DUALINK

Pika Pika no Mi

Devil Fruit



One Piece Edition

Pika Pika no Mi

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

Description

The Pika Pika no Mi is a Logia-type Devil Fruit that grants the user the ability to create, control, and transform into light, turning them into a living embodiment of light itself.

The user can transform their body into light to avoid attacks, fire concentrated laser beams capable of piercing targets and causing violent explosions, create solid constructs of light, and transform into photons to travel at extraordinary speeds.

The fruit's greatest strength is the combination of overwhelming speed and destructive ranged attacks. Its user can rapidly reposition before attacking from unexpected angles or accelerate their physical strikes to devastating speeds. These properties are directly based on the abilities demonstrated by Borsalino/Kizaru.

Weakness

As with all Devil Fruits, the Pika Pika no Mi imparts a significant weakness to the sea. The user loses all their powers and becomes unable to swim, sinking like a stone if submerged in seawater.

Additionally, although the user can move at extraordinary speeds while transformed into light, their light-based movement normally follows a straight path unless redirected or reflected from another surface.

Charge System

Unawakened State. You have a number of charges equal to **2 × your Constitution modifier (minimum 1).**

Awakened State. You have a number of charges equal to **4 × your Constitution modifier (minimum 1).**

You regain all expended charges when you finish a long rest.

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

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

Upon eating the Pika Pika no Mi, the user gains the following abilities:

Light Form. As a bonus action, you transform your body into light for 1 minute.

While in Light Form, you can move through openings as narrow as 1 inch wide without squeezing and are intangible to nonmagical attacks. You can still attack while in this form but cannot cast spells. Additionally, you shed bright light in a 20-foot radius and dim light for an additional 20 feet. You can suppress or restore this light at will. Light Form costs **2 charges**.

Light-Speed Movement. As a bonus action, you transform into a beam of light and move up to **60 feet in a straight line** to an unoccupied space you can see.

This movement does not provoke opportunity attacks, and you can travel through the spaces of other creatures, but you cannot move

through solid objects or end this movement in another creature's space.
You may travel vertically or across open air, but if you end this movement without a surface capable of supporting you, you fall normally.
This ability costs **1 charge**.

Laser. As an action, you concentrate light into a destructive beam and fire it at a creature or point you can see within **120 feet**.
If targeting a creature, make a ranged attack using your Devil Fruit Attack Bonus.
On a hit, the target takes **6d10 radiant damage**.
Whether the attack hits a creature or a surface, the beam explodes at the point of impact. Each creature other than the original target within **10 feet** must make a Dexterity saving throw against your Devil Fruit Save DC.
On a failed save, a creature takes **3d6 fire damage**, or half as much on a successful save.
This ability costs **2 charges**.

Light-Speed Kick. As an action, choose a creature you can see within **60 feet**.
You transform partially into light and move in a straight line to an unoccupied space within 5 feet of the target without provoking opportunity attacks. Make a melee attack using your Devil Fruit Attack Bonus.
On a hit, the target takes **6d10 radiant damage** and must succeed on a Strength saving throw against

your Devil Fruit Save DC or be pushed **20 feet away from you and knocked prone**.
This ability costs 3 **charges**.

Ama no Murakumo. As a bonus action, you create a sword of solidified light in your hand for 1 minute.
The sword counts as a magical melee weapon with which you are proficient. You may use your Devil Fruit Attack Bonus for attacks made with it.
On a hit, the sword deals **2d10 radiant damage**.
You can dismiss the sword at any time. If it leaves your hand, it disappears.
Creating the sword costs 2 **charge**.

Amaterasu. As an action, you release an overwhelming flash of light.
Each creature of your choice within **20 feet** that can see you must make a Constitution saving throw against your Devil Fruit Save DC.
On a failed save, the creature is **blinded until the end of your next turn**.
This ability costs **1 charge**.

Awakened Abilities

The canonical Awakening of the Pika Pika no Mi has **not been revealed**, so these abilities represent a homebrew extension of its demonstrated light manipulation rather than canon techniques.

If you start combat with no charges, regain **1d4 charges**.

Enhanced Light Form. Light Form no longer prevents you from casting

spells.
While Light Form is active, your walking speed increases by **30 feet**, and Light-Speed Movement can move you up to **120 feet** instead of 60 feet.
Additionally, you gain resistance to radiant damage.w

Yasakani no Magatama. As an action, you unleash a massive barrage of light particles.
Choose a point you can see within **120 feet**. Each creature of your choice within a **30-foot radius** of that point must make a Dexterity saving throw against your Devil Fruit Save DC.
On a failed save, a creature takes **10d8 radiant damage**.
On a successful save, it takes half as much damage.
Alternatively, you may concentrate the entire barrage against one creature you can see within 120 feet.
The creature makes the same saving throw, taking **12d10 radiant damage** on a failed save or half as much on a successful one.
This ability costs **4 charges**.

Light Clones. As an action, you scatter your body into luminous particles and expend **3 charges** to create **three duplicates** of yourself in unoccupied spaces you can see within 30 feet.
Each clone has AC equal to your AC and 1 hit point.
The clones last for 1 minute, until destroyed, or until you dismiss them.
They act immediately after your turn and can move up to your

speed.
Each clone can make one attack using a copy of Ama no Murakumo. It uses your Devil Fruit Attack Bonus and deals **2d10 radiant damage** on a hit.
A clone cannot use your other Devil Fruit abilities.
This ability is based on the later application of Yasakani no Magatama in which Borsalino manifests fighting duplicates from his light particles.

Heavenly Laser. As an action, you concentrate an enormous amount of light into a single devastating beam.
The beam forms a **300-foot-long, 10-foot-wide line** originating from you.
Each creature in the line must make a Dexterity saving throw against your Devil Fruit Save DC.
On a failed save, a creature takes **12d10 radiant damage**.
On a successful save, it takes half as much damage.
When the beam strikes a solid surface or reaches the end of the line, it detonates. Each creature within **20 feet** of that point must make a Dexterity saving throw, taking **6d6 fire damage** on a failed save or half as much on a successful one.
Objects and structures automatically fail these saving throws.
This ability costs **5 charges**.