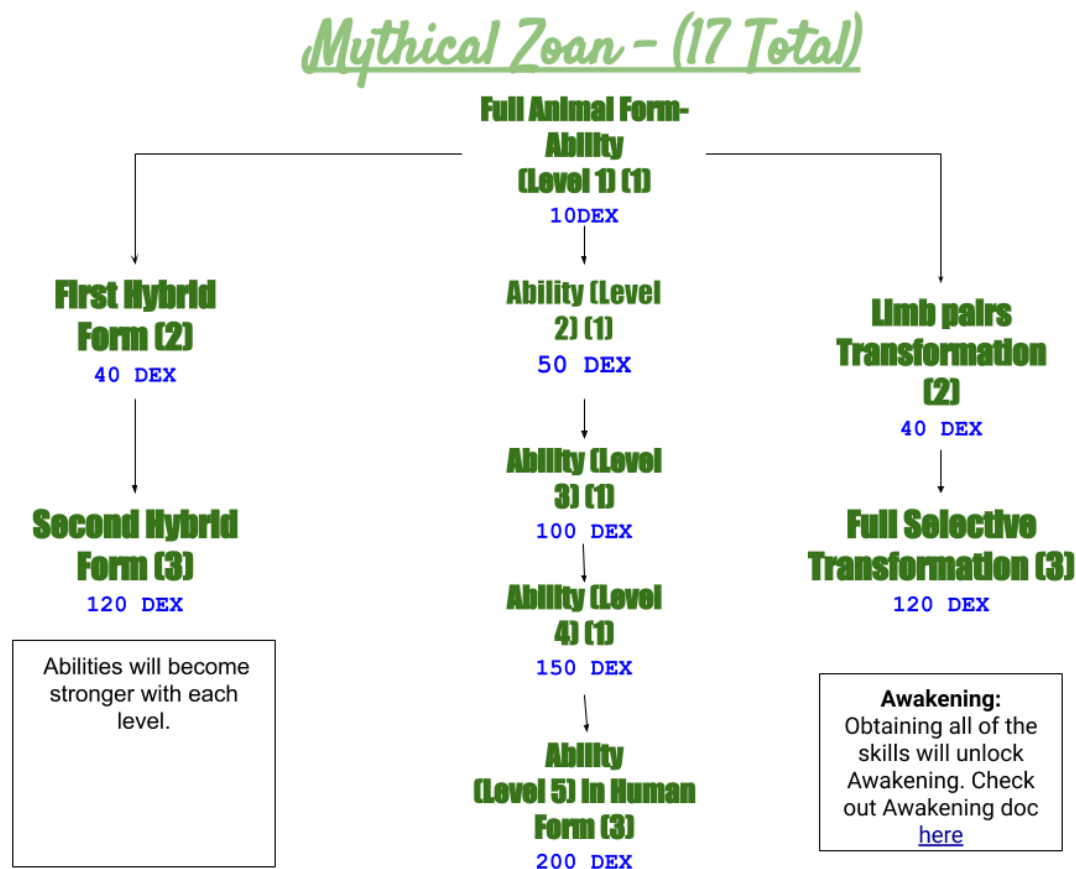




Full form description: The Quetzalcoatl, also known as the feathered serpent, is a huge dragon-like creature. Its body and head resembles that of a giant rattlesnake, though its name is derived from the resplendent plumage which covers it head to tail. Its vibrant, rainbow colored feathers are said to be more valuable than even emeralds. On the back of the snake's midsection sprout out a pair of huge eagle wings, which allows the Quetzalcoatl to soar through the air. On top of that, it appears to have control of the winds and storms themselves. Despite the Quetzaocoatl's ferocious appearance, it is worshiped as an entity of good fortune, knowledge, and bountiful harvest.

First hybrid form description: The first quetzalcoatl hybrid form is similar to other Hebi Hebi no mi models. The user takes on the appearance like that of a Gorgon. The bottom section becomes that of a snake, ending in a feathered rattle. The torso remains human, though now scaled, with feathers on the back. The head becomes half snake, with teeth being replaced with venomous fangs, and feathers adorning it like a mane. Finally, a large pair of eagle feathers sprout from the back, allowing for flight.

Second hybrid form description: The second quetzalcoatl hybrid form sheds the hard scales in place or even more feathers. It slims down, moving most of the mass to enlarge the feathers on the back. This form is far more flexible and aerodynamic, allowing for much faster flying and mid air stunts.



<u>Ability Level</u>	<u>Trait Description</u>	<u>Cost</u>	<u>Learned ?</u>
1	The user can remove a feather from his own body. These feathers can function as vivre cards toward the fruit's user. In combat, throwing one of these feathers creates a wind slash, after which the feather will dissappear.	1	Yes
2	The user can generate bursts/gusts of wind in short range, and has moderate control over its direction and power.	1	Yes
3	The user can then create a ball of wind which shields them from oncoming attacks. This shield will only last for about a minute, and anyone attempting to break it with a melee attack will be blown backward, while projectiles will be launched away.	1	Yes
4	The wind's the user can generate increases in power and range, allowing them to create focused gales akin to those of storms. Using this in conjunction with flying in a circle, the user can create small twisters, but must continue to fly to maintain it.	1	Yes
5	The user can create larger wind shields, which can encompass an entire group, or even a ship, and which last for an extended period. The ability can also be used underwater, giving those within it a moment of breath, and potentially to assist in saving a capsizing ship.	3	Yes

PP Spent (Base Stats)	Full Animal		Hybrid 1 (Combat Form)		Hybrid 2 (Flight Form)	
	% Boost	Flat Boost	% Boost	Flat Boost	% Boost	Flat Boost
1 (50)	Stm: 3% Str: 3% Spd: 2% Total: 8%	Stm: 3 Str: 3 Spd: 2 Total: 8	Stm: 0% Str: 16% Spd: 0% Total: 8%	Stm: 0 Str: 16 Spd: 0 Total: 8	Stm: 0% Str: 0% Spd: 8% Total: 8%	Stm: 0 Str: 0 Spd: 8 Total: 8
5 (150)	Stm: 6% Str: 5% Spd: 5% Total: 16%	Stm: 6 Str: 5 Spd: 5 Total: 16	Stm: 0% Str: 16% Spd: 0% Total: 16%	Stm: 0 Str: 16 Spd: 0 Total: 16	Stm: 0% Str: 0% Spd: 16% Total: 16%	Stm: 0 Str: 0 Spd: 16 Total: 16

9 (300)	Stm: 8% Str: 8% Spd: 8% Total: 24%	Stm: 8 Str: 8 Spd: 8 Total: 24	Stm: 0% Str: 24% Spd: 0% Total: 24%	Stm: 0 Str: 24 Spd: 0 Total: 24	Stm: 0% Str: 0% Spd: 24% Total: 24%	Stm: 0 Str: 0 Spd: 24 Total: 24
13 (450)	Stm: 11% Str: 11% Spd: 11% Total: 33%	Stm: 11 Str: 11 Spd: 11 Total: 33	Stm: 0% Str: 33% Spd: 0% Total: 33%	Stm: 0 Str: 33 Spd: 0 Total: 33	Stm: 0% Str: 0% Spd: 33% Total: 33%	Stm: 0 Str: 0 Spd: 33 Total: 33
17 (600)	Stm: 14% Str: 14% Spd: 14% Total: 42%	Stm: 14 Str: 14 Spd: 14 Total: 42	Stm: 0% Str: 42% Spd: 0% Total: 42%	Stm: 0 Str: 42 Spd: 0 Total: 42	Stm: 0% Str: 0% Spd: 42% Total: 42%	Stm: 0 Str: 0 Spd: 42 Total: 42

Awakening:

Awakening levels	Ability
First Awakening (2) 250 DEX	Users can create consistent winds in their immediate location that do not dissipate. They are powerful enough to take someone off their feet, and can be used to hasten (or slow) the speed of a ship, as well as additional applications.
Second Awakening (3) 300 DEX	User's manipulation of winds allows them to pull in clouds from far off to affect his area's weather. Users can bring (or disperse) a storm of any type into (or away from) his area. User has no control over the storm once it arrives.
Final Awakening (3) 350 DEX	User's wind manipulation can be concentrated for travel. If there is an individual who has one of the user's feathers, the user can then create a powerful twisting current of wind which leads to this individual. In their serpent form, the user can then ride this current , arriving by their target in just a few hours, wherever they might be.