

Shoku Shoku no mi

DEX	Ability	Additional Information	Plant Properties
10	Able to grow small plants, and a edible goods.	Can create food, and medical remedies, small boats.	Plants is easily broken after a few strong attacks.
31	Able to grow poisonous plants, and small trees	Able to grow normal sized trees, create larger wooden constructs, grow other plants (vines).	Plants can now withstand more attacks. Resistance to fire
51	Able to grow larger trees, freely control small plants, and poisonous plants.	Trees sprout more quickly, and are larger in size. A larger number of trees can be sprouted, as well as different types of plants. Medium sized boats	Plants are now harder than rock. Ability to grow plants that drain energy, and plants that heal.
91	Able to grow highly potent poisonous plants. Can freely control poisonous plants.	Gains resistance to poison, can grow edible goods that temporarily increase strength. Can create powerful medical herbs.	Plants are now as hard as steel
131	Can freely control and grow all plants other than master tier plants.	Extreme mastery over plants, can sprout forests at will.	Plants are now twice as hard as steel, greater mastery over draining, healing, and poison. Complete resistance to fire.
151	Can create boats.	Can create Galleons.	Plants are nearly as hard as seastone.
191	Creates a man eating island takes one whole day.	Like the island ussop was on. Can be used for storing treasure, training, hideout etc. Master tier plants can be found on island.	Plants are as hard as even the strongest of metals, mastery over draining, healing, and poison.

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Named fighting moves

(Shoku Shoku no ... !)

Name	Description	Requirements
Bind	Small vines sprout out from the user's body or the ground around the opponent to try and bind them	Dex 10
Potato	The best Potato plants in the world grow from the ground or the user's body from where mature potatoes can be extracted. Potatoes can be used as food or thrown as a weapon	Dex 10
Vine	Vines grow from the user's body which he can use to latch onto something and swing or climb onto it	Dex 21
Fireflies	The user grows flying seeds which glow with a bright yellow light.	Dex 21
Spear	The user grows a long pointed staff that he can use as a weapon	Dex 21
Whip	The user can grow a thick vine from his body, and use it like a whip. At higher dex, the vines can have thorns.	Dex 31 (Dex 51 for thorns)
Gassy gassy	Creates plants that have gasses that explode on contact with fire.	Dex 31
Water lilies	The user grows water lilies on water surface which clump together to make a stepping pad	Dex 31
Berry	User creates poison berries	Dex 31
Shield	The user grows a hard wooden shield to protect himself. Can grow entire trees to protect other people too at higher dex	Dex 31 (Dex 51 for tree shield)

Crush	The user creates a tree growing towards an opponent crushing them	Dex 41
Seed bullet	The user shoots or throws seeds at an opponent	Dex 41
Herb	The user grows herbs which have antiseptic or antibiotic properties. Can slowly heal wounds over time.	Dex 41
Sleeping Beauty	User can now imbue poison in different kinds of fruits and plants, like apples and potatoes	Dex 51
Flash pop	The user grows seeds which pop loudly with a bright flash when crushed	Dex 51
Poison whip	The user makes a thorny whip which can poison an opponent if the thorns cut them	Dex 61
Garlic Tofu	A garlic tasting piece of tofu that can only heal superficial wounds when consumed. Or maybe it's a tofu tasting piece of garlic. Probably that, who knows?	Dex 61
Fire Pepper	A super spicy pepper. That's it. Nothing special.	Dex 61
Arsenal	The user grows wooden weapons like clubs, bats, arrows, hammers etc. and uses them in combat.	Dex 61
Surprise seed	The seeds shot by the user stick onto the opponent and start growing the respective plant	Dex 71
Touch-me-not	When the user is too hurt or weak, any sense of danger or attack will instantly make him curl into a ball and be enveloped with a hard wooden shell for protection.	Dex 71
Aphrodisiac	Self explanatory	Dex 71
Paralysis	User creates a vine which can paralyze an opponent by puncturing them with its thorns	Dex 81
Landmine	If plant is agitated by an outside source it goes off and will now "shoot" whatever is in landmine	Dex 81
Toxicity	The user grows a plant which releases toxic gases in the surrounding area	Dex 81
Mad Shroom	User grows a mushroom which can send the eater into a temporary 'berserker' mode - Only usable once a day [Strength+10%, Stamina-10%, Will-30%]	Dex 91

Healing Shrooms	Temporarily heals user instantly - Only usable once a day	Dex 91
Drug Lord	Grows all types of drugs, ranging from performance enhancing to recreational use.	Dex 101
I am groot	Creates all types of plants towards opponent going into a frenzy losing control of self	Dex 101
Deep forest emergence	The user can grow a thick forest in mere moments. The foliage is so dense that even light does not pass through.	Dex 131
Energy Drain	A plant that drains energy of the opponent and makes them feel fatigued	Dex 131
Laughing/Parasite Mushroom	50/50 Odds when user eats the mushroom either laughs a lot, or gets a parasite mushroom. [Laughing -20% will] [Parasite -20% stamina]	Dex 131
Emperor Potato	A Potato that when consumed boosts all abilities much stronger - Can only be used once a day. Side effects may include growing a beard. And a crown *[+20% Strength, Speed, Stam for 3 comments] [-20% stamina <i>after</i> use]	Dex 151
Sensor seeds	The user leaves tiny sensor seeds at different places, and can keep track of their location, or if they're crushed/destroyed	Dex 151
Mangrove	The user can create a giant mangrove tree system (like Saobody Archipelago)	Dex 171
Leech energy	A vine grows from the user and latches onto an opponent, leeching their energy and energizing the user instead	Dex 171
Man eater	Creates a small man eating island around area to kill person and absorb their nutrients healing groot	Dex 191
Sticky plants	Can grow a sticky tree sap like substance around plants to stick to target.	Dex 181
Retractable vines	Can now retract vines back into body	Dex 191
Lesser rebirth	Potato can regrow any body part.	Dex 191

Holy Potato	Eater is now in perfect condition after eating the Holy potato and now believes in the potato. [PvE only]	Dex 191

Awakenings

camouflage	Changes either the surrounding area to look like potato, or potato to look like the surrounding area	201 dex
Land of plants	All structures are now turned into plants	201 dex
The Holy Potato	Potato temporarily grows the almighty holy potato. The holy potato. Proving to all non believers the holy potato exists Not for combat -	261 dex
siabamen	Potato grows Siabamen with 15% of potato's stats max 3 per bossfight	231 dex
1000 hand Potato	<u>Summons a 1000 hand potato titan made out of wood and attacks the area</u> - not for pvp use	251 dex
Acceptance of the holy potato	Potato becomes the holy potato, Potato is now a god. +10% to Str, Spd, Will - 20% Stam - 10% dex	300 Dex
Rebirth/Circle of life	If Potato is mortally wounded, Potato is reborn as a plant and grows back to normal in a week.	300 Dex

Will keep adding more attacks as the RPG goes on