DUALINK

Jiki Jiki no Mi

Devil Fruit



Magnet-Magnet Fruit

One Piece Edition

Jiki jiki no Mi

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

The Jiki Jiki no Mi, also known as the Magnet-Magnet Fruit, is a mystical fruit that grants its user the ability to generate magnetic fields, allowing them to attract or repel metallic objects at will. The fruit has a striking appearance with a metallic sheen and intricate swirling patterns resembling magnetic fields. Consuming this fruit allows the user to control metal objects, making them a formidable opponent against those wielding swords, guns, and other metal-based weaponry.

Weakness. As with all devil fruits, the Jiki Jiki no Mi imparts a 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. Additionally, the effectiveness of this fruit is highly dependent on the availability of metal in the user's surroundings.

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

Unawakened Features

Repel. As a bonus action, the user can repel a metal object within 60 feet, deflecting it back in the direction it came from. The object must weigh no more than 500 pounds. The target must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, the object is repelled and deals damage to the original attacker equal to the damage it would have dealt to the user. If the target is wearing metal armor, they are pushed 10 feet away from the user. This ability can be used a number of times equal to the user's proficiency bonus per long rest.

Attract. As a bonus action, the user can attract a metal object within 60 feet to their body, stripping opponents of their weapons. The object must weigh no more than 500 pounds. Targets must make a Strength saving throw against the Devil Fruit Save DC. On a failed save, the metal objects are pulled to the user, rendering the opponents weaponless. If the target is wearing metal armor, they are pulled 10 feet towards the user. This ability can be used a number of times equal to the user's proficiency bonus per long rest.

Punk Rotten. As an action, the user can attract a large quantity of metal from their surroundings and shape it into a gigantic skull-faced demon-like golem made of scrap. The golem has an AC of 16 and HP equal to 10 times the user's level. The golem's attacks deal 3d10 bludgeoning damage, increasing to 4d10 at level 11. The golem lasts for 1 minute and can be summoned once per long rest.



The golem can use Slam Gibson once per summoning, grabbing an opponent and slamming them to the ground, dealing an additional 3d10 bludgeoning damage.

Punk Pistols. As a bonus action, the user can form a giant harpoon gun out of metal pieces around their arm, from which they can rapidly fire metal spears at a target akin to a Gatling gun. The user can make three ranged attacks, each dealing 2d8 piercing damage. This ability can be used once per long rest.

Awakened Features

Damned Punk. As an action, the user can construct an enormous railgun out of metal and fire an electromagnetic projectile at a target. The target must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, the target takes 10d10 force damage and is knocked back 30 feet. On a successful save, the target takes half damage and is not knocked back. This ability can be used once per long rest.

Assign. As a bonus action, the user can assign a magnetic polarity to a given target, signified by an “S” or “N” appearing on the target. Targets with different assigned poles will be drawn to each other with immense force. The target must make a Strength saving throw against the Devil Fruit Save DC, being pulled together on a failed save. The user can activate this ability as a bonus action on subsequent turns.

Punk Clash. As an action, after using Assign, the user can greatly increase the level of attraction, causing the target to draw countless pieces of metal from large distances.

The target must make a Strength saving throw against the Devil Fruit Save DC. On a failed save, the target is buried under a mountain of metal, taking 10d10 bludgeoning damage and becoming restrained. The target can repeat the saving throw at the end of each of their turns to free themselves. This ability can be used once per long rest.

Punk Corna Dio. As an action, the user can attract a large quantity of metal pieces from their surroundings and shape it into a gigantic, metallic bull-like contraption. The bull has an AC of 18 and HP equal to 15 times the user's level. The user can ride the bull and control its movements. The bull can use a Charge ability, moving up to 60 feet in a straight line and dealing 6d10 bludgeoning damage to any target in its path. Additionally, the bull has a basic attack called Metal Horns that deals 2d8 bludgeoning damage. The bull lasts for 1 minute and can be summoned once per long rest.

