



TRANSLATION: NARU-KUN / K-PROJECT WORLD

Real name: Gojou Sukuna

Terms of address: Sukuna, Sukuna-chan, Five (Nickname in Jungle)

[PROFILE]

Birthday: December 1, Sagittarius

Blood type: B

Age: 13 years. (At the beginning of the second season.)

[APPEARANCE]

Physique: 1.53 cm in height. Slim and small. Still in the process of growth.

Face, hair: A baby face. The facial features are well organized and the expressions are rich.

Attire: A fitted jacket and tie. Shorts.

Personal effects: A stick-like rod that is longer than he is. At the time of battle, the blade of a green sickle created by the mod skill appears at the tip of the stick.

[HABITS, SKILLS]

- Good at games.
- In a real battle, it wields a power not suitable for a small body and has a dynamic destructive power.

[IMPRESSION, OTHER NOTES]

- The image color is "young grass color".
- Cheeky, a high-spec gamer player.
- Small body power system.

[POSITION, OBJECTIVES]

Born the only son of a wealthy family, he grew up with intense slavery and excessive interference from his parents, especially his mother. He knew that even his best friend, whom he had loved, was designed by his parents and escaped from slavery.

He was drawn to "Jungle", where he could gain mysterious power by earning points and increasing ranks in missions, and he was able to win and climb to the top. By participating in the plan, he is attracted to Nagare, who creates an interesting game in this world, where each person creates a world where he can live on his own.

He really likes Nagare, the Green King, but he believes that he is more of a friend than a King.

[PERSONALITY, CONDUCT]

Cheeky boy. Standing position as Tsukkomi in the "Green Clan".

For Sukuna who left his house, the place called "Jungle" was the only welcoming place where he was not unnecessarily interfered with, but never alone.

For Sukuna, who was raised under parental control, the world defended by Nagare, in which all human beings become "kings" and live with their own power and responsibility, is an ideal world, and to realize, decided to bet. However, the stance is that he is basically doing his best to achieve his most cherished wishes, rather than enjoying the game Nagare is organizing into.

For Sukuna, Nagare was a fun person and friend who thinks and achieves great things, and he felt that he had the same dream next to him.

[FATE, ENDING]

Nagare collapsed in the final battle along with Iwafune, and Sukuna lost the whereabouts and dreams of all his friends.

He is deeply disappointed, but he went on a journey with Yukari and started a new path.

[ABILITIES, TACTICS]

The stick that he always has as a staff turns into a sickle with the power of green when he fights. A master of a fighting game moves his body freely as if he were an in-game avatar.

An acrobatic action that quickly moves a small body. The destructive power of the shaking sickle is powerful.

A powerful clan member, yet young.

[POWER]

B + (High ranking clan member.)

He is no match for Yukari, but it is possible to deal with several executives from other clans at the same time.

[LIKES]

A stylish battle game. Combine with Yukari. Iwa's curry.

[DISLIKE]

Green pepper. Slavery.

[HOBBIES]

Play.

[FASHION]

At his parents' house, he wore tight clothing, so somehow the clothing trend has remained the same.

[BODY]

Small and extremely agile. Slender figure due to immaturity.

[INTELLIGENCE]

Originally the brain is excellent. When he was in school, he had good grades and high application skills.

[BELIEFS]

When he was in the house of his parents, he grew up under strong slavery, and in front of his parents, he pretended to be free while pretending to be obedient.

After leaving there, upon meeting Nagare, he will find courage in deciding his own path and walking with his own power.

He doesn't mention it, but on "Jungle", which was "free but not lonely", he felt happiness and warmth.

[RELATIONSHIPS]

[EARLY YEARS]

Born as the only son of the Gojou family, which is one side of the Kokujoji family. The Gojou family increased their power with the rise of the "Golden King" after the war. Sukuna's father is a politician.

[TIMELINE]

- 2000, Gojou Sukuna is born.
- 2011, Sukuna becomes a "Jungle" user, runs away from home and continues to complete the "Jungle" mission before being promoted to J-Rank.

[ATTITUDE AND THOUGHTS TOWARDS OTHERS]

[TERMS OF THE ADDRESS FOR HIMSELF]

The first person is "Ore".

The tone of a child who has a slightly bad mouth.

[TOWARDS HISUI NAGARE]

He calls him "Nagare" or "Anta".

He doesn't have the feeling of being a "king", and think he is a friend. He is a great guy and he wants to do what he is doing, but he assumes that Nagare is out of strange territory, so he will have to help him firmly.

[TOWARDS IWAFUNE TENKEI]

He calls him "Iwa-san" and "Anta".

He thinks he's a bad old man. He thinks he's a bad adult, like drinking alcohol during the day and occasionally hanging out with horse races and pachinko, but he doesn't hate that badness. He believes that the food prepared by Iwafune is delicious, and he is not thankful for doing housework.

He knows that he is the "Gray King", but does not feel it, and believes that "Iwa is Iwa".

[TOWARDS MISHAKUJI YUKARI]

He calls him "Yukari" and "Anta".

Every time he teases him or touches him a little Yukari, he is grooming him, but it is a cheap relationship like a brother. He knows that Yukari is better in terms of age and strength, but he intends to be on the same level as a fellow J-rank who lives in a secret base.

At the root, there is a part of believing in him and counting on him.

[TOWARDS KOTOSAKA]

He calls him "Kotosaka".

He often gets mad because he makes himself stupid as a bird. But he somehow believes that he is a friend. He doesn't hate animals.

[TOWARDS FUSHIMI SARUHIKO]

After joining "Jungle", he calls him "Saruhiko" and "Omae". (Before that, he called him "Fushimi Saruhiko").

He has strong opposition because he cheated and became a Rank-J from "Jungle", there is a strong possibility that he is a spy, and he worries that his whereabouts will be threatened by joining Fushimi.