DUALINK

Dark Dark Fruit

Devil Fruit



One Piece Edition

Dark Dark Fruit

Devil Fruit, very rare (unawakened) or legendary (awakened), requires attunement

A swirling black fruit that seems to absorb light itself. Upon consuming this fruit, you gain the power to generate gravitational darkness that pulls, crushes, and suppresses power, though at the terrible cost of feeling every wound in full.

Weakness. As with all Devil Fruits, the Yami Yami no Mi imparts a significant weakness to the sea. The user loses all powers and becomes unable to swim, sinking like a stone if submerged in seawater.

Pain Amplification. Your body does not become intangible. You can't gain resistance or immunity to damage from this fruit. Whenever you take damage, you take extra damage equal to your proficiency bonus. In return, you gain 1 Void Charge when you take damage (maximum once per turn).

Void Charges. You can hold a number of Void Charges equal to your Constitution modifier (minimum 1). If awakened, this maximum is doubled. You regain all expended charges when you finish a long rest. You gain 1 Void Charge whenever you take damage (maximum once per turn), and you gain 2 Void Charges whenever you reduce a creature to 0 hit points. If you roll initiative with 0 Void Charges, you gain 1 charge.

Devil Fruit Save DC. 8 + proficiency bonus + Constitution

modifier

Unawakened Features

Black Grasp. As a bonus action, choose one creature you can see within 60 feet. The target must make a Strength saving throw against your Devil Fruit Save DC. On a failed save, it is pulled up to 20 feet toward you, and its speed becomes 0 until the end of the turn. On a successful save, it is pulled up to 10 feet toward you. Costs 1 charge.

Darkness Field. As an action, choose a point you can see within 60 feet. A 15-foot-radius sphere of darkness appears there for 1 minute while you maintain concentration. The area is heavily obscured and difficult terrain. Creatures that start their turn in the area take 2d4 necrotic damage. Creatures in the field have disadvantage on concentration checks, and invisibility is suppressed while inside it. Costs 2 charges.

Null Touch. As an action, make a melee Devil Fruit attack against one creature within your reach. *Hit:* 4d8 necrotic damage. The target must then make a Constitution saving throw against your Devil Fruit Save DC. On a failed save, it can't cast spells until the end of its next turn. On a successful save, it has disadvantage on the next spell attack roll it makes before the end of its next turn. Costs 2 charges.

Black Hole Collapse. As an action, choose a point you can see within 60 feet. Each creature in a 10-foot-radius area centered there

must make a Strength saving throw against your Devil Fruit Save DC. On a failed save, a creature is pulled to the center, takes 3d10 force damage, and is restrained until the start of your next turn. On a successful save, it takes half as much damage and isn't restrained. Costs 3 charges.

Liberation. As an action, creatures in a 15-foot cone must make a Dexterity saving throw against your Devil Fruit Save DC, taking 5d8 force damage on a failed save, or half as much on a successful one. You may spend up to 3 additional Void Charges when you use this feature. For each charge spent, this damage increases by 1d8. After resolving this ability, all remaining Void Charges are lost. Costs 3 charges.

Awakened Features

Living Singularity. While you have at least 1 Void Charge, you gain a +2 bonus to AC. In addition, once on each of your turns, you deal an extra 1d8 necrotic damage when you deal damage to a creature.

Domain of Darkness. As an action, you create an empowered version of Darkness Field for 1 minute while you maintain concentration. The sphere has a 30-foot radius instead of 15 feet, and creatures that start their turn in the area take 3d4 necrotic damage instead of 2d4. In addition, enemy creatures in the field have disadvantage on saving throws against your Devil Fruit abilities. Costs 3 charges.

Absolute Nullification. As a reaction when a creature you can see within 60 feet casts a spell, force that creature to make a spellcasting ability check against your Devil Fruit Save DC. On a failed check, the spell fails, and the creature takes 3d8 necrotic damage. On a successful check, the spell functions normally. Costs 3 charges.

Event Horizon. As an action, choose one creature you can see within 60 feet. The target must make a Strength saving throw against your Devil Fruit Save DC. On a failed save, it is pulled to an unoccupied space adjacent to you, takes 6d10 force damage, and is restrained until the end of your next turn. On a successful save, it takes half as much damage and isn't restrained. Costs 4 charges.

Black World (1/Long Rest). As a bonus action, you surround yourself in catastrophic darkness for 1 minute. The area within 20 feet of you is difficult terrain for enemies. The first time on a turn that an enemy enters the aura, it takes 2d6 necrotic damage. While this effect lasts, you have advantage on Strength checks and Strength saving throws, and you can't be forcibly moved. When this effect ends, you take 4d10 necrotic damage that ignores resistance and immunity. Costs 5 charges.