

Zoan type Kabuto kabuto no mii- rhinoceros

The user has the ability to transform into a rhinoceros beetle. At the moment he has two forms, speed form and power form. In his speed form, his shell is the color of neon green, becomes lighter and he morphs his right hand into a sharpened spear using the beetle tusk. In his power form, Aesop becomes far bulkier and slower and trade for more raw power. His tusk becomes a gnarled knot on his fist, and is wielded much like a great hammer. He has increased durability from the beetle shell granted by his fruit, immunity to poison, and night vision. He also has the ability of flight.

Human form stats:

Stamina 85 15% 98 + 10%\* 107

Strength 124 15% 143+ 10%\* 155

Speed 153 15% 176+ 10%\*191

Dexterity 138 7% 148

Will 101 7% 108

\*wazamono weapon bonus (Tāwhiri)

Aesop fights with his spear in his viper stance and is a master(examples of fighters who use same stance: Dorian Martell. Real life ex:

<https://m.youtube.com/watch?v=6Umweou6DNQ>)

Speed form: Aesop primarily focuses on speed and agility in this state to deliver quick fast attacks on an opponent. His armor is still durable in this state, but is weaker to slicing attacks. In this state, his exoskeleton is like a more durable chain mail. The more powerful Aesop gets in his adventures, the faster he gets in this state.

When active -5%stamina +12%speed

Power form: Aesop focuses on enhancing his durability and his power at the sacrifice of some speed. In this state, his beetle armor is like extremely durable plate armor, able to deflect most moves with impunity. As Aesop progresses, he will become stronger and bulkier. He prefers to fight with a great hammer in this stage, but will still use the spear. His stance changes though, as he becomes much more aggressive. (Fighting style similar to lancer in Fate Stay Night Unlimited Blade Works)

When active -3% speed +10% strength & stamina

Rage Form

When Aesop becomes strong enough in his devil fruit power (dex 31) he will become more aware of a new power of his fruit: the rhinoceros beetle's territorial and fighting nature. Essentially, he gains a punisher effect in power form: the more damage Aesop receives, the faster and more powerful Aesop becomes, the trade off being is the armor of the beetle becomes weaker after using this power for 24 hours. Meaning he takes more damage. As time progresses, Aesop will become more aware of this set back and have stronger armor in this

state, but later on. Once Aesop unlocks Beetle Form, he no longer feels pain from his wounds so he can keep fighting no matter what. He has no idea how human anatomy works, so if he gets intensely injured while in this mode, he won't know until he deactivates it. Strength +5% speed 7% stamina -7% will -5%(Example of a power similar to this: Feitan in HXH)

Beetle Form: Aesop, with more practice, can modify his power form into its ultimate form. This is the more refined Power mode. He gains the use of two more arms and bigger wings, gives him a boost of speed in both forms, more durable armor, more power, and usage of more limbs. He becomes eight feet tall and his armour becomes jet black, which is why Aesop calls it Beetle Form. Can activate Rage form the same was as in Power form. Downsides to this form is Aesop gets a penalty of -5 to stamina in this form. Granted at dex 51 and replaces current power mode

King Form: Aesop gains use of his ultimate form of power and strength, becoming clad in a golden shell. His armour in this form is nigh unbreakable, becoming stronger than diamonds. He becomes 10 feet tall, he becomes the epitome of a walking man of destruction. His armour only gets affected by the most extreme temperatures, becoming the symbol of unbreakable fortitude. His nerf in this state is his speed. Granted at 121 dex.  
When active: +20 Strength, +20 Stamina, -10 speed

At 151 dexterity, Aesop gains complete control of his rhino beetle exoskeleton, able to make spikes from his armour that pierce his skin to the bone to temporarily keep shattered bones together. Aesop also gains the ability to use tusks anywhere on his body, and is able to influence his exoskeleton's durability, brittleness, and most physical attributes of his armour at will.

#### Speed form techniques

Stinger	Aesop lunges at opponent at incredible speed and attempts to impale opponent with stinger
Wing Shatter	Aesop flaps his wings at increased speed intervals to generate high sound frequencies in order to rupture the eardrums of opponents, disabling/crippling them for a short time
Hole Punch	Aesop launches a flurry of blows with his spear at extreme speed and power.

Flutter	Aesop's lessened weight in speed form allows him to fly longer, granting him improved mobility and speed.
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#### Power form Techniques

Kabuto Crash	Aesop moves the beetle tusk on his head and slams it into the ground or at opponent. Very powerful move capable of fracturing diamond.
Mjolnir	Aesop moves tusk to his arm, forming a hammer, and proceeds to swing in a violent flurry.
Scarab	Aesop increases the armor of his shell in a defensive pose, able to fend off most attacks with no harm
Sakura	Aesop charges opponent with his tusk with immense speed and attempts to finish them in one blow, consumes an intense amount of stamina.
Judgement	Aesop grabs his Spear and hurls it at the opponent with great strength. As he gets stronger, the spear will also gain more power in its piercing abilities. Very powerful move that can pierce almost anything.
Talons of Toshi	Aesop flings at an opponent, using his tusk as a spring. He then spins at incredible speed toward his opponent, sticking his horn and spear out in an attempt to smash into his opponent, obliterating them. Reqs: 70 str, 70 sp 40 dex

\*more will be added as time progresses

## ROKUSHIKI

At 81 dexterity, Aesop will begin to learn the six styles of Rokushiki.

Ryankyaku Mastery technique: Beetle Boomerang Dex: 121	Aesop whirls his head in a circular fashion at incredible speed, looking as if he is head banging in a fury. Using his tusk, he finally slashes the air forming a curved air slice, flying like a razor boomerang. Obtained after Aesop masters Ryankyaku
Soru Mastery Technique : Grass Blade Dex: 141	Aesop, using his wings to simulate the power of geppo, combines the speed of soru with the mobility of geppo. This causes him to launch at his opponent with incredible speed from any angle on a three dimensional plane.
Shigan Mastery Technique	

## Aesop's Dance of Seasons

When Aesop gets a high enough speed (over 100) he will begin to notice that his armor resonates with the wind, causing music akin to the chirping of cicadas and hums. Utilizing this, Aesop develops 4 techniques utilizing both the teachings of Gin (Amenuhoko Sojutsu) and his

special body gifted to him by the Rhinobeetle devil fruit. Each one corresponds to a season and does a different effect.

Dance of Spring Speed 100 Strength 70	Aesop quickly lunges into the air toward the side of his opponent, continually spinning to develop power. He then lunges toward the ground and, using his tusk like a spring, quickly flings himself like a bullet at his opponents, all the while spinning like a tornado with his spear pointed out. The sound that emits from Aesop's armor is akin to watching a waterfall in the forest.
Dance of Autumn Strength 100 Speed 80	Aesop starts to twirl his Sansetsukon Spear in a glorious fashion, separating the three sections of the spear. He flies toward his opponent, spinning sideways in order to increase his strength. The opponent is engulfed by the white noise of what seemingly sounds like cicadas chirping. Aesop, when near his opponent, suddenly stops and attempts to slam them with the mace side of the Sansetsukon with all of his might.
Dance of Summer Stamina: 70 Strength: 70 Speed: 100	Aesop plunges deep under the earth and advances on his opponent. Using his tusk, Aesop senses his opponent's location if they are touching the ground and positions himself underneath them. With a plunge upward, Aesop makes a mighty ascent back toward the surface, digging at extreme speeds using his tusk as a plow. He then aims to pierce his opponent with his spear or tusk on his way upward, the force behind the thrust so powerful it can pierce layers of steel.

Inventory: wazamono spear sanetsukon . It is 10 feet tall and pure black. It is a three section staff, with a spear on the top part and a giant mace on the bottom part. On the hilt are three buttons Aesop may press. The function of two of the buttons are to separate the sansetsukon into three sections, each section having a five foot chain attached to the middle. The third button

allows spikes to emerge from the chains if Aesop chooses to press it, to prevent opponents from grabbing the chain in the middle and to subdue opponents. Made from basic wazamono ore

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