DUALINK

Gura Gura no Mi

Magic Item



One Piece Edition

Gura Gura no Mi

Wondrous item, very rare (unawakened), legendary (awakened), requires attunement

A fruit that grants the power to generate devastating vibrations capable of cracking air, earth, and even space itself. Each motion carries the force of a quake, and each strike threatens to fracture the world around you. The user does not merely create shockwaves, they impose instability upon reality itself, deciding where and how destruction unfolds.

Devil Fruit Weakness

As with all Devil Fruits, the Gura Gura no Mi carries a fatal flaw. While submerged in seawater above your ankles:

- You lose access to all abilities granted by this fruit.
- Your speed becomes 0.
- You automatically fail Strength (Athletics) checks made to swim.

Charge System

You gain a pool of charges used to fuel your Devil Fruit abilities.

- *Unawakened:* Charges equal to your Constitution modifier (minimum 1).
- *Awakened:* Charges equal to twice your Constitution modifier (minimum 1).

You regain all expended charges after finishing a long rest. If you roll initiative and have 0 charges remaining, you regain 1d4 charges.

For all features that require a saving throw or attack roll:

- ***Devil Fruit Save DC:*** 8 + your proficiency bonus + your

Constitution modifier

- ***Devil Fruit Attack Bonus:*** your proficiency bonus + your Constitution modifier

Resonance

Your vibrations destabilize space itself, leaving behind volatile points known as Resonance Points.

Certain abilities of this fruit create Resonance Points at creatures or locations, as specified in their descriptions. A Resonance Point lasts for 1 minute or until it is detonated. You can maintain a maximum number of Resonance Points equal to your proficiency bonus. If you exceed this limit, the oldest point disappears.

A Resonance Point occupies a 5-foot space and can exist on a surface, a creature, or suspended in the air (if an ability allows it).

You can trigger these points in the following ways:

- *Reaction (Proximity Detonation).* When a creature you can see enters a space within 10 feet of a Resonance Point, you can use your reaction to detonate that point.
- *Ability Interaction.* Some abilities explicitly detonate one or more Resonance Points as part of their effects.
- *Manual Collapse.* As part of certain abilities, you may choose to detonate Resonance Points you created.

When a Resonance Point detonates, each creature within 10 feet of it must make a Constitution saving throw. On a failure, the creature

takes 2d8 thunder damage and is knocked prone. On a success, the creature takes half damage and is not knocked prone.

After detonation, the Resonance Point disappears.

Certain abilities may cause Resonance Points to deal more damage (see Air Fracture below).

Unawakened Abilities

Naginata Rasetsu (Quake-Infused Weapon)

As a bonus action, you can expend 2 charge to envelop a weapon you are holding in vibrating force for 1 minute.

While active, your weapon attacks deal an additional 1d10 thunder damage on a hit, and your reach with that weapon increases by 5 feet as shockwaves extend beyond the blade.

Once per turn when you hit a creature with the affected weapon, you can create a Resonance Point on that creature.

Hakua (Shattering Void)

When you hit a creature with a melee weapon attack, you can expend 1 charge to fracture the air at the point of impact. The target takes an additional 2d8 thunder damage, and if that target has a Resonance Point on it, it must make a Constitution saving throw or be stunned until the beginning of its next turn.

You can choose to intensify the vibration. If you do, you spend an additional charge and the damage becomes 3d10 thunder damage

instead and the target can be stunned until the end of its next turn if it had a Resonance Point on it.

Kaishin (Seaquake)

As an action, you can expend 2 charges to crack the air and release a devastating traveling shockwave in a 60-foot long, 5-foot wide line.

Creatures in the line must make a Dexterity saving throw. On a failed save, a creature takes 4d10 thunder damage and is pushed up to 20 feet away from you in the direction of the wave. On a successful save, the creature takes half damage and is not pushed.

When this ability is used, you may create up to two Resonance Points along the path of the shockwave at locations of your choice within the area.

Additionally, when you are targeted by a ranged weapon attack or a spell attack, you can use your reaction and expend 2 charges to release a defensive quake. Reduce the damage by 3d10, potentially destroying the projectile or dispersing the attack.

Air Fracture

As an action, you can expend 3 charges to strike the air and suspend a compressed quake at a point within 60 feet, creating a Resonance Point that lingers for 1 minute.

As a reaction at any time while the point persists, you can detonate it. Each creature within a 20-foot radius of the point must make a Constitution saving throw. On a failed save, a creature takes 4d10

thunder damage and has disadvantage on all attack rolls until the end of its next turn. On a successful save, the creature takes half damage and suffers no additional effects.

Awakened Abilities

World Fracture

Your mastery over vibrations deepens. Your thunder damage ignores resistance.

Whenever you create a Resonance Point, you can choose to anchor it in space, allowing it to float and occupy the air rather than a surface. Additionally, once per turn, you can move one Resonance Point up to 30 feet to a location you can see.

Resonance Collapse

As an action, you can expend 3 charges to force up to three Resonance Points you can see within 120 feet to collapse into each other.

Each creature within 15 feet of any of the chosen points must make a Constitution saving throw. On a failed save, a creature takes 6d10 thunder damage, is pulled toward the central point of collapse, and falls prone. On a successful save, the creature takes half damage and is not pulled or knocked prone.

Heaven Splitter

As an action, you can expend 3 charges to fracture the air between two points you can see within 120 feet.

A line of violent distortion forms between the two points. Each creature along that line must make a

Strength saving throw. On a failed save, a creature takes 5d10 thunder damage and is dragged along the line toward one of the points (your choice). On a successful save, the creature takes half damage and is not moved.

Shima Yurashi (Island Shaking)

As an action, you can expend 4 charges to seize and distort a 40-foot radius area centered on a point you can see within 120 feet. The effect lasts for 1 minute.

The terrain becomes violently unstable. Creatures treat the area as difficult terrain, and at the start of each of their turns, they must succeed on a Strength saving throw or fall prone.

At the end of each of your turns while this effect persists, you can choose one of the following effects:

- Shift all creatures in the area up to 10 feet in a direction of your choice.
- Detonate all Resonance Points within the area.
- Create a 20-foot long fracture line within the area, functioning as Faultline Creation.

World Breaker

This ability makes the Devil Fruit Overpowered and shall not be included if you desire a balanced magic item. Include at your risk.

As an action, you can expend 5 charges to unleash catastrophic vibrations centered on yourself in a 40-foot radius. Once you use this ability, you cannot use it again until you finish a long rest.

Each creature in the area must make

a Constitution saving throw. On a failed save, a creature takes 8d10 thunder damage plus 8d10 bludgeoning damage, is knocked prone, and is stunned until the end of your next turn. On a successful save, the creature takes half damage and is not stunned.

After the effect resolves, you create three Resonance Points at locations of your choice within the area. These points last for 1 minute.