

Oki Oki no-mi Logia Devil Fruit (Ember Ember Fruit)

Description: The user can create, control, manipulate, and transform into smoldering embers that are less hot than fire, and more cumbersome than smoke.

Ember Rune Technique: Zetsuki is able to create a variety of circular rune(s) by secreting concentrated embers which can be remotely or motion activated (must state when setting rune) to cause a variety of effects. Volume of embers per rune, amount of runes, and size of runes is determined by DEX skill.

Types of runes:

- Barrier Runes: These runes, when activated, release a thick cumbersome density of smoldering embers that act as a wall that can also knock opponents backwards if collision is made, and will burn on contact.
- Snare Runes: These runes trap opponents and restrict movement by secreting condensed embers that act like hot chains which might also cause burning damage.
- Vent Runes (Heat Runes?): These runes release a burst of superheated embers with a strong enough force to knock opponents off their feet and temporarily disorient them.
- Spike Runes: These runes release several condensed ember spikes that can stab into opponents.
- Cluster Runes: These runes release a varying amount of sphere shaped embers that have a hollow center. The heat builds up pressure and causes each sphere to burst. The bursts alone are not that powerful, but they all explode simultaneously after clustering around the opponent, causing a bunch of smaller explosions that damage the opponent from all sides.

Dex	Skill	Proficiency points (25)
10	<ul style="list-style-type: none">• One limb at a time, can switch in moderation	1
50	<ul style="list-style-type: none">• Half body element and can shoot out element	1
50	<ul style="list-style-type: none">• Can use element more freely and do more powerful attacks• Can place one concentrated Ember Rune (See: Ember Rune Technique)• Rune max size: 1M (diameter)	2
100	<ul style="list-style-type: none">• Absorb large amounts of element and use it yourself• Ember Runes contain a larger volume of embers• Rune Max size 2M (diameter)	3
150	<ul style="list-style-type: none">• Full body element / Active intangibility• Can now use two Ember Runes• Rune max size: 3M (diameter)	3

200	<ul style="list-style-type: none"> • Create a massive amount of element, and have a complete elemental form • Elemental Form costs 5 Stamina each turn to maintain <ul style="list-style-type: none"> ◦ Cost doubles for each consecutive turn that it is active. • Ember runes now contain a massive volume of embers • Rune Max size: 4m (diameter) • Duplicate runes of the same type can overlap to exponentially increase their power 	3
200	<ul style="list-style-type: none"> • Passive intangibility • Can now use three Ember Runes • Rune Max size 5M (diameter) • Multiple types runes can now overlap, mixing their different abilities to make new stronger ones 	4
250	1st Awakening: Rune Mastery (WIP)	2 (20 stamina per use)
300	2nd Awakening: Environmental transformation and control (WIP)	3 (25 stamina per use)
350	3rd Awakening: (WIP)	3 (30 stamina per use)

Solid Type Hardness formula	Maximum possible hardness
$X + (0.85) * Dex$	300

Material	Hardness
Wood	15
Bone	40
Stone	75
Bronze	120
Iron	175
Steel	240
Titanium	315
Tungsten Carbide	400
Diamond	495

Ember/Ash sharpening

Dex	sharpness (regardless of heat)
150	Embers/Ash can become sharp like blades when compressed.

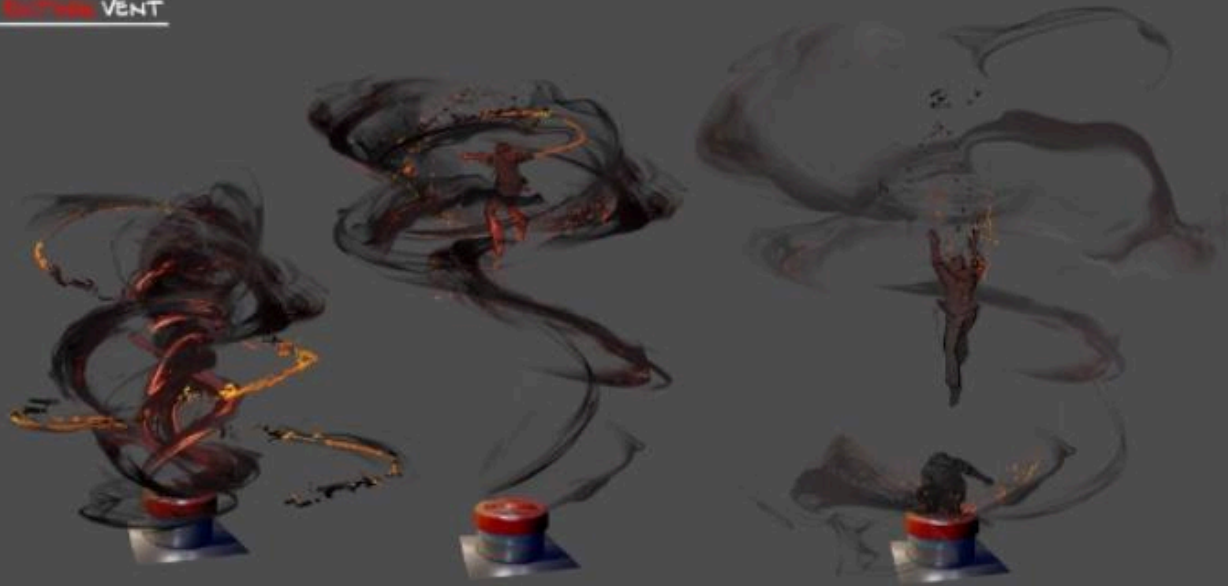
Ember Ball Projectiles

By using his ember hardening ability, Zetsuki creates solid hollow ember sphere projectiles that get hot and build pressure before bursting. The "shell" of the spheres is fragmented from the burst causing hot smoldering ember shards to fly out in all directions. When launched, these ember balls generally burst on impact.

Dex	Size (Bursts scale with size)
100	Small - Fist sized projectiles (fit in hand)
150	Medium - 1m (diameter)
200	Large - 5m (diameter)

300	Massive - Ace's Flame emperor (requires the use of 2nd awakening skill = 25 stam per use)
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~~EXITING~~ VENT



ENTERING VENT

