

Fighting Style and Devil Fruit Abilities of Firehawk Kite

Ability	Dexterity Requirement
Full transformation	10
Hybrid form, use healing flames outside of either Phoenix form	31
Transform both arms into wings/both legs into claws separate of full transformations	51
Transform arms into claws	71
Full control over bodily transformations, eyes into Phoenix eyes, grow only claws, etc	91
Grow only wings from back	111
Second hybrid form	121
	151

DEX	Healing Strength
10	Heal small scuffs and nicks, weak poisons
31	Heal gashes and cuts, mild poisons, small fractures, high intensity environments no longer affect the user (near freezing, and up to 100 F)
51	Can heal bullet wounds, low complexity of nerve/tissue/bone assembly (fingers, ears, nose, and the like), medium severity burns, medium strength poisons and fractures/breaks
81	Can heal from impalement, severe burns, large fractures and breaks, medium complexity body arrangements (small portion of limbs, maximum 1/2 of limb, not full limb regrowth), and strong poisons, freezing and high heat environments no longer affect user at all (below freezing, over 120 F)
111	Can heal near fatal injuries, heal high complexity body arrangements, (full limbs, small portions of organs), high complexity poisons, temperature no longer has any effect
151	Can heal substantially complex body arrangement (full organs, large nerve bundles, and deep head wounds)
171	Can heal massively complex body arrangements (eyes, any organs, and any head wounds), and regenerate from what would normally be a fatal attack

Transformations

Name	Description
Grounded	Human
Takeoff	Hybrid
Quill State	Second Hybrid
Full Flight	Full Phoenix

St. Elmo's Fire - 55 Dex

This ability is an augmentation to his fighting style. It shrouds his legs in Phoenix fire, and raises the intensity of the flames which heal his legs as soon as he's broken, or damaged. This is so he can remove the physical limitations he inherently places on himself so he doesn't hurt himself during his attacks. This allows Kite to hit as hard as he possibly can without damaging his body. It is a massive power up, and allows him to break through most defenses. He can only perform this in Grounded form.

Takeoff:

In his Takeoff form, Kite uses his talons to lead his kicks, making them far more deadly. He usually will only transform his leg or feet, so as to utilize his hands for several of his abilities.

Quill State:

Kite sprouts feather from around his wrists and ankles, forearms, upper arms, and shins. From the knee down becomes bird legs, with scales and talons. He has as many talons as he does toes, along with a rear talon coming from the back of his ankle. Kite also grows talons from his fingers, but his forearm doesn't become scaly. This form is meant for maneuverability, and speed. Kite can launch his feathers at people as medium range, low power projectiles.

Iryō kasai: Meaning Medical fire

Iryo kasai is the healing Phoenix flames that Kite can summon

Kinu Ōrai: Meaning Silk Road

A kick based style modeled after navigational and weather terms, and flight patterns of traditional kites. Kite always fights with his arms crossed over his chest, unless the technique calls for him to use them (Squall, Tack, Re-launch).

Name	Description	Grounded	Takeoff	St. Elmo's Fire
Prevailing Winds	Kite plants one foot, kicking the other straight for the enemy. (Think "sparta kick")	10 Dex 10 Str	15 Dex 15 Str	35 Dex 35 Str
Coriolis	Kite lifts onto the ball of his foot, pushing off with the opposite foot, he spins on his heel, delivering a roundhouse kick at shoulder height.	10 Dex 10 Str	15 Dex 15 Str	35 Dex 35 Str
Airstream	Kite leaps into the air. Using the momentum from the jump, he kicks straight up, above his head. His foot will impact his opponent at about 3/4 of the way up, with the last 1/4 being follow through.	10 Dex 10 Str	15 Dex 15 Str	35 Dex 35 Str
Liftoff	Kite kicks his leg straight up, rising slightly at the top, to add to the follow through. Simple, yet incredibly powerful, as Kite uses both legs, instead of one. (Think Anti Manner Kick Course)	15 Dex 15 Str	25 Dex 25 Str	35 Dex 35 Str
Gale	Kite sends a barrage of kicks at his opponent (gatling style attack)	15 Dex 20 Str 20 Spd	25 Dex 25 Str 30 Spd	35 Dex 35 Str 40 Spd
Chinook	Kite leaps into the air, spins once and aims a downward kick at a ~45 degree angle for the back of his opponent's head or neck. The leg acts like a whip, and can either snap through, to knock away, or stop in the opponent, causing high, single point damage.	25 Dex 25 Str 25 Spd	35 Dex 35 Str 35 Spd	45 Dex 45 Str 45 Spd
Rolling Axel	Kite ducks low, sending a hooking kick to sweep his opponent's legs, connecting with either his heel, or the bridge of his foot. Often reactionary.	25 Dex 25 Str 25 Spd	35 Dex 35 Str 35 Spd	45 Dex 45 Str 45 Spd
Downburst	Kite brings one leg high, perpendicular to the ground, and holds it there for a moment while he focuses his strength. After the delay, he bring his leg down on his opponent, using his heel as a blade	35 Dex 35 Str 35 Spd	45 Dex 45 Str 45 Spd	55 Dex 55 Str 55 Spd
Turbulence	Kite sends a stabbing kick straight into the opponent's body. He uses his straightened toes, and drives them deep into the opponent's body, usually without breaking skin.	45 Dex 45 Str 45 Spd	55 Dex 55 Str 55 Spd	65 Dex 65 Str 65 Spd

Microburst	Kite leaps into the air, at his opponent's chest height, and double-barrel kicks the enemy, usually in the chest or head. This launches the two away from each other, and Kite usually performs some kind of somersault to land on his feet.	45 Dex 45 Str 45 Spd	55 Dex 55 Str 55 Spd	65 Dex 65 Str 65 Spd
Snap Stall	Kite jumps into the air, flips and then channels all his might into one leg to deliver a kick to the opponent's midsection, or their head/shoulders. Kite can also fly up and dive-bomb in Takeoff form, then perform the kick.	55 Dex 55 Str 45 Spd	65 Dex 65 Str 55 Spd	75 Dex 75 Str 65 Spd
Hard Landing	Kite lifts one of his legs up high and hooks his foot around the opponent's neck, then uses that leg to smash the opponent's face into the ground. Can be used in mid-air to throw opponents back to the ground.	55 Dex 55 Str 55 Spd	65 Dex 65 Str 65 Spd	75 Dex 75 Str 75 Spd
Squall	Kite flips over into a double-handed handstand, spins around and kicks the opponent. Can be repeated to make a gatling style attack.	65 Dex 65 Str 65 Spd	75 Dex 75 Str 75 Spd	85 Dex 85 Str 85 Spd
Tack	Kite leaps high into the air and starts flipping over rapidly to gain speed, then he brings the heel of his foot down on the opponent's head. Kite can also use this attack by standing on one hand sideways while facing his opponent before spinning rapidly on his hand and delivering a kick to his opponent's side.	85 Dex 85 Str 85 Spd Standing: 95 Dex 95 Str 95 Spd	95 Dex 95 Str 95 Spd Standing: 105 Dex 105 Str 105 Spd	105 Dex 105 Str 105 Spd Standing: 115 Dex 115 Str 115 Spd
Re-launch	Kite does a series of back handsprings towards his opponent before using his hands for one final push to launch him towards an opponent's face where he delivers several fast kicks. He can also fly at the opponent, flipping around at the last second to perform this kick.	95 Dex 95 Str 95 Spd	105 Dex 105 Str 105 Spd	115 Dex 115 Str 115 Spd
Fetch	Kite manifests his wings, and hovers above the ground or the water. Once in place, he darts close and kicks what he's hovering over, sending either a huge chunk of earth, or a massive quantity of water at his opponent. The kick is toes first, and uses a hooking motion, like Kite is kicking a soccer ball.	95 Dex 95 Str 95 Spd	105 Dex 105 Str 105 Spd	115 Dex 115 Str 115 Spd

True Wind	Kite spins around, usually once, and snaps a roundhouse kick through empty space. His leg and foot collide with the air, cutting through it, and sending a powerful air blade at the target. Power can be increased by adding additional spins, or by coating the leg in armament haki, requires mastering armament haki.	115 Dex 115 Str 115 Spd	125 Dex 125 Str 125 Spd	135 Dex 135 Str 135 Spd
Tradewinds	Kite throws three powerful near-simultaneous roundhouse kicks with one leg to the opponent's throat, chest and stomach, striking them with the entire length of his leg.	125 Dex 125 Str 125 Spd	135 Dex 135 Str 135 Spd	145 Dex 145 Str 145 Spd
Tempest	Kite performs a mid-air Squall, spinning at a blinding speed, he unleashes a flurry of air blades at his target. If they hit, they will rip a weak target to shreds, or put large, shallow cuts in a string one.	135 Dex 135 Str 135 Spd	145 Dex 145 Str 145 Spd	155 Dex 155 Str 155 Spd
Black Ice	Kite coats one leg in armament haki, and hardens it several times over, coating it like an onion. With his leg in this state, he performs a True Wind, and as the air blade leaves his leg, he transfers his haki coating to it. This hardens the air blade, and gives it the properties of haki, making it bypass devil fruit state alterations.	145 Dex 145 Str 145 Spd	155 Dex 155 Str 155 Spd	165 Dex 165 Str 165 Spd
Northern Lights	Kite cloaks his legs in St. Elmo's Fire, then coats them in armament haki, pressurizing the flames beneath the haki. The combination produces a shimmering, multicolored haki which perfectly emulates the Northern Lights. With Northern Lights covering his legs, Kite's kicks gain an extra ability. When his kicks land, it releases a massive amount of pressure, creating a technicolor explosion at the impact. Because of the haki infusion, devil fruit powers cannot block this technique, or it's massive destructive power.	155 Dex 155 Str 155 Spd	165 Dex 165 Str 165 Spd	