The reasoning of 'he just negs' isn't gonna fit lol.

And thus Nagito is retarded within this premise and essays, ppl forget how to scale Nagito properly when he makes these many mistakes. I would also like to debunk that IF hypothetical scaling is dismissed via non sequitur fallacy. Due to it not even following what Nagito did, and the feats he did. Those speculations aren't proven by the game and actions of Nagito what he did in canon is highly probable to be used, and yes you can dismiss these speculations via occams razor as well.

Debunking the notion of 'narrative' of his luck as well in here; if u can reason out abt Nagito can do this and that but he has not shown this exact statement i said for example.

'He can just kill Sou with luck' - however Nagito may or may not be able to perform this as we didn't see him do it.
That's straight up non sequitur fallacy, and no limits fallacy as in constantly Nagito was able to have nerfs in his luck as well, someone scaling higher than him makes him a lap dog.

Thats all for the yap, thanks for reading. i genuinely didn't want to end this explanation with a sorry ass shit yap. Looking back where I scaled Nagito, I'm genuinely disgusted but thats another topic at hand.