

Memo Memo no mi

Dex	Skill	Proficiency points
10	Read and Copy memories	1
40	Suppress and Remove memories	1
70	Insert and Alter memories	2
100	Throw and Inject memories	2
130	Steal memories and Sneak in	3
160	Fabricate memories	3
200	Project and Manifest memories	4
250	Synchronise and Fix memories	0
300	Memory world access for others	4
350	Edit target from all memories	5

Name	Description
Read	Able to read someone's memories with a touch
Copy	Able to create a copy of someone's memories and store them
Suppress	Hide certain memories
Remove	Remove someone's memories and destroy them
Insert	Insert new memories
Alter	Change certain aspects of memories
Steal	Take parts of someone's memories without them knowing
Sneak	Ability to sneak into someone's Memory world alone
Fabricate	Create fictional memories

Project	Display someone's memories to everyone
Manifest	Create illusion constructs from some memories
Throw	Throw a memory like a ball into someone's head from a distance
Inject	Imbue a weapon or object with a memory, to hit and inject into a person
Awakening	
Synchronise	Make a group of people have a common memory of an event
Fix	Alter the common memory of that event for a group of people at once
Memory World	Allow other people to access someone's Memory world together
Edit	Alter the memory of a target in everyone's memories (Important NPC edits will require NPC-senpai approval)

Memo Memo Moves

Name	Description	Stats
Memory	Reach into someone's mind and pull out a sphere of purple glowing energy. Can use any of the DF abilities (Read/Copy/Suppress...) depending on Dex and PP	As specified in DF Dex table
Muscle Memory	Reach into someone's body to pull out a smaller sphere of red glowing energy. Can use any of the DF abilities (Read/Copy/Suppress...) depending on Dex and PP but the effects are only temporary!	As specified in DF Dex table
Store Memory	Store memories into inanimate objects	20 Dex
Recover Memory	Recover stored memories from inanimate objects	20 Dex
Shape Memory	Change the shape of the extracted memory sphere. This is only a cosmetic change and offers no	40 Dex

	functional value	
Memory net	Join together multiple memories to make a string or net and make it easier to catch opponents in it	50 Dex
Deja vu	Replay what the user is currently seeing as a memory in their mind for confusion	60 Dex
Lingering memory	Over a short period of time, Deja vu repeats so the user sees afterimages, effective for confusion	70 Dex
Overwrite Memories	Read and Alter a memory at once to overwrite it. Can also be used with Insert if an existing memory is used to overwrite	70 Dex
Memory Lance	Shape a memory sphere into a lance and throw it at a person	100 Dex
Memory Arrow	Shape a memory sphere into an arrow and shoot it at a person	120 Dex

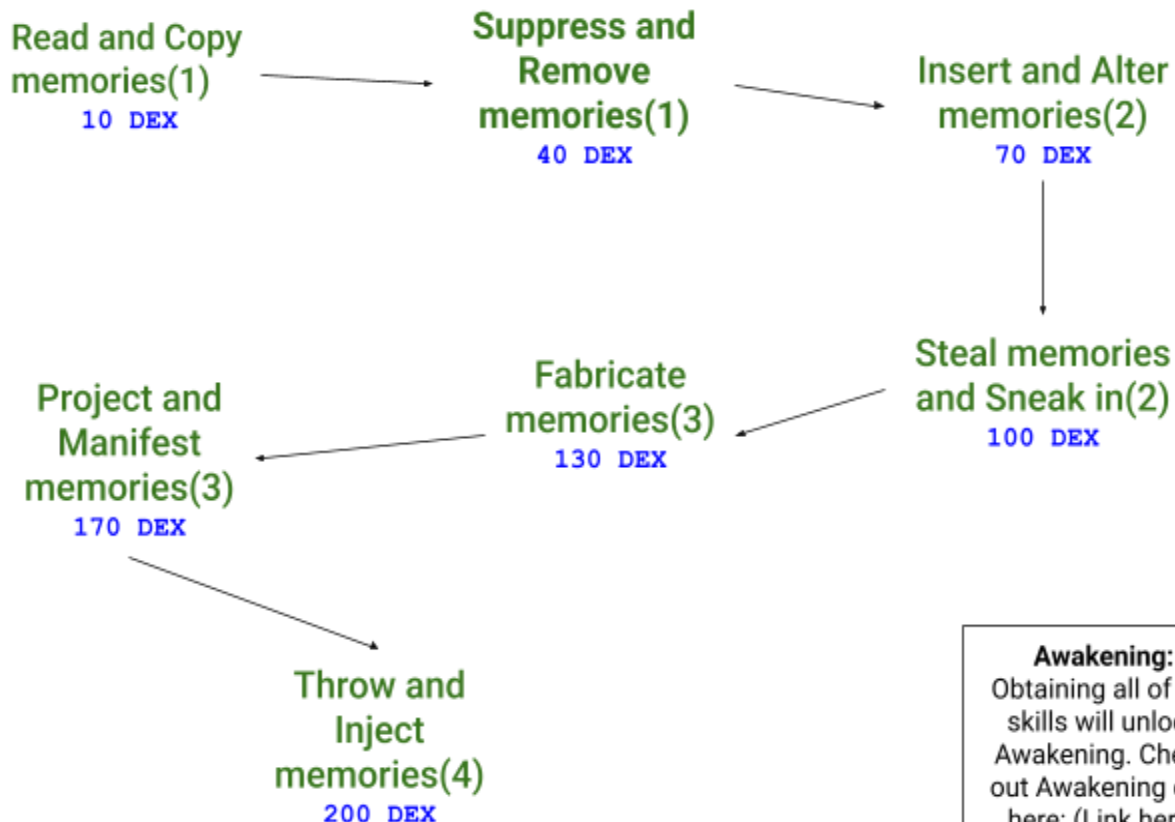
GodSlayer Fighting Moves

GodSlayer is Aku'Gin's Anchor-Chain-Sword. He doesn't remember it's origins but he continues to carry it with him at all times since that's the only thing he found with him in the ice. The true history of the weapon lies at the hands of God Kugrahm, who tied up Aku'Gin and his sword with his own anchor and chain, sending him to the depths of the sea at the planetary pole!

Name	Description	Stats
	Drag Anchor	10 Str
	Slash sword	10 Dex
	Block with sword	20 Dex
	Swing sword	30 Dex
	Throw Chain	30 Dex
	Grab with chain	40 Dex
	Lift Anchor	50 Str
	Block with chain	70 Dex
	Throw Sword	80 Dex
	Swing Anchor	100 Str
	Throw Anchor	150 Str

Trees for Example

Paramecia Devil Fruit - (16 Total)



Paramecia Devil Fruit - (16)

