DUALINK

# Hito Hito no Mi, Model Nika

*Devil Fruit*



One Piece Edition

# Hito Hito no Mi, Model Nika

*Devil Fruit, legendary, requires attunement*

A mythical Zoan Devil Fruit embodying the Warrior of Liberation. Upon consuming this fruit, your body becomes living rubber, and in its awakened state your power bends the world itself with impossible, joyous freedom.

***Weakness.*** As with all Devil Fruits, the Hito Hito no Mi, Model: Nika 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.

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

***Rubber Body.*** You have resistance to bludgeoning damage, advantage on saving throws against lightning effects, and you can't be knocked prone unless you are incapacitated.

***Elastic Combat.*** Your unarmed strikes are magical, have a reach of 10 feet, and deal 1d8 bludgeoning damage. You may use Strength or Dexterity for their attack and damage rolls.

## Base Features

***Gum-Gum Strike.*** Once on each of your turns when you hit a creature with an unarmed strike, you deal an extra 1d8 bludgeoning damage, and you may push the target up to 10 feet away from you.

***Rubber Mobility.*** As a bonus action,

you stretch and launch yourself up to 30 feet in any direction. This movement ignores opportunity attacks.

***Rebound.*** As a reaction when you are hit by a ranged weapon attack, reduce the damage by 1d10 + your proficiency bonus. You may then redirect the projectile at another target within 30 feet by making an attack roll using the original attack modifier. You can use this feature once per turn.

***Inflate (2/Long Rest).*** As a bonus action, you swell into an oversized form for 1 minute. You gain temporary hit points equal to twice your level, have advantage on Strength checks and Strength saving throws, and your size increases by one category, to a maximum of Large unless another effect allows otherwise.

## Gear 5

***Activation (1/Long Rest).*** As a bonus action, you awaken into Gear 5 for 1 minute.

***Freedom of Form.*** While Gear 5 is active, your walking speed becomes 40 feet, you gain a climb speed of 40 feet, and you can move across vertical surfaces and liquids without falling during your turn. In addition, your reach with attacks becomes 30 feet.

***Cartoon Physics.*** Once on each of your turns when you hit a creature, choose one of the following effects: Launch, causing the target to be thrown up to 20 feet in any direction; Flatten, causing the target

to be restrained until the start of your next turn; or Bounce, allowing you to immediately move up to 20 feet without provoking opportunity attacks.

***Environment Manipulation.*** As a bonus action, choose a point you can see within 60 feet. A 20-foot-radius area centered there becomes rubber terrain until the end of your next turn. The area is difficult terrain for enemies. You ignore this difficult terrain. A creature that falls prone in the area immediately bounces back to its feet and takes 1d6 bludgeoning damage.

***Elastic Overdrive.*** Once on each of your turns, when you deal damage with an attack, you deal an extra 2d8 bludgeoning damage. This damage ignores resistance.

***Drums of Liberation.*** At the start of each of your turns while Gear 5 is active, you gain temporary hit points equal to your proficiency bonus.

***Overexertion.*** When Gear 5 ends, you gain one level of exhaustion, and you can't use Gear 5 again until you finish a long rest.