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Izuku midoriya costume evolution

Justin BrinerLara Woodhull (Child) Izuku Midoriya (緑 (みどり) 谷 (や) 出 (いず) 久 (く), Midoriya Izuku?), also known as Deku (デク, Deku?), is the main protagonist of the My Heroade Acmia manga and anime series. Although he was born Quirkless, Izuku manages to catch the attention of legendary hero All Might because of his innate heroism and a strong sense of justice and has since become his close pupil, as well as a student in Class 1-A at U.A. All Power High School on his Quirk to Izuku, making him the ninth holder of One for All Appearance Izuku is somewhat short for his age, his round face framed by a brief mess of fluffy dark-green hair that sticks to odd angles around his head, throwing noticeably dark shadows at himself. His eyes are large and somewhat circular, their irises the same green color as his hair, which is sometimes very watery, usually stretched pretty wide and gave him an innocent look. He has a set of four symmetrical freckles in diamond formations, one on each cheek, but despite these prominent qualities, he is often described by others as simply watching. Although he was initially very lean, Izuku gained toned muscle after his ten months of extensive training with All Might, and as the series progresses, it is shown to be more developed and defined as he gradually gets stronger. After his fight against Shoto Todoroki, the fingers on his right hand became slightly deformed and his hand tone scars. His right arm was further damaged after his battle with Muscularity, which left several other scars all over it. Following his recovery after the ed fight, Izuku wears a black compression sleeve on the upper part of his right arm in order to support the heavy damage it sustained: it's partially visible when wearing short sleeves. During his Junior High School days, he wore a plain black gakuran uniform with yellow buttons, accompanied by white sneakers. While at home, he wears a green jinbei over a white shirt and grey sweatpants. At U.A., he wears the standard male uniform: a light grey jacket with dark turquoise trim over a white dress shirt and dress pants, along with a red tie he doesn't do properly, letting it much shorter than it should be. Instead of the usual brown shoes worn by the majority of the student body, he usually wears oversized red boots with thick white soles, up to the top. Izuku's original hero costume is a green full-body jumpsuit with a red belt, elbow pads, knee pads, and gloves, along with his signature red boots. He also wears a mask with long eared outings that resemble All Might's haircut, and a respirator with a makeshift smile on it that also reflects that of gone hero. The costume was badly damaged due to its first fight against Katsuki Bakugo and needs to be restored, which is why the US needs to arc My Hero Academy - Save! Rescue training, Izuku had to wear the U.S. gym uniform. This attire consists of a dark blue high-collar tracksuit with thick white lines across its torso and down its legs, forming the letters U and A, and along with this, a respirator. His second hero costume made some changes and now looks firmer and more combat-ready in appearance. The knee pads were extended to his legs and reached up to his thighs, and his new gloves were tinged beige and were decorated with blue stripes. Its respirator is now metallic, diamond-shaped, and has eight holes. Izuku goes without a mask in his second suit, and although the mask is still present, he does not wear it much. During the Provisional Hero License Bow, Izuku has upgraded his costume again to match his new fight move Shooting Style, by adding iron soles to his red boots to increase the power of his kicks. Arm arms were added, and his knee pads now have yellow bolts stuck in them (they were originally added into his second costume in the manga). Sometime later, just before the School Festival, Mei Hatsume creates support gloves to better help him use his powers for long-haul attacks. Before the Joint Training Arc, Izuku adds the gloves to his hero costume and uses them in combat. Gallery Izuku's American Saved Training costume. Izuku in My Hero One's Righteousness. Personality that is Quirkless, Izuku didn't have confidence around his classmates. Izuku is a very timid, reserved, and polite boy, who often overreacts to abnormal situations with exaggerated expressions. Because of years of being looked down down on by Katsuki for lacking a Quirk, he is initially portrayed as insecure, tearful, vulnerable and non-expressive. These qualities are particularly present around Katsuki, who also constantly harassed him for his aspirations of beciding a hero. However, after being accepted into U.A. High School, making new friends and facing Katsuki during the Battle Trial Arc, Izuku gradually matured into a more confident and courageous person who is always eager to prove his worth as a hero and ultimately develop strong leadership skills, which combined with his passion and strategic abilities , turned him into a central figure within Class 1-A. [3] Izuku's mumbling habit. Izuku is a very diligent and strongly-revered student, who is extremely (and sometimes rare) enthusiastic about topics related to heroes. His dream drives him to write down notes on everything he learns in regards to heroes' Quirks and fighting abilities. Thanks to this practice, Izuku has developed a great analytical mind and can form complex battle plans within a few seconds, factoring in the best ways he can use the Quirks of allies and enemies for his own benefit. Izuku externalizes his observations endless mumbling, a habit that annoys or crawls out its peers. Izuku often writes down observations in a variety of notebooks that he titles as Hero Analysis for the Future regularly look at them during school activities or at night. Izuku rushes to danger. Izuku is caring and emotional, should never hesitate to help or save anyone in danger, even if he knows that he may not be strong or qualified enough to do so. Often he does it on instinct, taking a more reckless approach than the usual eardink he goes through and putting himself on danger of protecting someone. Izuku is known for helping or lecturing people with personal and emotional problems, regardless of whether it's his business or not, claiming that a hero should interfere in other people's lives. This audacious spirit, while initially considered confusing or even insane by others, is also recognized by many, has the loyalty and gratitude of characters who have previously earned antagonistic for him such as Tenya Ida, Shoto Todoroki, Hitoshi Shinso, Kota Izumi, Sir Nighteye and even the Hero Killer: Stain. Izuku breaks down after being admitted by All Might. He has a strong fascination with heroes and is well versed in their history, sometimes surprised the heroes with his great knowledge. [5] Of all heroes, the symbol of Peace may have had a impact all, most modeling Izuku's life. Many of Izuku's decisions and actions because of his desire to become a Pro Hero similar to All Power, and thus he has a great devotion to him. Izuku is an avid collector of All Might merchandise, has knowledge of his various accomplishments (no matter how small), and mimics many of his qualities. Having inherited his Quirk, one of Izuku's current priorities is to be able to live up to his idol's legacy as he is always looking for ways to improve his use of One For All, to be aware of the enormous pressure that comes with succeeding the greatest hero of all time. The unwavering confidence and approval Izuku receives from All Might was vital to his development as a hero, especially when feelings of self-doubt and unworthiness plague his mind. Izuku appears to have a more brash and abrasive side to him, which typically shows up when he finds himself in the fight. This side of him makes him behave more like Katsuki, who is rather loud and unrelenting, and also with a strong drive to the win. He claims that it's because he sees Katsuki as the embodiment of what someone who aspires him for victory should be. He also admitted that he doesn't like him very much of this side and tends to keep it in check. Capabilities Izuku possesses moderate combat skills and fundamental fighting knowledge from his years of hero studies. Overall abilities: Izuku's greatest asset before receiving his Quirk was his great knowledge of fundamental hero skills and tactics. Izuku has studied Pro Heroes for years and can have that knowledge during practically. His enormous bravery bravery bevering a hero were also important factors in giving him the mentality to protect others. Before gaining his Quirk from All Might, he took on the Sludge Villain and saved Katsuki because of his boldness and application of heroic skills, something that deeply impressed the No. 1 hero. After being trained by All Might for 10 months to inherit his body physically ready to inherit One for all, Izuku has a muscular physique with which he performs at parameters higher than that of an average student outside the U.S. hero course. During the Quirk Fear Test, he demonstrated a grip strength of 56 kilograms and the ability to run the 50-yard dash in 7.02 seconds (15.93 mph/25.64 kph). After inheriting One for all of all power, he was given the ability to put in a stock of powerful energy. He can move faster than the eye can see and take off an enormous bot in a single punch, but the physical backlash at the time prevents Izuku from being able to fight properly or compete with his counterparts on an even playing field. Still, he still possessed impressive physical durability, and his drive allowed him to withstand the drawbacks of One For All for the most part. Izuku's combat abilities allow him to clash with stronger, especially Overhaul and Gentle Criminal. Despite the intense disadvantages of One For All, Izuku's mind offers him ways to use One for All who are still effective in battle. He also retains his ability to act instinctively based on his notes and possesses basic hand-to-hand combat knowledge. By applying those correctly, Izuku can fight toe-to-toe with even the strongest students of Class 1-A, such as Katsuki and Shoto. Under the tutelage of Gran Torino, Izuku gained more control of One For All, leading to the creation of One For All: Full Cowl, a technique that would eventually become a key component of his fighting style. With Izuku becoming vastly improved maneuverability, strength, and a significant reduction in the physical backlash created when using his Quirk uncontrollably, he was able to drastically improve his overall fighting capabilities; his newly accomplished abilities received praise from Gran Torino, who noted that Izuku was at a higher level than he was compared to the Sports Festival. [7] This particular improvement enabled Izuku to compete more closely with his classmates in the physical aspects of the Heroes Course and even allow him to fight properly against top villains such as the Hero killer: Stain, who single-handedly destined several Pro Heroes. At 100% power, Izuku could hold its own against Tomura Shigaraki. As Izuku's mastery over his Quirk improves, so does his practical skills. Also, when his skills and experience increase, so does his confidence, which is said to be a source of inspiration for his classmates. [3] However, his body remains vulnerable to One For All's drawbacks, which give Izuku a disadvantage against enemies like Muscular or Overhaul, whose Quirks proved too powerful against One For All's weaker outputs, forces scenarios where Izuku had to sacrifice his body to go all out. In order to protect his own body, especially his arms, Izuku eventually developed his own unique fighting style, deriding himself further from All Might's. Currently, Izuku is recognized by his classmates as a strong, reliable, leading figure, with both his power and intelligence equally respected. However, Izuku's Quirk is still a mystery to them (including Izuku himself), making him an unpredictable ally for better or worse. As Izuku continues to grow, so does One For All, and with the prospect of having new capabilities unlocked in the future, Izuku has yet to work harder to fully dominate the Quirk passed on to him. By the time of the Paranormal Liberation War, Izuku's skills had grown eventconically to the point that he could fight alongside exceptional Pro Heroes such as Eraser Head, Gran Torino and even the current number one Pro Hero; Attempting. But his greatest achievement so far holds his own against the Great Commander of the Liberation Front; Tomura Shigaraki who is powered by All For One and a modified body with power comparable to All Might and forces the latter easily overwhelming the top Pro Heroes. Trained muscle: Use of one for all requires the user to have strong muscle, as One for all is a lot to handle and can cause the user's body to be blown apart if they do not possess the necessary bodily strength. Izuku even fights with broken fingers. Improved Stamina: Izuku has shown on many occasions that he is capable of dealing with large amounts of pain. Such times were mostly side effects of the overstated body of its Quirk and often led to several broken bones. Izuku is able to avoid those consequences by staying in a safe array of One For All power delivery (currently, it's about 45%). Should he be forced to perform more power, Izuku is still able to fight decently, even with broken limbs due to the effects of adrenaline, but will succumb to exhaustion a while later. Izuku should also be wary of his arms, which have become damaged because of his repeated injuries and may eventually stop working altogether if he does notrain himself. Improved strength: Even without his Quirk Izuku, high levels of physical strength for a person showed his age. During his training with All Might (who weighs 255 kilograms or 562 pounds) was shown he can lift him on his back as he walks. During the sports festival, he was able to lift a slab of metal roughly the size of his body and wield it as an effective weapon to cleave a one-point bot into two. When using One For All Its Side further increases to superhuman levels: at 5% he can crush metal pillars with a single punch, at 8% he can lift a steel I've handed, at 45% he can have a bus full of people handing one over and running fast enough to evade Shigaraki's decay and limit the improved Shigaraki with help from Blackwhip and his anger. Improved speed: Izuku features major reflexes with and without Full Cowl. He can respond in time to defend from Shoto Todoroki's ice that has been shown to take place in the literal blink of an eye and can keep up with Katsuki Bakugo's movements in their first fight. When using Full Cowl, she elevates reflexes and movement speeds to higher levels; at 5% he can keep pace with Iida's Recipro Burst that can move faster than the eye can see, at 8% he proved to be surpassing Katsuki Bakugo's own speed and quickly and easily overwhelmed Shinso in the fight despite Shinso's improvements, at 20% he could surpass and at 45% he can keep up with strengthening Improved durability : Izuku showed the ability to withstand explosions of Katsuki without One for all and by 5% he took the building of magnitude explosions from Katsuki and bouts of Muscularity. At 45% of his strength, he is resisted blows from the improved Shigaraki who is said to have power competing All Might himself. Izuku is studying while working out. Keen Intellect: Izuku has proven to be exceptionally intelligent on many occasions, with both sharp observation and analysis as well as adept intuition and ingenuity. His grades are among the highest of his class, showing that his One For All training rarely interferes with his study. Izuku's intelligence was probably a more useful asset to him than One for everyone so far. Izuku is a quick learner, who helped him figure out the most One for Everyone's mechanisms in a short time and work around its limitations. While some of his moves were directly inspired by All Might (if not, blatantly copied), the majority of Izuku's moves and techniques were all conceived by him during sudden sparks of inspiration, a testament to his creativity. Izuku also has extensive knowledge of Pro Heroes, his classmates, and their Quirks, taking notes of them in great detail in his hero Analysis for the future. [4] It is fruit of excellent observational skills, along with its own desires to become a hero by learning some of the best, meaning that Izuku always has a natural interest in expanding his knowledge further and further. Izuku is an exceptional strategist and tactician. By comfying his above quick learning and knowledge about Quirks, Izuku can devise plans that benefit from his friends' abilities in full. Izuku's calculations were crucial at various moments from his school life, allowing him to earn wins (such as the Battle Trial), situations (the US incident) escape and save. Save. (the Vanguard Action Squad Invasion and Kamino Incident). His intelligence is largely respected by everyone in Class 1-A, as many of his peers look up to him for planning and follow his strategies to the bottom line. Even Momo Yaoyorozu, the smartest student in the class, looked up to

Izuku as reference. [8] Izuku at the forefront of Class 1-A. Leadership skills: As a natural result of his bravery and strategic attitude, Izuku has shown incredible leadership skills on several occasions. By the beginning of his American High School life, Izuku had already earned the trust of Ochaco Uraraka and Tenya Ida thanks to his actions in the U.S. entrance exam, which was enough to allow him to be named class representative early (after he retwee the position to Tenya shortly afterwards). Tsuyu Asui and Minoru Mineta also put their faith on Izuku during the U.S. incident, following his instructions with little hesitation. By the time of the First Quarter Finals Exam, he had already fought alongside Katsuki and Shoto, who were previously antagonistic to him. Izuku may not be aware of this, but he's one of the main motivators within his class alongside Katsuki, thanks to a combination of his heroic drive and practical intellect. [3] Quirk Izuku uses 20% of one for all. One for all (ワン・フォー・オール, Wan Fō Ōru?): Transferred to him from Toshinori Yagi, Izuku's Quirk allows him to build up an enormous amount of raw power, so he can significantly improve all his physical abilities to a superhuman level. This leads to incredible levels of strength, speed, agility, and durability. Izuku can focus the revamped strength in a single body part, or spread it all over its body evenly, though, focusing the strength in a single part puts a greater strain on that part of its body. He's also able to control what percentage of his full power he uses. He is currently able to handle 45% of his full strength without breaking his legs, with 30% being his normal output. [9] The Quirk factors of the previous power containers merged with the core of One For All and have since increased drastically in strength. This gives Izuku the ability to access and use the Quirks from the previous containers of One For All. The famous Quirks within One For All are: Blackwhip (黒鞭 (クロムチ) , Kuro Muchi?): The Quirk of the fifth user, Daigoro Banjo. This Quirk allows Izuku to generate tendrils of black energy from his arms that are good at grappling. It's useful to rip things off long distances, as well as increase Izuku's mobility. After training and drawing inspiration from his classmate Tsuyu Asui, Izuku has become skilled enough with the Quirk blackwhip to generate from his tongue to repeat Froppy Style battles. Drives (浮遊, Fuyū?): The Quirk of the Seventh user, Nana This Quirk allows Izuku to levite levite suspends itself in mid-air. Izuku also has access to a subconscious empire where echoes of the consciousness of the previous One for All Containers live. Izuku currently has little or no control over this aspect of One For All, which cannot go in or exit freely, and currenly cannot move when within this area. Izuku is the first holder of One For All known to have accessed this area while still alive. [10] Super Moves Detroit Smash (デトロイトスマッシュ, Deto-roito Sumasshu?): The same as All Might's move, except Izuku does so in the form of an upper layer. [12] Delaware Smash (デラウェアスマッシュ, Derawea Sumasshu?): Izuku flicks his finger to create a powerful wind pressure shock wave that has enough power to break large chunks of ice. [13] Due to the use of this attack at 100%, it said fractures said finger, limiting the time he could use this move without seriously injuring himself up to ten times. [14] One for all: Full cow. One for all: Full Cowl (ワン・フォー・オール フルカウル, Wan Fō Ōru Furu Kauru?): Through his training with Gran Torino, Izuku was able to unlock this stage of his power and gain better control of his Quirk. This technique allows Izuku to use a percentage of the full force of One For All throughout his body, by letting the power lane and flowing through him instead of concentrating it in one place. According to Izuku, this technique gives him greater maneuverability. [15] The activation of this technique gives him improved strength, speed, mobility and agility. It also prevents him from breaking his legs when he attacks. The cost of using this technique reduces the damage of how much its attacks do since instead of centering the force in a certain area, Izuku spreads it throughout its body. [16] Izuku has been improving steadily since its creation, the upper limits of the percentage of One For All he could use safely with this technique. Izuku's initial limits at the time of creating the technique only allowed him to use 5% of the maximum output. During Izuku's fight against Katsuki after the preliminary heroics' licence exam, he further improved this limit to 8%. Since his fight against Kai Chisaki, Izuku has been able to use 20% without breaking his legs. At the start of Izuku's internment with Endeavor, he described his percentage restrictions to be in the interval of 10% to 15% of his full power without any extraordinary burden and also said that he could use 20%, but not without causing tremendous pain that would greatly hinder his mobility in the war. By the beginning of the Paranormal Liberation War, Izuku had improved this limit to 30% with the extraordinary usage limit of 45% of its full power. [19] Detroit Smash (5 パーセント デトロイトスマッシュ, 5 Pāsento Deto-roito Sumasshu?): Izuku activates One for Full Cow at 5% then jumps into the air and and an improved downward punch to the opponent. [20] He also used this move in the form of a straight, forward punch. [21] Double Detroit Smash (ダブルデトロイトスマッシュ, Daburu Deto-roito Sumasshu?): Izuku and All Might combine their Detroit Smashes in a single, devastating charge. They carried out this final attack against Wolfram, shattered by a humorous part of metal and caused a huge explosion that destroyed Izuku's Full Gauntlet. Delaware Smash Air Force (デラウェアスマッシュエアフォース, Derarwea Sumasshu Eafosu?): Izuku uses his upgraded gloves that Mei Hatsume made for him to direct an explosion of compressed air against his enemy, with enough concussion power to stun Gentle while in mid-air, giving Izuku an opening to stun him in [22] Using all five of his fingers, he can be introduced simultaneously to four Delaware Smashes. It requires 20% of its power to use it effectively. [18] One for all - 30%: A technique with which Izuku can use 30% of One for everyone in his right arm. This percentage was used in conjunction with Melissa Shield's Full Gauntlet, which disregarded any disadvantages of using One For All at higher percentages. As a result, it's unknown how this state affects Izuku's body under normal circumstances. With 30% Izuku was able to seamlessly blow away security bots with large amounts of wind pressure created by the punch. [24] One for all - 45%: A technique with which Izuku can use 45% of One for all. He's only able to bring this level of strength out for a short period of time; to stop it from wrecking his body, he activates it just before the moment of impact. [25] St. Louis Smash Air Force (セントルイススマッシュエアフォース, Sento Ruisu Sumasshu Eafōsu?): Izuku bows his leg back and performs a strong vertical roundhouse kick and fires a huge explosion of compressed air. [9] A one for all crushed at 100%. One for all - 100%: A technique that allows Izuku to attack using the full force of One for all in the desired part of his body, with the cost of saying body part breaks at execution. Further use of the same limb after an initial attack can cause scars, as seen with his fighting against Shoto (causing Izuku to get surgery on his right hand due to injuries) and Muscular (leave several scars over his right arm). [26] 100% Detroit Smash (100% デトロイトスマッシュ, Hyaku Pāsento Deto-roito Sumasshu?): This move involves activating Izuku One for Everyone at 100% in his arm and then hitting his target with a lung punch. [27] 1,000,000% Delaware Detroit Smash (1000000% デトロイトデラウェアスマッシュ, Hyaku man Pāsento Derawea Deto-roito Sumasshu?): This move is the strongest smash move in Izuku's arsenal, which involves him activating One For All at 100% during an adrenaline rush then his opponent hits with a full-swing attack. Attack. performing the move Izuku first uses a full-handed Delaware Smash, then delivers a devastating Detroit Smash. During the climactic of his battle with Muscularity, Izuku managed to overwhelm and launch his augmented opponent with enough power to create an impact crater in solid rock with the strike alone, thus defeating the. [27] Texas Smash (テキサスマッシュ, Tekisasu Sumasshu?): Izuku throws a punch to create wind pressure to blow away objects and people. This move is only used to critically damage Tomura Shigaraki during the Paranormal Liberation War. [28] Wyoming Smash (ワイオミングスマッシュ, Waiomingu Sumasshu?): Izuku pulls out 100% of his power in his arms and then proceeds to spike his opponent on the head and create a powerful shock wave as a result. This technique was first used against Tomura during the war on the Paranormal Liberation Front. [29] Shooting style. One for all: Full Cowl - Shooting Style (ワンフォーオール フルカウル シュートスタイル, Wan Fō Ōru Furu Kauru Shōto Sutairu?): While using One for all: Full Cow, Izuku uses a fighting style that focuses more on kicking. [30] Izuku concentrates One for All: Full Cowl's effects in his torso and legs rather than his arms, allowing him to put out even more strength due to the fact that the human leg muscles are naturally stronger than the human arm muscles, giving him enough strength and stability and allowing him to step away from the shages to emulate All Might. Shooting Style: St. Louis Smash (シュートスタイルセントルイススマッシュ, Shōto Sutairu Sento Ruisu Sumasshu?) As I used the shooting style, Izuku jumps in the air and before swinging around to deliver a roundhouse kick to the opponent's face. Izuku used this move to incapacitated Gentle Criminal, empowered by La Brava's Lover Mode Quirk, to match Izuku's use of One for All: Full Cowl at 8% of its power. [23] One for all: Full Cow - 20%: Izuku uses 20% of One for Everyone's full force and spreads it throughout his body, giving him even greater power and speed boost. [31] Manchester Smash (マンチェスタースマッシュ, Manchesutā Sumasshu?): Izuku jumps into the air and turns forward to bring an axe kick down on his opponent. Although Kai Chisaki managed to evade it, the attack itself pulverized the ground thoroughly enough that Kai couldn't quite retalia with his Overhaul Quirk. [32] One for all full cow - 30%: A technique with which Izuku can consistently use 30% of One for all. He was able to use this level of One for Everyone near the end of his first year of high school, during the war with the Paranormal Liberation Front. [25] One for all: Full cow - 100%! One for all: Full Cowl - 100% (ワン・フォー・オール フルカウル 100% (パーセント) , Wan Fō Ōru Furu Kauru Hyaku Pāsento?): Activate One for all to his fullest extent throughout Full Cowl, giving him a tremendous boost in speed and power that not only rivaled that of All Power, but allowed Izuku to easily overwhelm the likes of Kai Chisaki. It was first used against Kai Chisaki to protect Eri. The power increase gives him seemingly fire paths coming from his eyes and light-colored hair. He can currently only use it infinitely with no harm done to his body while in physical contact with Eri. Since Eri has the ability to rewind the state of a person's body, any damage done to Izuku's body using One For All at 100% will be constantly undid by Eri's Quirk that has proved useful in his battle with Kai. [33] Statistics Force 1/5 E Speed 1/5 E Technique 4/5 B Co-op 5/5 An Izuku's stats, according to the Ultra Archive Book Force 5/6 A+ Speed 5/6 A technique 5/6 An intelligence 5/6 Aura 1/6 E Izu according to the Ultra Analysis Book Equipment Costume Gamma (コスチュームγ (ガンマ), Kosuchūmu Ganma?): Following Izuku's decision to change its primary combat technique after Shoot, Style Mei Hatsume upgrades his second costume. New additions consist of improved arm bracing that span the length of Izuku's arms to prevent further damage to them and iron halls to increase its kicking power. [34] Iron Soles (アイアンソール, Aiansōru?): Created by Mei Hatsume, this Iron Weapons sole attaches to Izuku's signature red shoes. When kicking something, the soles absorb the impact and redistite the kinetic energy back to increase the impact strength of Izuku's kicks. [35] Izuku requested the soles to strengthen his kicks after deciding to change his fighting style. Air Force Gloves: Created by Mei Hatsume, these gloves let Izuku focus and aim bars pressure air he creates by flashing his fingers. [22] This allows Izuku to use long-range projectile attacks. Full Gauntlet (フルガントレット, Furu Gantoretto?): Created by Melissa Shield, it was given to Izuku after she figured out that he had limited his output from One For All, during the faux course at the I-Island Expo. The device allowed him to use his Quirk at higher percentages without the risk of self-injury. The gauntlet was later destroyed at the climax of Izuku and All Might's fight against Wolfram. Improved arm arms for better arm support. Iron Armor Soles for increased kicking power. Air Force gloves for long-range battles. Battles & Events Relative Chapter Appearances NotEs Trivia Early Design Concept for Izuku and Its Costume. Izuku was originally planned to be an adult, as seen in the one-shot My Hero. In the early draft stages of My Hero Academy, Izuku was known as Mikumo Akatani. He had a longer and curly hairdo, with bangs blocked one of his eyes. He was Quirkless in this draft and relied more on temporary temporary and luck to deal with obstacles. His hero costume was also slightly more intimidating. The costume was shown in a sketch with an orange color scheme. Kohei Horikoshi once said that he was unhappy with Mikumo's design, especially his hair. This made Horikoshi think the current design with slightly shorter hair. [36] He also received suggestions from editors to give the protagonist an actual superpowy, so that he would obviously not fade into the background. According to Izuku's profile in Volume 1: His favorite food is Katsudon. He was deliberately designed to look simple. As for Izuku's academic life and performance, his U.S. data is as follows. Student No. 18 in Class 1-A. Ranked 7th during the U.S. Entrance Exam Ranked 20th (last) for the Quirk Fear Test. His 50-Yard Dash record is 7.02 seconds. His previous record was 7.49 in middle school. Its GripEn Power Record is 56 kilograms (123.459 pounds). His previous record was 40 kilograms (88.185 pounds) in middle school. His Softball Throw record is 705.3 yards. Without its Quirk, it's 46 yards. Ranked 4th in Class 1-A's midterm grades. [37] Ranked in the Top 8 of the First Year Stage for the U.A. Sports Festival. Scored 71 in the Provisional Hero License Examination. Izuku's surname contains the kanji for green (緑, midori?) and valley (谷, ya?), and its given name contains coming out/being from a certain place, one's turn to go on (出, izu?) and long ago, old story (久, ku?). 久 are also homophonies at nine (九, nine? Deku (デク, Deku?) is another reading of his first name, Izuku (出久, Izuku?). Written with different kanji, it can mean a wooden figure or dolls, used as an insult to someone who can't do or achieve anything. Izuku's nickname, Deku, was given to him by Katsuki when they were children as insulting. Later, Ochaco Uraraka finds the nickname inspiring and says that Deku can do a sense of I can do it (頑張る, ganbaru?), because of his resemblance to the word meaning to be able to do (できる, dekiru?). In the Funimation dub, both Katsuki and Izuku suggest that his nickname is an abbreviation of another nickname: Defenseless Izuku, vandaar Deku. Izuku's rankings in the Popularity Polls are as follows; Izuku ranked 1st in the First Popularity Poll. Izuku ranked 2nd in the Second, Third and Fifth Popularity polls. Izuku ranked 3rd in the Fourth Popularity Poll. Izuku is the 7th oldest in his class, with his birthday taking place on July 15. He also shares his birthday with another student from the U.S., 3rd year Mirio Togata. In the U.S. Student Information Page that Shota Aizawa used during Episode 39 of the anime, it was shown that Izuku's Quirk was registered as Super-Power in public records to protect the secret about One For All. up to its costume breakdown in Volume 5 cost Izuku's Alpha Costume only ¥40,380 (\$370.53 US dollars) to make. Izuku's later costumes share the same designer as Shoto Todoroki's. [38] Izuku's Japanese voice actor for when he was a child, Akeno Watanabe, also voices Midnight and Mika Jiro. Izuku is one of the two characters (along with Nine) with the third-most amount of Quirks, who owns a total of seven Quirks, although he does not yet have access to four of these Quirks. Quotes (To everyone might) I have to work harder than anyone else to make it! I'll never catch up differently...! I want to be like you...! Like you. The strongest hero. [39] (To Katsuki Bakugo) I'm not going to be your worthless punching bag Deku forever... Kacchan. I am... I am the Deku who always does his best! [40] (To Shoto Todoroki) Just try to meet expectations! A smiling... Reliable... cool hero... That's what I want to be! That's why I give it all! For everyone! Your experiences... thy determination... I can't even begin to imagine how all it is... But... If you become number one without giving it all... Then I don't think you're serious... denying it all about him! That's why I have to win! I have to surpass you! [41] (Up to Tenya Ida) I have a lot to tell you, but... It will have to come later...! Because it's like everything can say... Give help that isn't asked for... is what makes a real hero! [42] (To all power) I will do my best! Whatever you say, everything can... I will step up to the challenge! As long as you're by my side. I can do anything... That's how I feel anyway! [43] (Up to Kota Izumi) If all those attacking are at his level tonight... everyone is in trouble. And they can be after our students. I need to tell Mr. Aizawa and the Wild, Wild Pussycats what I know. If my actions can save any of them... Then I have to do something. [44] (To take over) If I can't save one little girl right in front of me... How can I ever hope to be a hero who saves everyone? [45] References *Disclosure: Some of the links above are affiliate links, which means that Fandom will earn a commission at no extra cost to you if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise noted. Noticed.

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