DUALINK

Flame Flame Fruit

Devil Fruit



One Piece Edition

Flame Flame Fruit

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

A blazing Devil Fruit that grants the power to create, control, and become fire. Your body becomes living flame, allowing you to burn foes, spread destruction, and overwhelm enemies with relentless heat.

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

Flame Charges. You have a number of Flame 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 Flame Charge whenever you deal fire damage (maximum once per turn), and whenever a creature takes damage from one of your ongoing burn effects. If you roll initiative with 0 charges, you gain 1 charge.

Devil Fruit Save DC. 8 + proficiency bonus + Constitution modifier

Living Flame. You have resistance to fire damage. In addition, you can ignite or extinguish nonmagical flames within 30 feet of you at will.

Unawakened Features

Flame Body. As a bonus action, your body becomes shifting fire for

1 minute. During this time, you can move through spaces as narrow as 1 inch, you have advantage on ability checks made to escape grapples, and a creature that hits you with a melee attack takes 1d6 fire damage. Costs 1 charge.

Firebolt Barrage. As an action, make two ranged Devil Fruit attacks against creatures you can see within 60 feet. *Hit:* 2d8 fire damage. Costs 1 charge.

Flame Wave. As an action, creatures in a 15-foot cone must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, a creature takes 4d8 fire damage and ignites, taking 1d6 fire damage at the start of its next turn. On a successful save, it takes half as much damage and doesn't ignite. Costs 2 charges.

Fire Flight. As a bonus action, you gain a flying speed equal to your movement speed until the end of your turn. This movement doesn't provoke opportunity attacks. Costs 1 charge.

Pillar of Fire. As an action, choose a point you can see within 60 feet. Each creature in a 10-foot-radius, 20-foot-high cylinder centered there must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, a creature takes 5d8 fire damage and ignites, taking 2d6 fire damage at the start of its next turn. On a successful save, it takes half as much damage and doesn't ignite. Costs 3 charges.

Awakened Features

Inferno Engine. Once on each of your turns when you deal fire damage, you deal an extra 1d8 fire damage. In addition, your fire damage ignores resistance to fire damage.

Flame Emperor. As an action, choose one creature you can see within 60 feet. The target must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, it takes 6d10 fire damage and ignites for 2 rounds, taking 2d6 fire damage at the start of each of its turns. The creature may repeat the saving throw at the end of each of its turns, ending the ignition on a success. On a successful save, it takes half as much damage and doesn't ignite. Costs 3 charges.

Burning Domain. As an action, choose a point you can see within 60 feet. A 20-foot-radius area centered there fills with roaring flames for 1 minute while you maintain concentration. A creature that enters the area for the first time on a turn or starts its turn there takes 2d6 fire damage. You can see clearly within the area, and whenever you roll fire damage for an effect within the area, each damage die gains a +2 bonus. Costs 3 charges.

Firestorm Rush. As an action, you transform into a rushing inferno and move up to 60 feet in a straight line. Creatures in your path must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, a creature takes 5d10 fire damage, is knocked prone,

and ignites, taking 2d6 fire damage at the start of its next turn. On a successful save, it takes half as much damage and isn't knocked prone or ignited. Costs 4 charges.

Great Flame Commandment (1/Long Rest). As an action, choose a point you can see within 90 feet. Each creature in a 30-foot-radius area centered there must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, a creature takes 8d10 fire damage, is knocked prone, and ignites for 3 rounds, taking 3d6 fire damage at the start of each of its turns. On a successful save, it takes half as much damage and isn't knocked prone or ignited. Costs 5 charges.