Pamu Pamu no Mi

DEX	Skill	Size	Explosion radius
10	Can rupture soft materials like leather and silk and small objects.	As big as a hand.	10cm
31	Can rupture medium objects.	As big as a human.	50cm
51	Can rupture wood and big objects.	As big as a small house.	5m
81	Can rupture thin metal objects and very big objects.	As bis as as two houses.	10m
121	Can rupture thick metal objects and huge objects.	As big as a ship.	50m
151	Can rupture diamond and enormous objects.	As big as a 100m radius island.	100m

Current stats:

Stamina	26
Strength	28
Speed	10
Dexterity	28
Will	12
Total	104

Fighting Style

Name	Description	Requirements
Double Grenade throw	Can throw 2 grenades at once. Accuracy is slightly compromised.	DEX 15 STR 20
Delay Explosion	Can delay the explosion of an object by: 5sec 10sec 30sec	DEX 35 DEX 45 DEX 55
Explosive Bullets	Can make bullets explode on impact.	DEX 75
Explosion split	User can split an object into pieces and make each piece explode.	DEX 90
Chain explosion	An object touched by the user will gain explosive properties and can spread its explosive properties to other objects it touches (only applicable to inorganic objects). Can other spread explosive properties to objects user is capable of exploding by himself.	DEX 105
Rupture repair	Can repair an object that has been ruptured by the user. Can only repair small to big objects.	DEX 120
Rupture control	User can control the amplitude of an explosion.	DEX 130
Area blast	User can swell up an area up to and make it explode.	DEX 151