



TRANSLATION: NARU-KUN / K-PROJECT WORLD

Real name: Kusanagi Izumo

Terms of address: Kusanagi, Kusanagi-san

[PROFILE]

Birthday: April 10, Aries

Blood type: O

Age: 27 (At the beginning of the second season)

[APPEARANCE]

Physique: 1.88 cm in height. Tall, slim guy.

Face, hair: Blond, with sunglasses. Handsome.

Attire: Fashion with a traditional atmosphere. When he was younger, he was fond of street fashion, but he seems to have changed the fashion system in consideration of his position as the owner of the Homra bar.

Personal effects: Zippo lighter, cigarettes.

[HABITS, SKILLS]

- Emission of flames from lighters and cigarettes, small bullet-shaped fireballs, etc.
- He specializes in medium to long range attacks, but if necessary, he can also use plans first using physical techniques. However, as he is usually a staff member, he often leaves the front line to Yata and his colleagues.
- As a smoker, he also smokes on the battlefield because he can be used as a tool for battle.

[IMPRESSION, OTHER NOTES]

- Although he is an intriguing person who fights for one or two in the play, they are all words and actions for his companions.
- He speaks in a soft dialect of Kyoto.
- Homura's sign is on the right shoulder blade (In symmetry to Totsuka).

[POSITION, OBJECTIVES]

He is the second in command in "Homura". A staff member who controls the actions of the team. Suoh, who is a boss and acts only with a lonely temperament, and a person who is actually moving "Homura" on behalf of Anna, a little girl. While there are many

members who have direct emotions, he is the valuable brain member that can bring them together. Owner of the Homura bar.

The first member of the Red Clan along with Totsuka. Suoh, Kusanagi and Totsuka created "Homura".

[PERSONALITY, CONDUCT]

A personality that doesn't easily show his true intention. A grown man who drinks cloudiness.

Despite being good at profit and loss, he has a sweet, people-friendly side that he truly appreciates. He has a strong attachment to "Homura", and while he tries not to get mad at the noisy members, he is thinking back to those days without any problem.

He has always been prepared to think that the day of ruin will come when it comes to Suoh. Realizing Totsuka's death made it inevitable. He knew that Suoh was on the way to the end, for Totsuka's revenge and to aid Suoh's final decision, which endangered Weissmann's anomaly, and he moved to number 2 from "Homura" until the end. The friendship with Suoh and Totsuka, which he has continued since he was a student, was the root of it all.

[FATE, ENDING]

Help destroy the Slate. He sees everything about Suoh and Anna, from the awakening of the two Red Kings to the loss of the sword of Damocles.

[ABILITIES, TACTICS]

Create and attack with fireballs and zippos whips and cigarettes. Usually he doesn't show much, but he is very good at punching and kicking in fights, as he used to have been fighting since he was in high school.

He is also good at brain battles, and gives precise instructions to members in a group battle between clansmen.

[POWER]

B (Executive class of the clan member).

[LIKES]

Good liquor. A guy where you can enjoy your favorite drinks. It is particular about the Scottish.

Bar Homura, he has a deep attachment to the interior.

[DISLIKE]

Being able to hurt what is important.

An unreasonable recipe (Anko Martini).

[HOBBIES]

A journey to find alcohol. Tasting when buying sake.

For Totsuka, Kusanagi's hobbies are fascinating. (Totsuka gets tired soon, but Kusanagi continues for a long time.)

[FASHION]

Wear branded items without dislike. He also uses small items. When he was young, he liked street fashion, but he graduated. Right now he is trying to be a bar owner.

He wears fashionable sunglasses, so his eyesight is not bad.

[BODY]

Tall and stylish. He has large legs. He is slim, but his muscles are tightly attached.

[INTELLIGENCE]

He has a good brain. He is very good at formulating strategy as a staff member and running a bar as a businessman, he also enjoys stocks and investments as a hobby.

Well-mannered and fluent in English. His academic ability was also first class. College graduate.

[BELIEFS]

His goal is sound management, but it is not coming true.

It was originally supposed to be stable, but he left the way, although he has no regrets.

[RELATIONSHIPS]

[EARLY YEARS]

He was born in Kyoto. After graduating from middle school, he moved to Tokyo when his parents moved abroad and he lived with his uncle, Mizuomi Kusanagi, the former owner of the Homra bar. Since he was a child, he has always admired Mizuomi and Homra bar. While spending his high school days helping his uncle's bar, he meets Suoh and Totsuka.

Mizuomi died of illness and inherited the Homra bar as its owner.

[TIMELINE]

- 1986, Izumo Kusanagi is born.
- 2004, Kusanagi meets Suoh, a young man at the same high school.

- 2007, Suoh awakens as "Red King", together with Totsuka he becomes the first members of his clan.
- 2012, Totsuka is killed by the "Colorless King", Suoh dies in the Gakuenjima incident.
- 2013, Anna awakens as a new Red King.

[ATTITUDE AND THOUGHTS TOWARDS OTHERS]

[TERMS OF THE ADDRESS FOR HIMSELF]

The first person is "Ore".

Smooth dialect of Kyoto. A muted tone.

[TOWARDS SUOH MIKOTO]

He calls him "Mikoto" or "Omae".

It was an old relationship and he was Suoh's only older brother, so he couldn't be shy.

Although he is a royal and a subject, he is a friend before that.

Kusanagi, who described Suoh as "He would be happy if he was a savanna lion", observed Suoh's nature calmly and objectively.

Recognizing both the nature of being unsuitable for "King" and being "King" more than anyone else, he supported him as a friend and as a staff member.

[TOWARDS TOTSUKA TATARA]

He called him "Totsuka" or "Omae".

A friend, a little brother and a member of the clan at the same time. Kusanagi, who doesn't really understand the inside of his heart, secretly makes a very weak sound.

He often scolds him with Yata and his friends, but things happen, the executives consult with Kusanagi.

[TOWARDS ANNA KUSHINA]

He calls her "Anna".

Objective of the asylum. Kusanagi is the most decent guardian for Anna.

Although he recognizes that he must protect her, Anna, who can see various things as an adult, is a partner just like Kusanagi who cannot lie.

[TOWARDS YATA MISAKI]

He calls him "Yata-chan", "Yata", "Omae". (Basically, he calls him "Yata-chan", but when he is serious, he calls him "Yata")

On the battle side, he's dependable, but on the other hand, there are plenty of cases where he can get in trouble and clean up the background, but he's kind of cute. Since Anna became King, he can trust him a little more than before.

[TOWARDS RIKIO KAMAMOTO]

He calls him "Kamamoto" or "Omae".

He's a relatively down-to-earth person in "Homura," so when you ask for something like Anna's protection, he's the person that comes to mind first. His IQ is high, but he thinks it's good to eat delicious things.

[TOWARDS FUSHIMI SARUHIKO]

He calls him "Fushimi" or "Omae".

He was the only one with superior intelligence, other than himself in "Homura," and he was eager to see things from a standing position. However, he believes that Fushimi's transformation was inevitable and he couldn't help himself.

[TOWARDS AWASHIMA SERI]

He calls her "Seri-chan" or "Anta".

Although they are number 2 of the organizations in confrontation, there are many parts that can be understood, and it is a cheap relationship when they meet in private. He also says humorous words that he doesn't know if he means them or not. But he can't love, just order the cocktail from him.