DUALINK

Egg Egg Fruit

Devil Fruit



One Piece Edition

Egg Egg Fruit

Devil Fruit, very rare, requires attunement

A peculiar Devil Fruit that grants the user a body composed of layered eggshell. When struck down, the user sheds their broken shell and emerges in a stronger evolutionary form.

Weakness. As with all Devil Fruits, the Tama Tama 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.

Evolution System. You have three forms: Egg Form, Chick Form, and Rooster Form. You begin each day in Egg Form.

Forced Evolution. When you would be reduced to 0 hit points, you instead drop to 1 hit point, end all conditions affecting you, and transform into the next form. This transformation requires no action and can occur twice per long rest (Egg Form to Chick Form, then Chick Form to Rooster Form). If no forms remain, you fall unconscious as normal.

Shared Traits. Your unarmed strikes are magical. You can't benefit from effects that prevent transformation, and this trait overrides standard death-trigger prevention effects.

Egg Form

Fragile Shell. At the start of combat, you gain temporary hit points equal to twice your level.

Egg Body. You have resistance to bludgeoning damage and vulnerability to slashing damage.

Rolling Shell. As a bonus action, you curl into a rolling egg until the end of your turn. While rolled, you gain a +2 bonus to AC, your movement speed increases by 20 feet, and you can't take reactions. If you move at least 20 feet straight toward a creature during this movement, that creature must succeed on a Strength saving throw or be knocked prone.

Chick Form

Growing Strength. You gain a +2 bonus to attack rolls, and your movement speed increases by 10 feet.

Peck Barrage. As an action, make two melee attacks. On a hit, each attack deals 1d8 + your ability modifier piercing damage. If both attacks hit the same target, that creature must succeed on a Constitution saving throw or be blinded until the end of its next turn.

Flutter Step. As a bonus action, you gain a flying speed of 30 feet until the end of your turn. You do not provoke opportunity attacks during this movement.

Rooster Form

Apex Form. You gain a +2 bonus to AC, and your attacks deal an additional 1d8 damage.

Talon Rend. As an action, make two melee attacks. On a hit, each attack deals 2d8 + your ability modifier

slashing damage. If both attacks hit the same target, it must succeed on a Strength saving throw or be knocked prone and restrained until the end of your next turn.

Dawn Cry (1/Short Rest). As an action, creatures of your choice within 30 feet must make a Wisdom saving throw. On a failed save, a creature takes 3d10 thunder damage and is frightened of you until the end of your next turn. On a successful save, it takes half as much damage and isn't frightened.

Sky Dominance. You gain a flying speed of 40 feet.