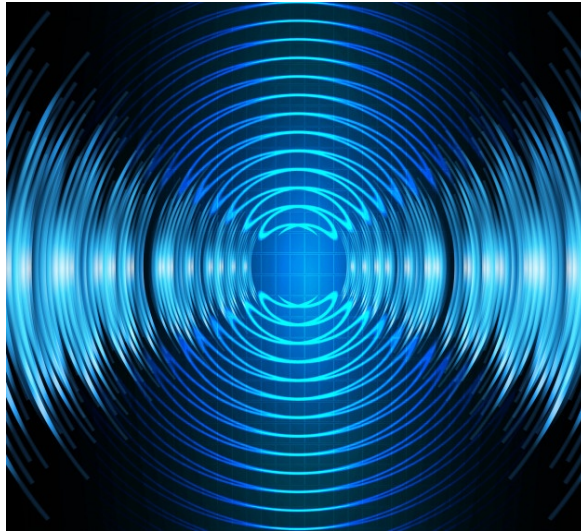


Oto Oto no mi



The Oto Oto (Sound) fruit is an S tier Paramecia class fruit which allows the user to control sound/soundwaves. With this fruit, the user can control all functions of sound around them including their Movement/placement, Frequency and Decibels.

The user is only able to manipulate soundwaves which are in vicinity of them or that they can hear.

Dex	Ability	Proficiency Points
10	Users are able to manipulate sound within a small area around them, or that they can hear. Users are now able to manipulate the loudness of a sound around them.	1
40	Users are able to manipulate sound within a small area around them, or that they can hear. Users are now able to manipulate the pitch of sound around them. Users may only manipulate pitch or loudness one at a time.	2
70	Users are able to manipulate sound within a medium sized area around them, or that they can hear. Users are now able to manipulate the movement and position of sound waves.	2
100	Users are able to manipulate sound within a medium sized area around them, or that they can hear. Users are able to produce bubbles which absorb and release sound.	3
130	Users are able to manipulate sound within a large sized area around them, or that they can hear. Users are now able to manipulate how sound interacts with targets they touch for five minutes out of combat, or one round of combat.	3
160	Users are able to manipulate sound within a large	3

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	sized area around them, or that they can hear. Users are able to manipulate how sound interacts with targets they touch for ten minutes outside of combat, or 2 rounds of combat.	
200	Users are able to manipulate sound within a massive sized area around them, or that they can hear. Users may now manipulate how sound interacts with a target they can accurately pinpoint. Manipulation lasts for fifteen minutes outside of combat, or 2 rounds of combat. User has 1 turn of cooldown between targets they can remotely manipulate.	3
<i>Awakening</i>		
250		2
300		3
350		3

Fighting Styles

Gun Fu

Olivia mixes her guns into a martial artist fighting style. Using them as their intended ranged weapon but also as an unintentional melee weapon. This allows her to be effective at close and long range combat at the same time. Mixing this up with her Devil Fruit power only makes it more chaotic or more silent if she wishes to.

Name	Description	Skill Req.	Stat Req.
Deadeye	Olivia calms her breathing for a precision shot	None (For level 1: normal precision) Trajectory expert (For level 2: high precision)	Level 1 - Dex: 10 Level 2 - Dex: 140
Rapid Fire	Olivia unloads all the guns she's carrying upon the enemy.	Quickdraw	40 dex 50 speed
Stock Uppercut	Olivia flips her gun 180 degrees before slamming the stock of the gun upwards against someone's jaw.	-	Dex 10
Disarming kick	Olivia performs a roundhouse kick	-	Dex 40

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	onto the enemies hand in an attempt to have them drop their weapons		
Gun Goddess	Wielding her musket and flintlock Olivia enters a state of inner peace. Reloading lightning fast to unleash a rain of bullets.	Multi-gun Quick Draw	Dex 100 Speed 120

Devil Fruit Based

Name	Description	Skill Req.	Stat Req.
Oto Oto Ear Burst	Olivia manipulates the soundwaves around her to amplify her voice and screams. The result is that ears burst getting temporary if not permanent damage.	Dex 70 perk	Dex 70 Scales with dex
Oto Oto Grenade	Olivia manipulates the soundwaves around her to form a small bubble, which she can throw. Upon impact the bubble will pull in all noise around itself before imploding and releasing every absorbed sound at an amplified volume alongside a shockwave if strong enough.	Dex 100 Throwing tree for specific contexts (multi throw, pin point accuracy etc)	Dex 100
Oto Oto Silent Shot.	Olivia manipulates the soundwaves around the barrel of her gun to prevent the shots being heard.	Dex 10 perk	Dex 10
Oto Oto Lure	Olivia manipulates the soundwaves to produce a distraction in the distance.	Dex perk required depends on distance	Distance scales with dex
Oto Oto Siren's Song.	Olivia manipulates the soundwaves around herself and her enemies before singing her hypnotic siren song to reduce their willpower.	Musician: Hypnotic Song	Distance scales with dex
Oto Oto Virtuous Touch	Olivia touches her opponent and makes them deaf and mute for a short period of time. User must be within Oto oto's AoE to maintain this effect	Dex perk required depends on distance With 130 Dex	Dex 10, distance scales with dex

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		Perk, can maintain this out of AOE for 1 turn With 160 Dex perk, can maintain this out of AOE for 2 turns.	
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(just another random suggestion. You could have an attack where you clap your hands and it goes kaboom with the amplified soundwaves from the clap)

Stances

(Aile notes: i wouldn't call them stances because stances in the rp refer to e.g., +speed - strength for 3 turns. I'll call it something else, like forms?)

Name	Description	Skill Req.	Stat Req.
Akimbo	Wielding two flintlocks at the same time allows Olivia to let more bullets fly across the battlefield and due to their small size and weight be allowed to move more freely at the cost of less accuracy and shorter melee range.	Multi gun Accuracy penalty decreases with trajectory expert	Dex 100