

Dez Proficiencies

<i>PP Available</i>	<i>PP Used</i>	<i>Total PP</i>
<i>11</i>	<i>6</i>	<i>17</i>

Goso Goso no Mi

Dex	Skill	PP
10	One limb at a time, can switch in moderation.	1
Dex	Branch 1	PP
50	Can use your element more freely and do more powerful attacks. Crystal can be hardened (follows the table listed at the bottom of this document).	2
100	Absorb large amounts of element and use it yourself.	2
200	Create Massive amount of element.	3
Dex	Branch 2	PP
50	Half body element and can shoot out element.	1
150	Full body element / Active intangibility.	3
200	Passive intangibility and elemental form.	4
Dex	Awakening - WIP - Locked	PP
250	Awakening 1: TBD -20 Stamina Cost	0
300	Awakening 2: TBD -25 Stamina Cost	4
350	Awakening 3: TBD -30 Stamina Cost	5

Melee

Dex	Skill	PP
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N/A	One-Weapon Style	0
50	Two-Weapon Style	1
75	Multi-Weapon Style	2
50	Twisted Pitch	1
100	Unlock Throwing Path	1

Throwing - Locked

Dex	Skill	PP
100	Piercing Throw	0
130	Multi-Throw	1
150	Quick-Throw	1
200	Pinpoint Accuracy	2

Busoshoku - Locked

Will	Skill	PP
200	Touch a DF User's True Body	1
250	Coat Weapons	1
300	Coat Ranged/Elemental Attacks	3
350	Protection from Devil Fruit Effects	3
250	Invisible Haki Covers Fists/Feet	2
300	Dull Black Haki	3
350	Shiny Black Haki	3
300	Haki Covers Arms/Legs	3
350	Haki Covers Entire Body	3
	Specialization	

Haoshoku - Locked

Will	Skill	PP
200	Exert a Light Pressure on Opponents	0
250	Selectively Affect Targets	2
300	Physically Affect your Surroundings	3
350	Disrupt the Opponent's Mental Focus	4
250	Exert a Medium Pressure on Opponents	1
300	Exert a Heavy Pressure on Opponents	2
350	Exert an Immense Pressure on Opponents	3
	Specialization	