

Moshu Moshu no mi
Devil Fruit Dex Table

The Twenty Two Heavenly Steps are a set of abilities that Ideo created over his discovery of the extent of his true power. The final 3 steps can only be used after he has awakened his fruits true potential. The Steps are as follows:

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| The First Step: The Magician | The magician has power over the elements. After taking this step, Ideo's strikes will be followed by blasts of pressurized air, his ability accelerating the slight breezes into pressurized canons of air. Required Dex: 22 |
| The Second Step: The Priestess | The Priestess lets Ideo speak to his inner self. He is able to speed up his bodily processes, including his metabolism, giving him a drastic healing factor for the price of a heavy stamina drain for use Required Dex:22 |
| The Third Step: The Empress | The Empress allows for Ideo to become at one with his inner peace. He slows his bodily processes to a standstill, allowing him to regain stamina quickly. Secondly a defensive state as can be assumed whilst using armament haki Required Dex: 44 |
| The Fourth Step: The Emperor | The Emperor allows Ideo control over his subjects. Ideo utilizes his power to coat the area around him with a great downwards motion, bringing foes to a knee in the wake of their emperor. Required Dex: 44 |
| The Fifth Step: The Hierophant | The Hierophant allows Ideo to create a bridge between Heaven and Earth. This step allows Ideo to accelerate his motion to the point of almost instant teleportation to something within his line of sight. Required Dex: 66 |
| The Sixth Step: The Lovers | The lovers represents two forms and for Ideo this remains true. It's defensive form creates a current of force around Ideo, redirecting most attacks away from him, whilst the offensive form acts like a vortex, pulling enemies closer to Ideo gradually Required Dex: 66 |
| The Seventh Step: The Chariot | The Chariot allows for great offensive |

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| | <p>capabilities. After a charge up period of one turn, Ideo moves launches himself forward in a kick that takes speed, power, and precision all into one attack. Can be devastating on unwary opponenets.</p> <p>Required Dex: 88</p> |
| The Eighth Step: Strength | <p>Strength is symbolized by the mighty lion. After taking this step, Ideo can attack using the Tiger strike, centering his power on a single strike, Ideo can add enough force to this punch that it can cause an explosion of (Taigāsutoraiku)</p> <p>moderate size. Required Dex: 88</p> |
| The Ninth Step: The Hermit | <p>Taking the Ninth step allows Ideo to use the Hermit. The Hermit allows Ideo to prop himself up on a quick jolt of force, effectively giving him the appearance of walking on air, similar to a refined version of sky walk.</p> <p>Required Dex: 110</p> |
| The Tenth Step: Wheel of Fortune | <p>With this step, Ideo gains the ability to summon his weapon, wheel of fortune. Wheel of fortune appears as a simple sword hilt with a dial on it. The dial will set at random to one of the four different settings. The settings are: Blast, Blade, Precision, and Protect. Each setting takes a different form and has a different ability, With blast being a shotgun type close quarters blaster, Blade being a sword hilt with an extendable blade made of pressure, Precision being a long range rifle that packs a punch based on the round loaded in it and the force applied, and Protect being a shield made almost entirely of outward blasting force. Required Dex: 115</p> |
| The Eleventh Step: Justice | <p>Justice is often seen as divine retribution from heaven. Ideo tosses several items of sizes of his choosing into the air. These items will begin to orbit high above him. He can reactivate this step to bring the debris crashing down with great acceleration, multiplying their destructive force drastically.</p> |

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| | Required Dex: 125 |
| The Twelfth Step: The Hanged Man | The Hanged Man represents suspension. Ideo can use this almost like a force clutch. Suspending an opponent mid air by stopping their motion. Usually the hanged man is followed in joint with the seventh or thirteenth step. Required Dex: 145 |
| The Thirteenth Step: Death | After the use of the Hanged Man, Ideo can use the Thirteenth step. Death takes form in a crushing, Ideo redirects nearby force to his target, causing a sudden increase in inwards pressure on the target, similar to being suddenly submerged in deep water. Required Dex: 160 |
| The Fourteenth Step: Temperance | Temperance represents a balance in all things. With this step, Ideo buffets the opponent with a barrage of forces, each attack meant to throw the opponent off of their own balance. Attacks are light but in rapid succession can cause an opponent to lose focus. Required Dex: 160 |
| The Fifteenth Step: The Devil | Used after prolonged use of the nineteenth step, after prolonged use, Ideo is enveloped in a suit of friction based flames, increasing his damage on strike. Can be comboed with chariot for devastating results. Required Dex: 175 |
| The Sixteenth Step: The Tower | After taking this step, Ideo is able to harness vertical force, being able to launch himself or others high off of the ground Required Dex: 185 |
| The Seventeenth Step: The Star | The Star is known as an unstoppable force that cascades across the sky. After taking this step, Ideo can use his power to repel most stronger attacks and any form of projectile. Required Dex: 200 |
| The Eighteenth Step: The Moon | The moon is known for strengthening the tide. After taking this step, Ideo can cause a massive influx of motion towards himself, effectively creating a pseudo force pull. Required Dex: 200 |

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| The Nineteenth Step: The Sun | <p>The Sun is an oppressive force, a heat that drowns others into submission. Generating heat through friction, Ideo empowers his next punch, giving it the name: "Kokuten Ken" Meaning sunspot fist. Is a devastating blow that has strong knockback and combustive properties</p> <p>Required Dex: 200</p> |
| The Twentieth Step: Judgement | <p>Judgement can only be used if physical contact is kept with someone for an extended period of time. Ideo speeds up the motion of the atoms at his contact point on the person/ object, causing the atoms bonds to break effectively causing the thing to fall apart on an atomic level. When used on organic things, if the technique is disrupted by an outside force, the techniques effects are negated/ reversed. Required Dex: 210</p> |

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| The Twenty first Step: The Fool | <p>After Ideo takes this step, he can produce a set number of marks. Each mark is a light blue symbol that he can produce from his palm. He is able to place a set number of these marks and at any time he can dash to one of them. Dashing to a mark is faster than his regular movement, this is due to his body keeping track of the marks unconsciously, moving to them reactively.</p> <p>Required Dex: 230 Marks allowed: 1 mark per 50 speed</p> |
| The Final Step: The World | <p>The world represents an end to all things. Pre awakening, is activated unconsciously should Ideo be in fatal danger. Ideo's speed is increased to an immeasurable number, infinite. For Ideo, it seems as if time itself has stopped. For 5 seconds, Ideo thinks, reacts, and moves faster than can be comprehended. When finally awakened, The World can be controlled through intensive training, even to the point where the duration is increased .Required Dex: 250</p> |

Wheel of Fortune configurations:

Wheel of fortune is special, even amongst Ideo's arsenal, in the fact that he hasn't fully unlocked this steps potential. As of now, Ideo has unlocked 4, but it is unknown how many configurations the wheel has.

Blast- Wheel of Fortune takes the shape of a sawed off shotgun. The shotgun does not run on traditional ammo, and can essentially fire anything that fits in it's barrels. Most often, Ideo fills the barrels with excited particles, doing this can result in either an explosive blast, or a pressurized blast from the gun.

Blade- Takes the shape of a regal blade of silver. While nothing is special about the sword itself, it is more Ideo's application of his awakening's abilities to the blade. By vibrating the blade, he can effectively phase the sword through solid matter at will. This makes the weapon especially dangerous to those who don't know of Ideo's ability.

Precision- Takes the form of a rifle like weapon, meant for long range combat. Range is based on how much of a charge is loaded into the rifle. Piercing power decreases at extreme ranges

Close Quarters Combat

- Ideo's fighting style is heavily reliant on hand to hand combat for now, and his favorite form of fighting is boxing. He learned it in Lougetown under a friend of John's, by the name of Captain Waters
- The boxing style taught to Ideo by Captain Waters consisted of three different stances:
 - The power stance: The Hull: Ideo crouches at the knees a bit, making his figure as small as possible. By hunching over slightly and bringing his arms together and his fists to his chin, he is able to protect his body and his jaw effectively. This stance usually consists of harder hitting punches with reduced range. It has great offensive and defensive capabilities at the cost of mobility.

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| Straight | A straight punch. Plain and simple Strength 10 Speed 10 |
| Hook | A punch aimed around front facing guards. Usually aimed at kidneys or the liver Strength 15 Speed 15 |
| Lunge | A punch that throws Ideo's weight behind it, usually used to move forward, gaining ground on the opponent Strength 20 Speed 20 |
| Peek a boo | Guarding the face with the hands whilst leaning forward allows for approach with little risk to Ideo Strength 25 Speed 15 |
| Turtle Fist | A hard hitting punch that is slower, but once thrown lets Ideo shuffle back, retreating into his "shell" Strength 30 Speed 20 |
| Bison Charge | Ideo takes a large step forward, delivering |

