DUALINK

Mero Mero no Mi

Devil Fruit



Love-Love Fruit

One Piece Edition

Mero Mero no Mi

Very Rare (Unawakened), Legendary (Awakened), Requires Attunement

The Mero Mero no Mi, also known as the Love-Love Fruit, grants its user the power to manipulate emotions, particularly love and desire, to incapacitate foes. The fruit has a heart-shaped, pink appearance, with swirling patterns resembling waves of passion. Upon consuming this fruit, the user gains the ability to charm, petrify, and control those who fall for their beauty.

Weakness. As with all devil fruits, the Mero Mero no Mi imparts a significant weakness to water. The user loses all their powers and becomes unable to swim, sinking like a stone if submerged in water above the ankles.

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

Charges. The user has a number of charges equal to 2 times their Charisma modifier (minimum of 1) in the Unawakened state which are used to fuel various abilities. In the Awakened state, this increases to 4 times their Charisma modifier (minimum of 1). Charges replenish on a long rest.

Unawakened Features

Captivating Allure. The user has advantage on all Charisma (Persuasion) and Charisma (Deception) checks against creatures that find them attractive.

Petrification. If a creature accumulates two or more of the following conditions from the user's abilities (Charmed, Restrained, Incapacitated), it must make a Wisdom saving throw at the start of its turn or become petrified for 1 minute.

A petrified creature can repeat the save at the end of each of its turns.

Mezameyo (Awaken). As an action, the user reverses the petrification of a creature within 30 feet. The target immediately returns to normal with all conditions removed but remains prone until the end of its next turn.

Mero Mero Mellow. An an action for 2 charges, the user releases a wave of pink energy in a 30-foot cone. All creatures in the area must make a Charisma saving throw against the Devil Fruit Save DC. On a failure, the creature is charmed until the end of its next turn. If the creature is already charmed by the user, it instead becomes restrained until the end of its next turn as its body starts stiffening. On a success, the creature is unaffected.
If a creature takes damage, the effect ends.

Slave Arrow. As an action for 1 charge, the user fires a barrage of pink heart-shaped arrows in a 60-foot line, 5 feet wide. Each creature in the line must make a Dexterity saving throw or take 4d8 psychic damage and be restrained for 1 minute. A restrained creature can repeat the save at the end of each of its turns, ending the effect on a success.

Pistol Kiss. As a bonus action for 1 charge, the user forms a kiss with their lips and fires it like a bullet at a target within 60 feet. Make a ranged spell attack using Charisma modifier. On a hit, the target takes 3d8 psychic damage and must make a Wisdom saving throw or be charmed for 1 round.

Heartbreaker Kick. When making an unarmed strike, the user may channel their fruit's power into their attack.

On a hit, the target takes an extra 1d6 psychic damage and must make a Charisma saving throw or be pushed 10 feet back.

Awakened Features

Upon awakening, the Mero Mero no Mi reaches its full potential, allowing the user to petrify with greater ease and manipulate multiple targets effortlessly.

Petrified Shatter. If a creature is petrified by the user's abilities and has less than 50 HP, any forceful impact (such as a melee attack, fall, or bludgeoning damage) causes them to break into pieces, killing them instantly. A creature shattered this way can only be restored by a Wish spell or similar divine intervention.

Enhanced Mero Mero Mellow. As an action for 3 charges, the range increases to 60 feet in a cone. Any creature that fails their save is instantly restrained, and creatures already charmed by the user become petrified for 1 minute. A petrified creature can repeat the save at the end of each of its turns.

Perfume Femur. As a bonus action, the user dashes up to 30 feet and makes up to three unarmed strikes. Each strike deals an additional 1d8 psychic damage and has a chance to knock targets prone if they fail a Strength saving throw.

"Even the pain of a thousand cannot match the ache of my heart."