DUALINK

Ope Ope no Mi

Devil Fruit



Op-Op Fruit

One Piece Edition

Ope Ope no Mi

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

The Ope Ope no Mi, also known as the Op-Op Fruit, is a mystical fruit that grants its user the ability to "remodel" the world. The fruit has a glossy, swirling blue surface and a vibrant green stem resembling a scalpel handle. Consuming this fruit allows the user to create a transparent-blue spherical domain within which the user becomes the "surgeon," their circle is the "operating room," and those caught inside are the "patients" on the operating table.

Weakness. As with all devil fruits, the Magu Magu 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 + Wisdom modifier.

Unawakened Features

ROOM (Basic). As an action, the user can create a spherical domain with a 30-foot radius centered on themselves. Inside this ROOM, the user can manipulate objects and people with telekinetic precision, swap the locations of two targets, and perform non-lethal spatial cuts with a blade. The ROOM lasts for 10 minutes and can be used twice per long rest.

Spatial Awareness. The user gains advantage on Wisdom (Perception) checks to detect hidden objects and creatures within their ROOM.

Medical Knowledge. The user gains proficiency in Medicine if they do not already have it. If they are already proficient, they gain expertise.

Amputate. As an action within the ROOM, the user can make a spatial cut with their blade, severing a target without causing harm. The target must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, the target is severed but remains unharmed, and their parts can be reattached by the user.

Takt. As an action, the user can telekinetically lift and move objects within the ROOM. They can move objects up to 500 pounds, using their hands to direct the movement.

Shambles. As a bonus action, the user can swap the positions of any two targets within the ROOM, regardless of size. When you swap two creatures, you do not cause opportunity attacks.

Counter Shock. As an action, the user can generate a powerful electrical shock with their hands, dealing 4d8 lightning damage to a target within 5 feet. The target must make a Constitution saving throw against the Devil Fruit Save DC, taking half damage on a successful save.

Awakened Features

ROOM (Advanced). The user can create a larger ROOM with a 60-foot radius, maintaining it for 10 minutes. This can be used twice per long rest.

Remote ROOM. The user can create ROOMs that adhere to objects or living beings, allowing them to manipulate targets from a distance. These ROOMs last for 10 minutes and can be used once per long rest.

Radio Knife. As an action within a ROOM, the user can charge their blade with electricity.

The target must make a Dexterity saving throw against the Devil Fruit Save DC. On a failed save, the target is severed and shocked, unable to reattach their parts for 1 minute. The attack deals 4d6 lightning damage. This ability may not work on some monsters at the DM's discretion. The target can repeat the saving throw at the end of each of their turns.

Mes. As an action within a ROOM, the user can extract a target's heart, encasing it in a glass-like cube. The target must make a Constitution saving throw against the Devil Fruit Save DC. On a failed save, the target's heart is extracted, causing them to have two states of exhaustion. Squeezing the heart inflicts 2d6 necrotic damage. This ability may not work on some monsters at the DM's discretion. The target can repeat the saving throw at the end of each of their turns.

Gamma Knife. As an action within a ROOM, the user can create a short blade of energy and stab a target, destroying their internal organs without leaving external wounds. The target must make a Constitution saving throw against the Devil Fruit Save DC. On a failed save, the target takes 8d8 necrotic damage. On a successful save, the target takes half damage.

Curtain. As a reaction within a ROOM, the user can create a transparent veil to protect themselves or an ally from an incoming attack. The veil grants temporary hit points equal to the user's level plus their Wisdom modifier.

"Who wants to get sliced up next...?"