DUALINK

Devil Fruit Creator

Artificer Subclass - Part I



One Piece Edition

Overview

The Devilfruit Creators are visionaries who interlace arcane secrets of mythical fruits through their fabric. They are guided by the prowess of devil fruits, driven to harness and duplicate these extraordinary powers by combining magic with alchemical ingenuity. Detailed and inquisitive, they conjure, copy, and merge such mysterious fruits into items of great power, to defy the ordinary. With boundless versatility and creativity, Devil Fruit Creators stand as masters over mystical properties with unparalleled powers of adaptability in their quest to discover the unknown.

Features

Arcane Lab

Starting at 3rd level, you've mastered the basics of Devilfruit creation. You gain proficiency with alchemist's supplies and an additional tool of your choice. You also learn the Identify spell, which doesn't count against your number of spells known, and you can cast it without expending a spell slot.

Synthetic Genesis

You can create a Devilfruit using your artificer spells and tools. Creating a Devilfruit requires 8 hours of work and 100 gp worth of materials. Once created, a Devilfruit functions as an artifact, with a random ability chosen from the following categories:

1. **Paramecia-type:** Grants a unique ability or trait, often altering the user's body or environment.
2. **Zoan-type:** Allows the user to transform into an animal or hybrid form.

3. **Logia-type:** Grants control over and immunity to a specific natural element, such as fire, ice, or smoke.

The DM determines the specific ability of the fruit. A creature can only gain the benefit of one Devilfruit at a time, and consuming more than one typically results in fatal consequences. The effects of an artificial Devilfruit last for a total number of hours equal to the Artificers Proficiency bonus times 1d12 hours, after which it loses its power and becomes inert. Each artificer can have a number of active Devilfruits, be it on itself, or other living beings, equal to their Intelligence modifier (minimum of 1).

We will make a different post for all the tables necessary to create devil fruits!

Artificial Adaptation

Also at 3rd level, you can adapt a created Devilfruit for use as a potion or a bomb. As an action, you can transform an active Devilfruit into a one-time use magical item. The effects depend on the rarity of the Devilfruit:

Potion:

- ***Common:*** Functions as a Potion of Healing, restoring 2d4 + 2 hit points.
- ***Uncommon:*** Grants effects similar to an Uncommon potion, such as a Potion of Fire Breath.
- ***Rare:*** Grants effects similar to a Rare potion, such as a Potion of Heroism, as determined by the DM.
- ***Very Rare:*** Grants effects similar to a Very Rare potion, such as a Potion of Speed, as determined by the DM.
- ***Legendary:*** Grants effects similar to a Legendary potion.

Bomb

- ***Common:*** When thrown, the fruit explodes, dealing 2d6 damage of a type based on its original power (e.g., fire, ice, slashing) in a 10-foot radius. Creatures within the radius must make a Dexterity saving throw (DC equal to your spell save DC) or take full damage, half on a successful save.
- ***Uncommon:*** When thrown, the fruit explodes, dealing 3d6 damage of a type based on its original power in a 10-foot radius and causing creatures within the radius to make a Constitution saving throw (DC equal to your spell save DC). On a failure, they are blinded until the start of their next turn and take full damage.
- ***Rare:*** When thrown, the fruit releases a burst of energy, dealing 4d6 damage of a type based on its original power in a 15-foot radius. Causing creatures within the radius to make a Constitution saving throw. On a failure, they are stunned for 1 round.
- ***Very Rare:*** When thrown, the fruit explodes, dealing 5d6 damage of a type based on its original power in a 20-foot radius and causing creatures within the radius to make a Constitution saving throw. On a failure, they are incapacitated for 1d4 rounds and take full damage, half on a successful save.
- ***Legendary:*** When thrown, the fruit unleashes a catastrophic explosion, dealing 8d6 damage of a type based on its original power in a 20-foot radius and causing creatures within the radius to make a Constitution saving throw. On a failure, they are stunned and take 2d6 per round, for 1d4 rounds, half initial damage and no ongoing damage on a successful save.

At 5th level, when you gain the Blueprint Archive feature, you can create such adaptations from your stored blueprints and use them as part of the same action, instead of requiring an actual Devilfruit.

Risk of Blueprint Destruction: Each time you use a blueprint to infuse an item, there is a risk of the blueprint being destroyed. Roll a d20 after each infusion:

- 1st use: DC 5
- 2nd use: DC 10
- 3rd use: DC 15
- 4th and subsequent uses: DC 20

On a roll equal to or lower than the DC, the blueprint is destroyed and can no longer be used for infusions. You can recreate a destroyed blueprint by spending the original creation cost and time required to make the Devilfruit.

Blueprint Archive

At 5th level, you keep detailed blueprints of Devilfruits you have created. Once per long rest, you can recreate any previously created Devilfruit without the material cost, but still require the same time to create. This allows you to quickly adapt to changing circumstances by having a repertoire of known Devilfruits at your disposal.

Mirrored Essence

Also at 5th level, you can create a copy of an existing Devilfruit if you have access to the original for 1 hour. This process requires 200 gp worth of materials and 1 hour of work. The copy retains the abilities of the original but loses any unique properties specific to the original owner (e.g., mastery levels).

Creating a refined or copied Devilfruit does not count against your active Devilfruits limit but requires the artificer to still adhere to the same creation and cost constraints.

Blueprint Refinement

Alsooooo at 5th level, you gain the ability to refine the process of Devilfruit creation. You can now create Devilfruits with specific desired effects if you spend an additional 500 gp and 24 hours of work. You also learn the Dispel Magic spell, which you can use to suppress the effects of a consumed Devilfruit for 1 hour per spell slot level used, without ending the fruit's effects permanently.

Arcane Amalgamation

At 9th level, you can attempt to merge two Devilfruits into a single, more powerful fruit. This process is risky and requires 1,000 gp worth of materials and 48 hours of work.

When merging, the DM rolls a d10:

- **1-3:** Failure, both fruits are destroyed.
- **4-7:** Partial success, retains one fruit's power.
- **8-9:** Success, gains abilities of both fruits.
- **10:** Critical success, gains enhanced abilities.

A Critical success grants an additional bonus decided by the DM (e.g., heightened power or a new, unique ability). Fusion fruits count as one fruit and follow the same rules for consumption. On a failed fusion attempt (rolling 1-3), the artificer takes psychic damage equal to half their maximum hit points, representing the dangerous energies involved.

"The fruits of my labour are revered around the world's oceans!"

Ethos Imbuement

Starting at 9th level, you can infuse a Devilfruit's power into a piece of equipment using your stored blueprints. As a bonus action, you can infuse a weapon or piece of armor with the power of a Devilfruit you have previously created and stored in your blueprint archive. The infusion lasts for 1d6 rounds, and multiple items can be infused simultaneously, each requiring its own infusion action. The properties of the infused item depend on the rarity of the Devilfruit blueprint used:

Weapon:

- ***Common:*** Gains an additional 1d6 damage of a type based on the Devilfruit's power.
- ***Uncommon:*** Gains an additional 1d8 damage of a type based on the Devilfruit's power.
- ***Rare:*** Gains an additional 2d6 damage of a type based on the Devilfruit's power.
- ***Very Rare:*** Gains an additional 2d8 damage of a type based on the Devilfruit's power.
- ***Legendary:*** Gains an additional 4d6 damage of a type based on the Devilfruit's power.

Armor:

- ***Common:*** Provides resistance to a damage type associated with the Devilfruit's power.
- ***Uncommon:*** Provides resistance to a damage type associated with the Devilfruit's power and advantage on saving throws against that damage type.
- ***Rare:*** Grants the wearer 4 death saving throws instead of 3 and resistance to a damage type associated with the Devilfruit's power.

• ***Very Rare:*** Grants the wearer an additional reaction per round that can only be used for taking the Dodge action and resistance to two damage types associated with the Devilfruit's power.

• ***Legendary:*** Provides resistance to all damage types associated with the Devilfruit's power and allows the wearer to regain hit points equal to their Constitution modifier (minimum of 1) at the start of their turn if they have at least 1 hit point.

If you use blueprints for Ethos Imbuement they are under the same conditions for the risk of Blueprint Destruction as for Artificial Adaptation.

Supreme Creation

At 15th level, you've unlocked the secret to creating a "Perfect" Devilfruit. By spending 10,000 gp and 72 hours, you can create a fruit that grants multiple abilities, as if it were a combination of all three types (Paramecia, Zoan, Logia). The specifics of these abilities are determined by the DM, and the fruit cannot be copied or fused. You can create only one "Perfect" Devilfruit, maintaining its uniqueness.

Ascendancy

Also at 15th level, you can now consume multiple Devil Fruits, gaining their abilities. Starting from now, a devil fruit is considered to be an attuned magical item. Therefore, you may attune to multiple devil fruits at once.

- Stored Devil Fruit

