



## **TRANSLATION: NARU-KUN / K-PROJECT WORLD**

Real name: Yata Misaki

Terms of address: Yata-san, Misaki, Yatagarasu

### **[PROFILE]**

Birthday: July 20, Cancer

Blood type: B

Age: 20 (At the beginning of the second season)

### **[APPEARANCE]**

Physique: 1.67 cm in height. He gives the impression that he is smaller than his height.

Face, hair: His eyes are good. He wears a hat. The base is the face of a cheerful child, but the expression is rich and changes every time. He can be a vicious person and often laughs carelessly.

Attire: He wears a street style with a skateboard.

Personal effects: Skateboard. A metal bat.

### **[HABITS, SKILLS]**

- Skill on the skateboard and the use of flames.
- Before thinking that the blood would rise in his head, his body would move and sink.

### **[IMPRESSION, OTHER NOTES]**

- "Foolish".
- There are some comic aspects that should be loved, but when viewed by the general public, they are vicious.
- Get angry and laugh a lot. The emotional expression of emotions is clear.
- The sign of "Homura" is on the left clavicle.

### **[POSITION, OBJECTIVES]**

A member of "Homura". Identified as a captain of the first class. Number 3 in combat strength.

A young man who loves "Homura" and loves his friends.

He is one of the main members, except for Suoh, Kusanagi, and Totsuka, who are the first members. Instead of Suoh, the lord who doesn't move much, Kusanagi, who often sticks

to the role of staff, and Totsuka who is a non-combatant, in case of a difficult situation, he often takes the initiative and fights violently.

His fighting ability is high and reliable, but the troublesome side is also great, and when he causes trouble, Kusanagi gets angry. However, after Suoh and Totsuka died and Anna became "King", he became a little stronger than before as an executive of "Homura", supporting Kusanagi.

He was a close friend of Fushimi from "Scepter 4", and has a close relationship. When Fushimi was a member of "Homura", he was considered to be a combination of Yata and Fushimi, even in Shizume society.

### **[PERSONALITY, CONDUCT]**

A quick fight. Although it is a direct path, he has a particularly strong feeling for his friends. He thinks about things in emotions and acts by intuition.

He is not good with women. He blushes in front of a woman. He does not harm women, but not as long as they are recognized as an enemy with equal fighting power.

He is excited about Suoh, and is pleased to show the power of Suoh and "Homura". He becomes furious when Suoh and "Homura" are insulted. He shows his emblem of "Homura".

He is a burning guy as a child, and he also has the name "Yatagarasu".

He looks bright and carefree in "Homura", but there are some aspects of the world that are dissatisfied and refracted. That's why he gets along with Fushimi.

### **[FATE, ENDING]**

Overwhelmed by Suoh's death and "Homura's" breakdown, he later rallied and supported Anna in a completely different way than Suoh's, and his sense of companionship was excessive and depended on "Homura". Yata will be able to think from a larger perspective without being paralyzed by the form of a "team" or "partner", even though the passionate aspect of him remains the same.

He was only looking at Fushimi through the "filter of the organization I belong to" or "traitor", but he re-evaluated Fushimi as an individual who got rid of him and confirmed that they were different from each other. A new bond was formed after doing that.

### **[ABILITIES, TACTICS]**

He fights combining skateboarding action and "flame control ability" as a member of the "Homura" clan. He blowing flames from the steering wheel, accelerating, climbing walls and exploding under his feet to carry out an aerial battle. He attacks with weapons like bat metal and fire. His ability is great and powerful.

## **[POWER]**

B (Along with Kusanagi in "Homura". Fushimi and his combat power antagonize, but Fushimi is slightly advantageous due to the use of two power colors.).

## **[LIKES]**

Friends. He likes to do something with someone (be it good or bad). He hates cowardice, but not necessarily justice.

## **[DISLIKE]**

Be alone in silence. Treachery.

## **[HOBBIES]**

Physical activity (what you can do close to where you are, not go to the gym).

He likes games in general, but in particular he likes those that use physical ability and reflexes (case games, rhythm games, shooting, racing, etc.).

In high school, he often played competitive games with Fushimi. Compared to Yata, who operates only on reflexes, Fushimi, who controls reflexes and strategy, has a higher win rate.

## **[FASHION]**

Mostly casual, street style. The beautiful and rigid clothes are brilliant. He also believes that it does not suit him.

## **[BODY]**

Small and light. A healthy complexion. The physical capacity is very high.

## **[INTELLIGENCE]**

Studying is disappointing. Since he has quick power, he may have been miraculous when he infiltrated during the night. His intuition is good.

## **[BELIEFS]**

Act as soon as you think about it. The companions first.

## **[RELATIONSHIPS]**

## **[EARLY YEARS]**

Raised in Shizume until childhood. A common home. Having a mother and child family, he had the spirit to protect his mother from an early age. Kamamoto is a younger brother. He left Shizume after his mother's remarriage. The marriage partner is an ordinary office worker but a good person. A younger brother and a younger sister are born between the

mother and her marriage partner. Yata, who originally hates being mistreated, begins to feel a sense of alienation at home.

He met Fushimi in middle school and became a close friend. After graduating from middle school, he went to "Homura" with Fushimi without going to high school. After that, he lived in an apartment in Shizume without receiving the support of his parents. He has a part time job.

#### **[TIMELINE]**

- 1993, Yata Misaki is born.
- 2006, he meets Fushimi in middle school.
- 2009, Yata joins "Homura" with Fushimi.
- 2010, Fall, Fushimi leaves "Homura" and moves to "Scepter 4"

#### **[ATTITUDE AND THOUGHTS TOWARDS OTHERS]**

#### **[TERMS OF THE ADDRESS FOR HIMSELF]**

The first person is "Ore".

A vigorous way of speaking.

#### **[TOWARDS SUOH MIKOTO]**

He calls him "Mikoto-san".

No matter what Suoh does (even if it's natural), he thinks everything is great. Unsurprisingly, when he is passionate he goes too far.

#### **[TOWARDS FUSHIMI SARUHIKO]**

He calls him "Saruhiko" and "Monkey (when he's joking or angry)".

Fushimi was recognized as a traitor when he called him "Monkey", and "Saruhiko" when he was scary and serious.

He was angry at Fushimi's betrayal, but he was shocked because he believed in Fushimi. Depending on the circumstances, he could forgive Fushimi, and if Fushimi were willing to return to "Homura", they would bow to Suoh together. For Yata, it was considerable preparation to appeal directly to Suoh, as he was very frustrated.

#### **[TOWARDS KUSANAGI IZUMO & TOTSUKA TATARA]**

He calls them: "Kusanagi-san" and "Totsuka-san".

The two do not go up. Since proper honorifics cannot be used, honorifics and misleading words get mixed up.

### **[TOWARDS ANNA KUSHINA]**

He calls her "Anna".

Anna's "child" side feels the same level of empathy and is easily touched, but the "girl" side is disappointed. He would like Anna to stop calling him "Misaki" if she could, but since she is Anna, he forgave her.

### **[TOWARDS RIKIO KAMAMOTO]**

He calls him "Kamamoto".

Kamamoto is older and joined "Homura" before, but since he is a younger brother and his ability is stronger, Yata turns him into simply Kamamoto. The reason why Yata, who is younger in age, ends up calling himself "Yata-san" in "Homura", is because Kamamoto is under his spell.