



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

**Real name:** Fushimi Saruhiko

**Terms of address:** Fushimi, Fushimi-san, Fushimi-kun, Monkey, Glasses

### **[PROFILE]**

**Birthday:** November 7, Scorpio

**Blood type:** AB

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

### **[APPEARANCE]**

**Physique:** 1.78 cm in height. Slender.

**Face, hair:** Glasses with black frames. The expression that seems to always be boring, rotten.

**Attire:** Although it is a uniform from Scepter 4, it is a modification of the uniforms of the general members.

**Personal effects:** Exclusive saber. Registered name: "Subaru" (Munakata put it like this because Fushimi sent the registered name in a blank space. Fushimi does not use this name by himself, which is embarrassing because it is usually given a beautiful name). Throwing knives (many are attached to the sleeve and trunk harness). PDA (includes its own piracy program).

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

- There is a lot of tongue tapping.
- He uses the red skill and the blue skill correctly. In the second term, he uses "three colors" that also have the green ability.

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

- "Refractive glasses".
- Both the body and the intelligence have high basic specifications, but their character is sad and refracted.
- Basically the type who "seems strange to others".
- The left clavicle had the sign "Homura", but was burned.
- Extremely unbalanced diet.

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

Number 3 of "Scepter 4". He has the second highest combat power and ability to carry out the job after Awashima.

He previously belonged to "Homura". He was recognized as a traitor in Homura (Suoh, Kusanagi, Totsuka, Anna doesn't care).

Although he is the youngest member in Scepter 4, he has the second command right after Munakata and Awashima. He is acknowledged that he is good, but some believe that he is favored because he is a Munakata favorite. However, Fushimi does not deny it, and he also uses that recognition to act freely.

As a person from "Scepter 4", he is familiar with the underworld and tricks. Basically, behind the method of "Scepter 4", that is pushed by pressure from the front, he often hacks and acts only by communicating with an information store.

Munakata and Awashima are aware of this, and they have made Fushimi more or less free.

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

He shows no motivation, but does the necessary work skillfully. Also, if the work of his subordinates is slow, he will accept them only while he curses them. He is more flexible than Awashima, who tends to be goofy in some cases, as he can extract himself.

Munakata and Awashima are grateful and obey his attitude, even though he is rebellious.

Only when "the battle with Yata" was happening did the emotional needles turn in the positive direction, and he found joy in "facing Yata and killing himself seriously", and he fed Yata when he met him.

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

Munakata's instructions changed it to "Jungle" to infiltrate. Despite having a history of being traitor from "Homura", he was entrusted and sent to "Jungle", eventually realizing his sense of belonging to Munakata and "Scepter 4."

As he couldn't find a whereabouts with "Homura", he was obsessed only with the relationship with Yata, who was originally there. With Yata, a new sense of responsibility will emerge for each organization and a new bond will be formed.

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

In addition to the formal fencing of "Scepter 4", dirty tricks, such as sudden strikes and hidden knives, are flexibly intertwined. A guy who "executes power in the street instead of in the dojo".

In the era of "Homura", he had a slightly large knife in his right hand and a throwing knife in his left hand.

Both knives and sabers can use red and blue power depending on his will.

### **[POWER]**

B (Second in Scepter 4 after Awashima. He competes with Yata for battle power, but Fushimi is slightly more advantageous due to the use of two colors)

### **[LIKES]**

None.

### **[DISLIKE]**

There are so many foods that he doesn't like. Vegetables, seafood, umeboshi, seaweed, mentaiko, etc.

He basically hates adults. But he hates children. He doesn't like animals either.

### **[HOBBIES]**

When he is asked, he says "no", but when he does some kind of detailed work himself, he becomes more elastic. Programming and making of plastic models. He now he does not make a plastic model, but he does make a hacking tool. He only dives while he moves his hands and head, so after completing it he doesn't tie or break it.

When he was in middle school, he used to play battle games with Yata. Compared to Yata, who operates only on reflexes, Fushimi, who controls reflexes and strategy, has a higher win rate.

### **[FASHION]**

He's not particular about simple clothing, but it seems like there are a lot of jackets and hoodies out there.

### **[BODY]**

Slim. It is so fair that it looks pale.

Those with very high physical abilities, but no physical strength (reinforced with Clansman's power).

Considerable myopia. But a little better than Munakata.

### **[INTELLIGENCE]**

Excellence. He can study and wisdom works. He can do anything with a little bit, so he's not motivated. The academic training is middle secondary, but it seems that he has academic capacity at the university level.

## **[BELIEFS]**

There is nothing to list as a "philosopher's belief".

## **[RELATIONSHIPS]**

### **[EARLY YEARS]**

A child with no mother present, Kisa, is a businesswoman, concentrating on her work and enriching her life rather than at home. His father, Niki, is probably unemployed. A strange person who makes his child angry to be happy. Although his parents rarely stayed home and he had a maid to go to, Fushimi is a guy who thinks the maid is stupid. As a result of growing up in such a partial family from infancy to adolescence, he becomes an emotionally flawed child.

However, when he met Yata in middle high school, he was able to break the interpersonal relationship that had been completely closed until then.

### **[TIMELINE]**

- 1993, Fushimi Saruhiko is born.
- 2006, he meets Yata in middle school.
- 2008, his father, Niki Fushimi, dies.
- 2009, Fushimi joins "Homura" with Yata.
- 2010, Munakata wakes up as the "Blue King".
- 2010, Summer. Fushimi leaves "Homura" and moves to "Scepter 4".
- 2012, Transferred from the Information Division to the Special Task Force.

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

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

The first person is "Ore".

A muted and ironic tone. There are a lot of tongue taps.

When prompted, he says "I'm doing it now." There is no excuse, it is already working.

### **[TOWARDS YATA MISAKI]**

He calls him "Misaki". If there is someone else, he calls him "Yata" due to Yata's intention. He sometimes intentionally calls him "Misaki" to wake him up and anger him.

When he fights Yata, he wanted to kill him seriously and wanted to work together, and in any case, the power was antagonistic so that the danger of losing his life the moment one

of them fell. However, after Suoh's death, the demolition of "Homura", the rise of "Jungle", etc., it will change again from the collision-only relationship.

Since the middle school days when he was a close friend, they broke up, they clashed and even now, the relationship has changed, but there is always only one existence.

#### **[TOWARDS REISI MUNAKATA]**

He calls him "Captain". He also calls him "Anta". It's an honorific, but doesn't hurt.

He is afraid, but he knows the natural side, so he feels free to follow him. He is different in nature from Suoh's terrifying fear, and is unexpectedly easy on Munakata.

#### **[TOWARDS AWASHIMA SERI]**

He calls her "Lieutenant". The attitude is rebellious, but somehow it doesn't rise up. Awashima has a relationship as "a solid older sister and a rebellious younger brother". Fushimi dislikes something unpleasant, but he alone cannot deny Awashima's Anko.

#### **[TOWARDS OTHER SCEPTER 4 MEMBERS]**

All subordinates are older than Domyoji, but they give instructions from above. He believes that Scepter 4's order depends on his ability, not his age, and it doesn't matter if they don't like it.

The members of the Special Task Force are basically good in character and serious, so even though they think that Fushimi is a "difficult person", they says that they should properly assess his abilities and follow him. Fushimi does not dislike at all to think that they might dislike him.

If he comes into contact with limbs during off hours, he will appear dark ground and feel reluctant. Meek and honorable mouth mix.

He's not good against Zenjo Goki.

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

He calls him "Mikoto-san", "that person" and "Suoh".

Fushimi is probably the only person who has touched the inside of Homura, that is objectively concerned about Suoh's selfish appearance and has negative feelings.

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

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

He is not good at touching with a face that understands. However, there was a part where the wavelength coincided with Kusanagi. It seems that Fushimi, who has a clever hand, was touched by Totsuka's strength.

**[TOWARDS KUSHINA ANNA]**

He calls her "Anna".

She is basically naive, but he doesn't really deny her.

**[TOWARDS THE MEMBERS OF HOMURA]**

Kamamoto and the others are treated as "children" and "small fish".