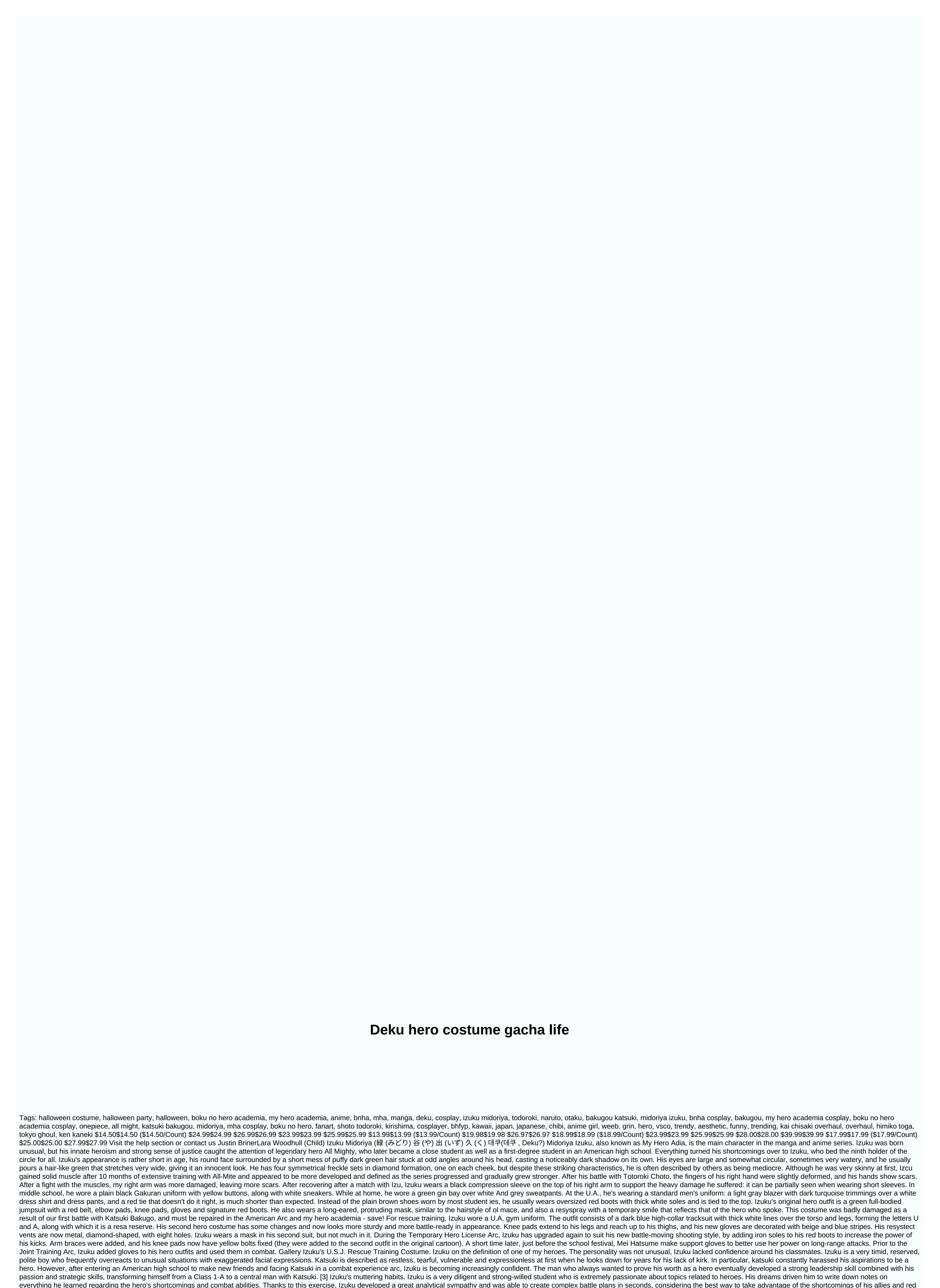
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beans. Izuku externalizes his observations through endless mutterings, bothering his companions or eerie habits. Izuku rushes toward danger. Izuku never hesitates to help or rescue anyone in danger, even if he knows he may not be strong or qualified. Often he does this on instinct, taking a more careless approach than the usual oversim that he went through and putting himself in danger to protect someone. Izuku is known for helping or lecing people with personal and emotional problems, whether it's his business or not, and he argues that heroes need to intervene in someone else's life. This bold spirit was initially considered embarrassing or even crazy by others, but it is recognized by many, and

nas been recognized by previously hostile characters such as Toya Ida, Totoroki Shiro, Hitoshi Izumi, Lumi, Lord Nighteye and even Hero Killer; Stein, Izukul disintegrated after being recognized by all forces. He sawy in his history, surprised the hero with his vast knowledge, [4] [5] [6] Of all the heroes, the symbol of peace had the greatest impact on Izuku's life and modeled it. Much of Izuku's decisions and actions stem from his desire great commitment to him. Izuku is an avid collector of all-mile goods, has knowledge of his many achievements (no matter how trivial) and imitates many of his traits. One of Izuku's current priorities is to live up to his Idol), and he and he recognizes the enormous pressure of succeeding the greatest hero of all time. The unwavering trust and approval Izuku received from All Mighty was particularly important for feelings such as self-doubt and then for his to aware harsher, more abrasive side to him, and also has a storing push for totory. He argue the head of th	to be a professional hero, similar to all forces, and he has a e's always looking for ways to improve his use of One For All, development as a hero. torment his heart. Izuku appears to at this is because he sees Katsuki as the embodiment of what a h. Overall ability: Izuku's greatest asset was his vast knowledge an important factor in giving him the spirit to protect others. months to get his body physically ready to receive an p strength and the ability to run a 50-meter dash in 7.02 but the physical backlash of the time left Izku unable to fight go villains, especially with overhauls and gentle crimes. Despite e. By applying it properly, Izuku must fight even the strongest with mobility, strength, and significant reduction The backlash he at sports festivals. [7] This special improvement has helped As Izcu is a proficient liker of Kirk, his practical skills are also as Izku a disadvantage against the enemy, such as muscle or unique fighting style, which will be far from the body of all the is a mystery to them (including Izuku). With the prospect of the exponentially, even as he was able to fight along with the sthe All For One and its transformed body, which is all-around, off if they don't possess the body strength they need. Izuku or all power outputs (currently, this is about 45%). If he is forced can eventually stop working completely; enhanced strength: the sports festival, he was able to wield his body size as an at steel with one hand, at 45% he can lift the entire bus of people he can react in time to defend against the ice of Todoki Choto, which can move faster than snow, surpass Katsuki Bakugo's ability to withstand Katsuki's explosions, with 5% of them
displays both skilled intuition and intelligence as well as keen observation and analysis. His grades are one of the highest of his classes, and his one shows that all training rarely interferes with his studies. Izuku's intelligence wa	as perhaps a more useful asset to him than the one for one so
far. Izuku is a fast learner, and in a short time he has grasped the mechanisms of most Of One For All and addressed the limitations. Some of his movements were directly inspired by all forces (if not completely copied), but most inspiration, while evidence of his creativity by him. Izuku also has extensive knowledge of Pro Heroes, classmates, and shortcomings, and details hero analysis for the future. [4] This is the fruit of an outstanding observational above the first of the future of the future.	pility combined with his desire to be a hero through the best
earning, which means that Izuku always has a natural interest in further expanding his knowledge. Izuku is an accomplished strategist and tacticsman. By combining the aforementioned quick learning with knowledge of the shor friends' abilities. Izuku's calculations were important in many moments of his school life, to help him get to victory (such as combat trials), to escape dangerous situations (U.S. cases) and save lives (Vanguard Action Squad inva	asions and Camino cases). His intellect is greatly admired by
everyone in Class 1-A, and many of his colleagues look to him for returns by planning and following his strategy. Even momo Yaoyoroz, the smartest student in the class, came to Izuku with reference. [8] Izuku is at the forefront courage and strategic mindset, Izuku has shown remarkable leadership skills on a variety of occasions. By the time he began his U.S. high school career, Izuku had already earned the trust of Ochako Urakawa Teniya Eda, enou	•
soon relinquished his position to Teniya). Atsui Tsuyu and Minoru Mineta also failed to keep faith in Izuku at the time of the U.S. incident. By the time he was finally in his first semester, he had already fought with Katsuki and Shadoesn't know this, but thanks to his combination of heroic drive and pragmatic intellect, he and Katsuki are among the main motivations in his class. [3] Quark Izuku 20% one for all • Wanpo Oru?): Transferred to him from Tosar	
amounts of raw power to greatly improve all his physical abilities to a super-human level. This results in incredible levels of strength, speed, agility and durability. Izuku can focus the reserved power on one body area or spread it can put a greater strain on that part of the body. He can also control the percentage of his total force he uses. He is currently able to handle 45% power without breaking a bone, and 30% is a normal output. [9] Factors for previo	t evenly throughout the body, but concentrating it in one part
strength has increased significantly since then. This gives Izuku the ability to access and capitalize on the shortcomings of previous holders. The known disadvantages within one for all are: Black Whip (鞭 (cs), Kuromucci?): The disadvantage can generate a tendency of black energy in his limbs, which Izuku is good for hooking. It is useful for not only to hold things over long distances, but also to improve Izuku's mobility. Inspired by his classmate, Tsuyu	e fifth user, the shortcomings of the Dairo Banjo. This
from his tongue to recreate propie-style combat. Float (遊, Huyu?): Disadvantages of the seventh user, Nana Shimura. This disadvantage can make Izuku buoy himself in the air and stop. Izuku can later use floats and blackwhie	es at the same time, allowing you to choose more options during
the battle. Izuku also has access to the subconscious area where echoes of the previous One Four Four lives. Izuku currently has little control over these aspects of One For All, is not allowed to enter and exit freely, and is curre one first holder for everyone known to have access to this area while alive. [10] [11] Super Moves Detroit Smash (Destinshu, Detoroito Smasshu?): Same with all Mitu moves except Izuku. [12] Delaware Smash (Derawia Smass	shu?): Izku create a powerful wind pressure shockwave that can
oreak large chunks of ice by swiping your finger. [13] Because this attack is used at 100%, the finger is fractured, limiting the time that this action can be used without being severely injured up to 10 times. [14] One for everyone: ]Gran Torino helped Izcu unlock this stage and control his shortcomings better. Instead of focusing on one place, Izuku can take advantage of one For All's total power ratio throughout his body through power courses and flows.	· · · · · · · · · · · · · · · · · · ·
15] Enabling this technology improves strength, speed, mobility, and agility. It also prevents breaking bones when attacking. Instead of focusing power on specific areas, the cost of using this technique can reduce how much da body. [16] [17] Izuku has steadily improved the upper limit of all rates for one Use it safely since you created this technology. Izuku's initial limit was only 5% of the maximum output when creating this technology. While Izuku was	·
mproved this limit to 8%. Izuku was able to use 20% without breaking a bone after his battle with Kai Chisaki. At the start of Izuku's internship with Endeavour, he explained that his percentage limit was at intervals of 10% to 15% while 20% is available, it does not cause enormous pain that can greatly hinder maneuvering in combat. [18] With the onset of the Supernatural Liberation War Arc, Izuku improved this limit to 30%, which was 45% of its maximum	% of total power without unnecessary burdens, and said that
one for everyone: activates the entire kaul at 5% and then jumps into the air to give your opponent an improved downward punch. [20] He also used this movement in the form of a straight, forward-facing punch. [21] Double Detrombine Detroit smashes on one massive charge. They carried out a final attack on The Ball-Brahm, shattering through huge chunks of metal and causing a huge explosion that destroyed Izku's entire gauntlet. Delaware Smash	roit Smash (Dasar Detoroito Smasshu?): Izcu and All Meis
concussion power to stun Gentle while in the air, using upgraded gloves made by Mei Hartsume to direct the explosion of compressed air against the enemy. [22] You can fire up to four Delaware smashes at the same time using 18 One for all - 30%: A technology that Izuku can use 30% of One For All on his right arm. This ratio was used in addition to Melissa Shields' full gauntlet, which negates the disadvantage of using One For All at a higher rate. For	g all five fingers. [23] It requires 20% power to use it effectively.
conditions is unknown. The massive amount of wind pressure generated by the 30% Izukuro Punch made it easy to blow up security bots. [24] One for all - 45%: Izuku is a technology that can use 45% of One for everyone. He can be carried by the 30% Izukuro Punch made it easy to blow up security bots.	can only take this level of power out for a short period of time.
To keep it from destroying his body he activated it just before the moment of impact. [25] St. Louis Smash Air Force (sntriss stss sâs, Sento Luis Smasshu Eforce?): Izcu fires a compressed large explosion by performing a strong smash at 100%. One for everyone - 100%: Izuku is a technology that allows you to attack from any part of your body using the full power of One For All, at the cost of destroying parts of your body when executed. Further use of	the same limb after the initial attack can cause scarring, as
seen with his fight against Shorto (to help Izuku get surgery on his right hand due to injury) and muscles (leaving multiple scars on his right arm). [26] 100% Detroit Smash (100% Tiettis, Hiaku Passento Detoroito Smasshu?): That incl	ludes activating 100% to 100% during the adrenaline rush and
then hitting your opponent with a full-swinging attack; Izku first uses a full-handed Delaware smash, then a devastating Detroit smash; while the battle against the muscles is at its peak, Izku is powerful enough to create a impact firing at the villain. [27] Texas Smash (Tikiss, Smashu?): Izuku throws punches to create wind pressure to blow up objects and people. The move is first used to inflict catastrophic damage on Tomura Shigaraki during the Superr	
Smashu?): Izcu pulls 100% of his power into his arms, resulting in a powerful shockwave. This technique was first used against Tomura during the war on the supernatural liberation front. [29] Shooting style. One for everyone: Full Cowl, Izcu has a fighting style that focuses more on kicking. [30] Izuku concentrates on one for all: the effect of full kaul on the torso and legs rather than his arms, and the fact that the human leg	
giving him enough strength and stability, and freeing him from the shackles that must imitate all power. Shooting style: St. Louis Smash (St. Sutyru Sento Luisu Smarche?) Izcu leaps into the air while using his shooting style, swas empowered by La Brava's Lover Mode and used this move to neutralize soft crimes To match the use of one for all things Izuku: Use 8% of the total kaul. [23] One for everyone: Full Kaul - 20%: Izuku uses 20% of One For All things Izuku: Use 8% of the total kaul.	rings and passes a roundhouse kick to his opponent's face. Izcu
and speed boost. [31] Manchester Smash (Machesuta Smache?): Izuku jumps into the air and flips forward, bringing an axe kick to his opponent. Kai Chisaki was able to avoid this, but the attack itself crushed the ground so thousand the substance of this level by the end of his first year of high school during the war against the Supernatural Liberation Front. [25] One for	roughly that Kai could not retaliate thoroughly. [32] All Full
100% (/Wanpo-Oruuru Kauru Haru Hiaku Passento?): Izuku activates everything as much as possible throughout the pool cowl. Granted him a tremendous boost of speed and intensity that allowed Izuku to easily overwhelm the was first used for Chisaki Kai to protect Erie. When the force increases, there are fire-like trails that come from the eyes and light-colored hair. He is currently in physical contact with Eri and can use it indefinitely without damage	e likes of Kai Chisaki as well as competition of all powers. This
body, all damage done to Izuku's body using One For All at 100% will be consistently unsced by Eri's Kirk, who says it was useful in the fight against Kai. [33] Statistics Power 1/5 E Speed 1/5 E Technology 4/5 B Intelligence 4/5	5 B Cooperative 5/5 Izuku Statistics, Ultra Archive Book Power
5/6 A+ Speed 5/6 A Technique 5/6 A Intelligence 5/6 AUra 1/6 E According to Izuku's Statistics, Ultra-analytical book equipment outfit Gamma (Kosuchi γ (Kosubibi), Kosuchzumu Ganma?: After deciding to change Izuku's main combat technique to an upgrade to a second-year, the gott. The new addition consists of an improved arm braver across the length of Izuku's arm to increase the strength of his feet; [34] Iron Sole (Ior, Aiansor?): A sturgeo	n made by Hatsume Mei is attached to Izuku's signature red
shoes; the sole of the foot absorbs shock and distributes the movement energy again to increase the impact of Izuku's kick. [35] Izuku asked the soles of his feet to strengthen his kick after resolving to change his combat style. A cower to focus and aim at the pressurized air he creates by swiping his fingers. [22] This Izuku use long-range projectile attacks. Full Gauntlet (frntret, Huru Gantoretto?): Created by Melissa Shields, it was given to Izuku after sh	ne found out that she was limiting his output to one for all, during
a fake villain course at the I-Island Expo. The device allows him to use his shortcomings at a higher rate without the risk of self-ize. Gauntlets were later destroyed at the peak of Izku and in all triangular fights against The Ball-Br ron armor to increase the vehicle's footing power. Air Force gloves for long-range combat. Early design concepts for Quiz Izuku and his costumes starring battle and event relative Zhang. Izuku originally planned to become an a	·
of my hero Astamea, Izuku was known as Mikumo Akatani. He had longer, curly hair, and his bangs covered one eye. He was an unusual man in this concept, relying more on temporary gadgets and luck to handle obstacles. Hi was displayed in a sketch with an orange color scheme. Mr. Gohei Horikoshi said he was not satisfied with Mikumo's design, especially his hair. This allows Horikoshi to think of a slightly shorter current design. [36] He also recei	
superpowers, so he wouldn't naturally disappear into the background. According to Izuku's 'Volume 1' profile, his favorite food is Katsudon. He was deliberately designed to look ordinary. Here's his U.A. data on Izuku's academic Entrance Examination. His 50-meter dash record is 7.02 seconds. His previous record was 7.49 in middle school. His grip strength record is 56 kilograms (123.459 pounds). His previous record was 40 kilograms (88.185 pounds	c life and performance: 18th (final) and 4th (last) in the U.S.
Without his shortcomings, it is 46 meters. Ranked 4th in the middle grades of Class 1-A. [37] The U.S. Sports Festival ranked in the top eight on the first-year stage. I scored 71 on the Temporary Hero License Test. Green (green than a certain place, and the turn is turned on (a long time ago, an old story (formerly?) is included. Nine (ku, nine is homogeneous to nine, which is usually read as a queue, which says him to be one ninth user for	n, midori?) 緑 castle in Izuku And valley (Kutani, hey?) his
reading. Written in another Han character, it can mean a wooden figure or puppet that is used as an insult to someone who can't do or accomplish anything. Izuku's nickname, Deku, when Katsuki was given to him children as ar and Deku can (頑, Kanbaru?) it gives a feeling of In the funime dubbing, Katsuki and Izuku are said to be abbreviations for other nicknames: Izukura, whose nickname is unprotected. Izuku's popular poll rankings are as follows: I	n insult. Later, Ochaco Uraraka finds an inspirational nickname
second, third and fifth. Izuku finished third in the fourth popular vote. Izuku is the seventh-yest in his class for his birthday on July 15. The U.S. student information sheet used by Aizawa and Shota Aizawa in the animated 39-film	showed that Izuku's Kirk was registered as a super power in
oublic records. According to the five costumes, Izuku's alpha costume costs only 40,380 yen (US\$370.53). Izuku's later outfits share the same designer as Todoki Choto. [38] Izuku's Japanese voice actor, Akeno Wakanabe, also shortcomings of any of the two characters (along with Nine), with a total of seven, but he still can't take advantage of the four. Quotes (on all strengths) I have to work harder than anyone else to make it! I'll never catch up otherw	vise! I want to be like you! Just like you. It's the strongest
nero. [39] (to Katsuki Bakugo) I'm not going to be your useless punching bag Deku forever Kachan. I I am a deku who always do my best! [40] I try to meet expectations (to Totoroki Shorto)! Smiley face Trusted Awesome everyone! Your experience Your determination I can't even begin to imagine what everything is like But If you don't want it all to become number one Well I don't think you're serious about denying him everything! So	o I have to win! I have to outdo you! [41] (to Teniya Ida) I have a
ot to say to you We'll have to come later! Because it's like all power Uns requested help is It's about being a real hero! [42] (with all the power) I'm going to do my best! No matter what you say, all the power I step into anything That's what I feel anyway! [43] If all the villains attacking tonight (to Kota Izumi) are at their level Everyone is in trouble. And they can follow our students. I have to say what I know of Mr. Aizawa and the wild, wild can	
nave to (Maintenance) If you can't save a little girl in front of me So how can you hope to be a hero who saves everyone?! [45] See *Public. Some of the links above are affiliate links, meaning, at no additional cost to you, Fancourchase. Community content is available in CC-BY-SA unless otherwise stated. Intellectual.	

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