DUALINK

Ito Ito no Mi

Devil Fruit



One Piece Edition

Ito Ito no Mi

Devil Fruit, very rare (unawakened) or legendary (awakened), requires attunement

The Ito Ito no Mi is a pale, pear-shaped Devil Fruit wrapped in tight spiral patterns like coiled thread, with a curled green stem resembling a spool hook. Upon consuming this fruit, the user gains the power to create and manipulate razor-fine strings, shaping them into cutting lashes, bindings, puppet lines, and vast woven constructs.

Weakness. As with all Devil Fruits, the Ito Ito no Mi 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. Additionally, this fruit is vulnerable to sudden freezing or heavy saturation. If the user takes cold damage, magical water damage, or is drenched by an effect the DM deems significant, they lose resistance granted by this fruit until the end of their next turn.

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

Charges. The Ito Ito no Mi has charges equal to twice your Dexterity modifier (minimum 1). If awakened, its charges instead equal four times your Dexterity modifier (minimum 1). You regain all expended charges when you finish a long rest.

Unawakened Features

Stringcraft. You can create, shape, and control strings within 60 feet of you. You can use strings to perform fine manipulation such as tying knots, lifting small objects, or pulling levers. The DM may call for a Dexterity (Sleight of Hand) check for delicate tasks.

String Whip. As an action, make a ranged Devil Fruit attack against one creature you can see within 60 feet. *Hit:* 4d8 slashing damage, and the target can't take reactions until the start of its next turn. Costs 1 charge.

String Bind. As an action, choose one creature you can see within 60 feet. The target must succeed on a Strength saving throw against your Devil Fruit Save DC or be restrained for 1 minute. A restrained creature can use its action to make a Strength (Athletics) check against your save DC, ending the effect on a success. Costs 2 charges.

Sky Thread. As a bonus action, you anchor strings to a surface you can see within 60 feet. Until the end of your turn, you gain a climbing speed equal to your walking speed, and you can move across open space as though climbing. If unsupported at the end of your turn, you fall. Costs 1 charge.

Parasite (Puppet Strings). As an action, choose one creature you can see within 60 feet. The target must succeed on a Wisdom saving throw against your Devil Fruit Save DC or be charmed by you until the end of your next turn. While charmed this way, you can force the target to use

its reaction to move up to half its speed without provoking opportunity attacks, or make one weapon attack against a creature you choose within its reach. Costs 3 charges.

String Clone. As an action, create a humanoid decoy of string in an unoccupied space within 30 feet. The clone lasts for 1 minute. It has AC 15 and hit points equal to 5 + five times your proficiency bonus. When reduced to 0 hit points, it collapses into thread. As a bonus action while it exists, you can move it up to 30 feet along the ground. Costs 2 charges.

Awakened Features

Awakened Recovery. If you roll initiative with 0 charges, regain 1d4 charges.

Awakened Stringcraft. You can convert nearby surfaces into thread. Your string effects can originate from any point you can see within 120 feet.

Ever White (Threadfield). As an action, choose a point you can see within 120 feet. The ground in a 30-foot-radius area becomes difficult terrain for enemies for 1 minute. When an enemy enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw against your Devil Fruit Save DC. On a failed save, it takes 4d8 slashing damage and is restrained until the start of its next turn. On a successful save, it takes half damage and isn't restrained. Costs 4 charges.

Overheat (Heated Thread). As a

bonus action, superheat your strings for 1 minute. While active, String Whip and any Devil Fruit attacks you make that deal slashing damage deal an extra 1d8 fire damage on a hit. Costs 2 charges.

God Thread. As an action, make a ranged Devil Fruit attack against one creature you can see within 60 feet. *Hit:* 10d10 slashing damage. Costs 5 charges. Once used, you can't use this feature again until you finish a long rest.

Birdcage. As an action, create a dome of slicing strings centered on a point you can see within 120 feet with a 60-foot radius for 1 minute. The boundary provides three-quarters cover. A creature that starts its turn in the boundary or enters it for the first time on a turn must make a Dexterity saving throw against your Devil Fruit Save DC, taking 6d10 slashing damage on a failed save, or half as much on a success. While the dome persists, you can use a bonus action to reduce its radius by 10 feet (minimum 20 feet). Costs 5 charges.