

Fruit User

Devil Fruit (悪魔の実, *Akuma no Mi*), called **Cursed Fruit** (pronounced with two syllables) in the 4Kids English dub, is a mystical fruit that can give the eater many kinds of strange and interesting abilities depending on the fruit and its type. There are some seen only in the anime or only in the manga.

I once heard that all the Devil's Fruits are the Sea Devil's incarnations. If you eat one you'll gain a special ability, but you won't be able to swim.

— Shanks speaks to Buggy on Devil Fruits.

About



The Devil Fruits as described by Morgan

Devil Fruit are said to be the fruit of the Sea Devil and that the secret to their power is hidden in the Grand Line. Because encounters with them are rare (especially outside the Grand Line) a number of rumors about them have risen making it difficult to tell whether some things are fact or fiction. The average person knows nothing or very little about what they are. Because of their power, if sold they can expect to reach well over #100,000,000 and Devil Fruit users themselves are sold at market prices as slaves. There are more than 100 types of Devil Fruit.

One running theme with Devil Fruits, however, is the fact that they taste unimaginably horrible, to the point of making it seem like the eater had taken poison. The Devil Fruit, when consumed, gives the consumer a power or special trait though they won't immediately become aware of. They come in different shapes, colors, and all Devil Fruits have swirl marks on them of some kind. There can be only one of each type of fruit at a time. Only one bite is needed for the user to gain the power of a Devil Fruit, after which the Devil Fruit becomes a simple, useless, disgusting fruit. Swallowing the fruit whole, as Buggy did, has the same effect, peeling off the skin and eating it piece by piece also works.

Devil Fruits are the origins of the powers of some of the strongest people in the world, such as Marine Admirals, Shichibukai or Yonkou.

Identification

We can figure out the name of a fruit by the power it gives, but the kind of power we get is completely up to chance.

— Kaku on his and Kalifa's unidentified Devil Fruits.



There is a book in the Grand Line with Devil Fruits listed (although sometimes a Devil Fruit is said to had been unidentified). The most notable example is Blackbeard in his search for the Yami Yami no Mi. Catalogs and a book were also mentioned by Spandam and Sanji. Shanks and his crew already knew Luffy's Devil Fruit was the Gomu Gomu no Mi (Gum Gum Fruit in English versions) before he consumed it.

While it hadn't been yet explained how to acquire that knowledge, according to Oda in a SBS, the same power of a Devil Fruit can exist more than one time (but not at the same time). Spandam mentions briefly that Devil Fruits have an aura around them which can often help identify them and that the two Devil Fruits he supplied to Kaku and Kalifa contained an unknown aura.

Side Effects of Devil Fruits

With this new power comes a weakness: the sea rejects the new Devil Fruit user and they become helpless while submerged in water (or "becomes a hammer," in Japanese parlance). Oda stated in SBS that Devil Fruit users are susceptible to all types of water, not just seawater. He elaborated on this, saying that "moving" water, like rain or waves, does not weaken Devil Fruit users, while standing water does.

If a user is not completely submerged, they can still use their powers from the parts of their body that are above the water. This was demonstrated by Kalifa, who was still able to produce bubbles from the parts of her body that were not under her bath water (although, as stated by Nami, this had effectively cut her strength in half while in the water). However, if the user's body has been permanently altered by the fruit, then the user's ability can be manipulated by outside sources; i.e., when Luffy was knocked into the pool at Arlong Park, Genzo and Nojiko dove underwater and stretched his neck so his head would be above water. Being weak against the sea proves

You could sell 'em for hundreds of millions. But one bite might leave you with a lifetime of problems you know!?

— Jyabura's warning to Kalifa and Kaku.

Another problem with the Devil Fruits is that a few of them offer "weird" or "useless" powers. While many citizens can be fascinated by their powers, others may leave a consumer leading a miserable life full of discrimination from those around them. Certain societies who are blind to the existence of Devil Fruits usually are told lies regarding the reason behind their strange abilities, keeping secrets but commonly causing misconceptions on how this power was achieved.

Research

Doctor Vegapunk, a Marine Scientist, is responsible for the research into the effects of Devil Fruit and Sea stone heavily. His research has also led him to devise the method that lets an inanimate object (such as a gun or a sword) gain the effect of a Devil Fruit (it has not yet been shown how this is done).

Tony Tony Chopper created, during his five-year apprenticeship under Dr. Kureha, a drug called "Rumble Ball" that enhances the effects of the Devil Fruit. Thus far he is the only one so far shown to have consumed it. According to him the Rumble Ball disrupts the wavelengths of Devil Fruit forms. It is implied that the "Rumble Ball" will activate when consumed by any Zoan type Devil Fruit user, albeit with different but slightly similar effect.

Types of Devil Fruit

Paramecia: The most common of the three classes, users of Paramecia Devil Fruits gains super-human physical abilities. Other users can alter features of their bodies or their environment. Finally, there are some users than can manipulate and generate some kind of substances.

Zoan: The users of Zoan class Devil Fruits gains the ability to transform into an animal (and acquire every ability affiliated with the said animal). The user can also transform into a human-beast hybrid form. There are Zoan Devil Fruits not only for common animals, but for prehistorical animals and mythological creatures as well.

Logia: The rarest of the three classes, users of Logia Devil Fruits gains the abilities to manipulate and transform themselves into an element. They also gain every ability related to that element and gains the skill to regenerate every part of their bodies (even their whole bodies) from that element.

For More Info on Fruit user powers see the Power creation section and the Fruit List

Smile

Smile is a completely artificial version of Devil Fruit crafted in labs with a chemical called Sad, this allows multiple versions of the same devil fruit to be created, and however the effects of the crafted fruits are still a mystery at this time. These are a recent creation in the world.

While eating Smile will grant a player devil fruit abilities it is believed that they are limited or may cause harm over time to those that eat them. It's up to the GM at this time as to how t proceed with Smile.

Starting powers

Once a player eats a devil fruit they gain one power with 3 uses a day for free (equal to 15 build points). In addition the player also gains a quote always active power of their fruit. This can be like a higher ADS, or weak ability that they can use at will freely at any time such is the case for Logia and Paramecia this is their choice. Yet for Zoan they get two powers to use freely, one to shift from their normal form, to their beast form, and a half way point between them. This requires a control shape skill check to shift to forms outside of the regular form they are in, and the other power Zoan's get is fast healing equal to ¼ their level.

How Devil Fruits work in this game

A player with a devil fruit has access to a unique system of powers, when any player builds powers they use build points to new power creations within some reasoning such as a weapon's style or arsenal of ammunition, player's skills or abilities and such. With devil fruit they can reach beyond this and have magic like abilities based on the fruit that they ate, additionally a player will gain one ability / power for free when eating a fruit but suffer from the following issues.

Player cannot longer swim PERIOD; it doesn't matter if the player could breathe underwater before, they will drown after eating a devil fruit. When in water the player becomes effectively paralyzed all over for a period of 1d4 rounds out of water.

Salt Water causes the target to be fatigued. A player in salt water, (up to their stomach) becomes severally exhausted and unable to due major actions, they need 1d10 rounds out of the salt water to be restored to normal.

Sea Stone, Sea stone has the same effect as Salt Water and will cause the player to be severely exhausted, till the stone is removed for 1d10 rounds. These stones are mostly mined, controlled and in the hands of the world government.

Fruit List

Devil fruits in game can come from one of three results. Logia, Paramecia, and Zoan. The three types are rolled by the GM by making a chart of 6 different fruits that are then asked by the player to roll a d6 and that is the result. If the fruit is acquired in game it's up to the GM on the fruits look. The fruits while looking like actual fruit display a pattern and/or odd color scheme then a normal fruit of its form. Below is a listing of types based under the 3 divisions of types? While some in the series have powerful fruits it is to be noted that there seem to be a lot of similar fruits like fire types are quite common in the anime and manga. Once a character dies the fruit returns to the list as available but it's a difficult one thus if it comes up its up to the GM to accept it or to re-roll it.

The Following are the steps to roll up a fruit.

Step 1: The GM rolls 6 fruits on the list below using a 1d10 (1 -2 - Logia, 3 -6 Paramecia, 7-10 Zoan)

Step 2: Following the type of fruit roll on their section to get the category of fruit

Step 3: Now we know the listing and type, now we roll to determine the actual fruit

Step 4: have each choice placed on a note or hidden from the players view and have them roll 1d6 to see which of the 6 choices they get. It is not advised to give them the fruit they want. The concept is to leave it as a power gamble.

Logia Fruits

With these fruits, the user will become a natural element completely. The users are neither human nor element when they are in their normal state. Logia fruits have major and minor based fruits based off the same elemental control roll 1d12. This is just a small listing more fruits can be created as long as they have a unique or strangle use.

01. Fire (roll 1d8)

Minor Fruits

- 01 Spark - Create sparks from nothing
- 02 Flame - create flame from nothing
- 03 Burn - Touch burns at high temps
- 04 Steam - Creates steam from nothing
- 05 Ignition - can cause things to ignite
- 06 Lava - Creates molten rock from earth
- 07 Fire - creates fire from nothing
- 08 Inferno - can cause things to become a large fire

Examples in series:

- Flare Fruit [Portagrace D. Ace] ~ Dead / [Sabo] - can turn body into living and controlled flame.
- Volcano Fruit [Admiral Akainu] - Can turn body into living and controlled lava
- Heat Fruit [Don Archino] - can increase the temp around himself

02. Water (roll 1d8) note no seawater power exists due to effect fruit users

- 01 Bubble - can create bubbles from nothing
- 02 Squirt - Body can shoot out blast of water
- 03 Rain - can call forth storms of rain fall
- 04 Wave - can control water to form waves
- 05 Water Spout - Can call forth cones of water from nowhere
- 06 Tsunami - Can create massive waves of water
- 07 Liquid - Can turn body to a liquid form
- 08 Flood - Can bring forth massive storms and control the waters movement

Examples in series:

- Liquid Fruit: Form Slime [Queen Honey] - can change body into a slimy liquid

03. Air (roll 1d8)

- 01 Wind - Can cause the wind to blow in directions
- 02 Dust - Body can take a dust form
- 03 Cloud - Body can take on a form of cloud
- 04 Mist - Can create and move through mist
- 05 Vacuum - Can create a vacuum drawing things towards you
- 06 Gust - Can create blasts of wind
- 07 Twister - Body can become a massive swirling wind
- 08 Tornado - Can create and control tornado's

Examples in series:

- Plume Fruit [Smoker] - Can take the form of smoke and control its movement
- Typhoon Fruit [Monkey D. Dragon] - Can call forth Hurricanes and ride their winds

04. Earth (roll 1d8)

- 01 Stone (multiple versions based off of stone types) - control over stone
- 02 Ground – control over the ground, they can shift or alter it as they wish
- 03 Gollum - Create and control creatures of earth and stone
- 04 Poop - body form and Control over Poop
- 05 Slurry - body form and Control over slurry
- 06 Soil - control over non rock type earth
- 07 Earth - Control over all kinds of earth
- 08 Mountain - Create Mountains out of nothing

Examples in series:

- Mud Fruit [“Wet Haired” Caribou] - Body can take form of Mud
- Quake Fruit [White beard] ~ Dead (Marshal D. Teach) -Create Earthquakes
- Sand Fruit [Crocodile] - Body form and control over sand

05. Wood (roll 1d8)

- 01 Wood - control over wood
- 02 Flower - control over flowers
- 03 Pollen - Body can become pollen
- 04 Paper - Body can become and control over paper
- 05 Plant Body - Body takes on plant based form
- 06 Seed - Control and creation of seedling plants
- 07 Plant control - Control over plant life
- 08 Forrest - Control and Body form of Trees and all plant life in a area

06. Lightning (roll 1d8)

- 01 Battery - The ability to absorb and slowly release electricity
- 02 Shock - The ability to shoot shocks of electricity
- 03 Lighting Bolt - The ability to call forth lightning bolts
- 04 Lighting Ball - The ability to create bursts of electricity
- 05 Wire - The ability to traverse through electrical devices
- 06 Charge - Body form of electricity
- 07 Storm - The ability to create and control thunder storms
- 08 Thunder - the ability to call forth sonic blasts of Thunder

Examples in series:

- Rumble Fruit [Enel (Eneru)] - Body form and control over Electricity
- Magnet Fruit [Eustass Kidd] - Control over all things metallic
- Combo Fruit [Brindo - Red] [Kanpahino-Blue] - the ability to be magnetically connected to each other

07. Ice (roll 1d8)

- 01 Chilly - control a drop in temps
- 02 Frost - create ice from nowhere
- 03 Freeze - Body form of ice
- 04 Dry Ice - Create cold so strong it burns flesh
- 05 Snow - create snow from nothing-
- 06 Winter - Body form of ice and drop temps
- 07 Glacier - Create huge blocks of ice from nothing
- 08 Blizzard - Body form of Ice and create snow storms from nothing

Examples in series:

Ice Fruit [Aokiji] - Body form and creation of ice

08. Shadow (roll 1d8)

- 01 Shadow control - able to control shadows and their users
- 02 Shadow Stealing - able to possess a shadow and thus their body
- 03 Shadow walk - able to travel through shadows
- 04 Shadow Body - Body form of living shadow
- 05 Shadow Form - Body form of a living ghost
- 06 Gravity - Control over gravity
- 07 Dimension - Creation of void spaces from nothing
- 08 Black Hole - Body form of a black hole

Examples in series:

Shadow Fruit [Gekko Moriah] ~ Dead - Body form, capturing and control of shadows

Darkness Fruit [Marshal D. Teach] - Body form and creation of black holes

Ghost Fruit [Perona] - The creation and control over ghosts

09. Light (roll 1d6)

- 01 Illusion - creates and controls illusions
- 02 Flash - Creates bursts of light
- 03 Explosion - Body can cause explosive bursts
- 04 Fire Works - creates explosions of light in bursts
- 05 Neon - Control over light in an area
- 06 Sun - Body form and control over light in an area

Examples in series:

Shiny Fruit [Admiral Kizaru] - Body form of light particles

10. Metal (different forms based on the metal type) (roll 1d6)

- 01 Blade - Can create blades from nothing
- 02 Call Metal - can detect and pull out metal from the ground
- 03 Shaper - can shape metal into objects
- 04 Alter Type - can alter metals form and shape
- 05 Metal Form - Summon forth metal
- 06 Metal Control - Creation and control over metal

11. Poison (roll 1d6)

- 01 Decay - Causes things to decay and rot
- 02 Acid - creates and controls acid
- 03 Syrup - body form of syrup
- 04 Disease - Body form and creation of diseases
- 05 Rot - Destroy and decays any substance as if 1000's of years past
- 06 Reaper - Body form of dangerous chemicals

Examples in series:

- Poison Fruit [Chief Warden Magellan] - Body form of Purple ring Octopus poison
- Spore Fruit [Musshuru] - Body form of poisonous spores
- Rust Fruit [Captain Shuu] - causes metal to rust and crumble

12. Spirit (1d4)

- 01 Blood – can release and manipulate blood to form and attack
- 02 Willpower – One can manipulate their will power into abilities and attack
- 03 Spirit Energy – One can manipulate gather and use the energy of the world around them
- 04 Life force – One can use their life force to attack and even take or restore others

Paramecia Fruits

Paramecia Fruits are the most common of the Devil Fruits types. They can change the user's body in some way. (roll 1d20) often there are multiple versions of the same fruit type.

01. Health (roll 1d4)

- 01 Drain - gain the ability to drain stats, Chi, or HP
- 02 Healing - Gain the ability to heal wounds ether on self or others
- 03 Aging - body can grow old or young at will
- 04 Immortality - grants immortality to person

Examples in series:

- Aging Fruit ["Big Eater" Jewelry Bonney] - cause targets to age
- Undead Fruit [Just Me Bones Brooke] - can return to body upon death
- Surgery Fruit [Trafalgar Law] - Can divide people and objects (people remain alive once divided)

02. Body Part Control (roll 1d8)

- 01 Elongate - Body can become long or short
- 02 Separation - body can separate and act on its own
- 03 Enlarge - Body can grow to great heights
- 04 Shrink - Body can shrink to great sizes
- 05 Kinetic - Body can absorb and redirect kinetic energy
- 06 Weight control - Can manipulate the weight of objects
- 07 Extra Limbs/Attacks - Can form extra limbs and body parts
- 08 Skin/Muscle - enhance ones skin and/ or muscle

Examples in Series:

- Chop Fruit [Buggy the Clown] - body can be broken in slices
- Berry Fruit [Captain Very Good] - body can be broken in small balls
- Slip Fruit [Alvida] - creates slick mucus on her body and makes her slim
- Muscle Fruit [Urouge] - Increases his own muscle mass
- Flower Fruit [Nico Robin] - she can mimic any of her body parts in a certain range
- Kilo Fruit [Ms. Valentine's Day] - can manipulate own's weight
- Mini Fruit [Bruce the Gaint] - Can shrink body down to human sizes

03. Intangible (roll 1d4)

- 01 Phasing - Move through objects
- 02 Ghost form - Body can move through objects and cannot be harmed by normal means
- 03 Displacement - Body holds a miss chance against all attacks
- 04 Flow – Body moves around and object or person

Examples in Series:

- Cage Fruit [Marine Officer Hina] - Body can move through things and create a binding around

04. Pheromone (roll 1d6)

- 01 Terror - Creates fear in others at will
- 02 Heart - creates love in others at will
- 03 Calm - creates a calming nature in others at will
- 04 Anger - enrages others at will
- 05 Depression – causes target to become lethargic and unwilling to continue
- 06 Inspire – causes targets to be under the influence of suggestions

Examples in Series:

- Lust Fruit [Boa Hancock] - Can turn bodies that show attraction to her to stone

05. Shape change (roll 1d6)

- 01 Love - Body can copy person's desires and take that form
- 02 Fear - Body can copy person's fear and take that form
- 03 Shift - Body can change form of any race at will
- 04 Mimic - Body can change form of any object at will
- 05 Shape - Can change the form of others into another
- 06 Clay - Can change objects form

Examples in Series:

- Clone Fruit [Bon Clay, Mr. 2] - He can copy and take on any persons form
- Wash Fruit [Vice Admiral Tsuru] - She can take others and make their bodies flat and lifeless like laundry in the wind.

06. Telekinetic (roll 1d4)

- 01 Pyro-kinetic - Mental control over fire
- 02 Electro-kinetic - mental control over electricity
- 03 Aqua-kinetic - mental control over water
- 04 Telekinesis - mental control over objects
- 05 Mecha-kinesis – mental control over machines
- 06 Terra-kinesis – mental control over the earth

07. Absorbing (roll 1d4)

- 01 Absorb – can take in items and attacks
- 02 Mimic Material – Touching / absorbing objects lets you mimic them
- 03 Merge – can combine two or more items into one
- 04 Synch – Can link items / people to one another to work as one

Examples in Series:

Munch Fruit [King Wappo] - ability to eat objects and use or combined their properties

08. Body Weapon (roll 1d8)

- 01 Slashing Melee Weapon
- 02 Bashing Melee Weapon
- 03 Piercing Melee Weapon
- 04 Slashing Ranged Weapon
- 05 Bashing Ranged Weapon
- 06 Piercing Ranged Weapon
- 07 Item based form
- 08 Subdual Weapon

Examples in Series:

Sickle Fruit [Erik The Whirlwind] ~ Dead - Ability to create blades of sharp wind
 Spike Fruit [Ms. Double Finger/New Year's] - ability to turn any body part into a spike
 Dice Fruit [Mr.1] - ability to change any body part into a blade
 Bomb Fruit [Mr.5] - ability to cause any body part to explode
 Wheel Fruit [Captain Sharingu] - ability to create wheels from body parts
 Fortress Fruit [Capone Bege] - Ability to house a army within himself
 Scissors Fruit [Inazuma] - Ability to cut anything as if it where paper
 Net Fruit [Largo] - the ability to create nets from the body

09. Skill Based (roll 1d12)

- 01 Potter – user can mold and form things with their hands
- 02 Calculating – can alter the path, weight or directions of objects, attacks and people
- 03 Art – user can paint/draw objects into being
- 04 Cooking – user can turn anything they want into food
- 05 Building – user can use anything as a building material
- 06 Dancing – user can compel objects or others to dance
- 07 Singing – user can affect status of objects or others through song
- 08 Sewing – can sew things together no matter what
- 09 Writing – can write about things and they become true
- 10 Acting – can compel others to into their acting scene
- 11 Hiding – can bend the world around them to hide
- 12 Stealing – can compel objects to go to their pockets

Examples in Series:

Pervert Fruit [Absalom] - Body and objects held can become invisible

10. Super Vision (roll 1d4)

- 01 Heat - Eyes can see heat signatures
- 02 X-ray - eyes can see bones and organs
- 03 Scope - eyes can lock in on objects at distances
- 04 Dark - eye can see in total darkness

11. Petrification (roll 1d6)

- 01 Stone - Touch can turn objects and people to stone
- 02 Metal - touch can turn objects and people to metal
- 03 Wood - touch can turn objects and people to wood
- 04 Flesh - touch can turn objects to living flesh
- 05 Tag - touch can cause person to stop moving
- 06 Picture - can trap person or object in picture

12. Teleportation (roll 1d6)

- 01 Self - can teleport over a distance
- 02 Others - can teleport others over time
- 03 Parts - can teleport bits and pieces of people or objects
- 04 Dimensional Pocket - Create a small room dominion
- 05 Dimensional Storage - create a small storage dominion
- 06 Creation – player can bring item into creation

Examples in Series:

Door Fruit [Blueno] - can create doors to move between distances

Pocket Fruit (as in pants pocket) [Blamenco] - the ability to pull things from within his own body

13. Multiplication (roll 1d3)

- 01 Double - can create copies of one self
- 02 Duplicate - can copy objects
- 03 Mirror - can control and bring forth copies from a mirror

14. Environment (roll 1d4)

- 01 Shape Change land
- 02 Move Land
- 03 Alter Form Type (ie, liquid, gas, solid)
- 04 Alter materials Type

15. Status Effecting (roll 1d10)

- 01 Mood - alter the moods of others
- 02 Body - cause stat altercations of the self or others
- 03 Mind - cause changes in mind
- 04 Sleep - cause targets to get sleepy
- 05 Gero (Gero - translated as disgusting) - causes other to be disgusted at them
- 06 Curse - cause problems on others
- 07 Hunger/Thirst – cause target to have a compelled desire to eat/drink stuff
- 08 Clumsy – causes a target to drop things or trip about
- 09 Speed – can alter a targets speed
- 10 Illness – can give strange or creative illnesses

Examples in Series:

Slow Fruit [Foxy] - causes targets to be slowed down for a amount of time

Voodoo Fruit [Basil Hawkins] - causes others to take damage he takes

16. Flight (roll 1d6)

- 01 Winged - Creates wings which allow the user to fly
- 02 Jet - User can create blasts and move in that direction
- 03 Propeller - user has a propeller that they can use to fly with
- 04 Rocket - user can launch themselves in the sky
- 05 Balloon- the user can float themselves and slowly move about in the air
- 06 Glide – user can leap and move their body to stay in air

Examples in Series:

Levitate Fruit [Shiki The Golden Lion] - can cause himself and non-living objects to float in the air.

17. Land Based movement (roll 1d8)

- 01 Bouncing - Body can bounce off objects
- 02 Hop - body can hop at great speeds in similar fashion to rabbits
- 03 Leap - body can leap great distances
- 04 Dig – user can dig through any substance
- 05 Run – user can run on walls and ceilings
- 06 Slide – user can slide about any surface
- 07 Skate – user can skate about on any surface
- 08 Drive– user can treat objects like vehicles

Examples in Series:

Swimming [Senior Pink]

Spring Fruit [Bellamy]

18. Sonic (roll 1d6)

- 01 Boom - ability to create massive explosions of sound
- 02 Burst - ability to shoot off bursts of sound in sonic cones
- 03 Punch - ability to do sonic damage with attacks
- 04 Scream -
- 05 Shout -
- 06 GM creation - GM creates a way to use this ability

Examples in Series:

Voice Fruit [El Drago] - The ability to shoot sonic rays from the body

Paw Fruit [Bartholomew Kuma] - the ability to create sonic bubbles to absorb and attack with

Band Fruit [Scratchman Apoo] - the ability to turn his body into different instruments

19. Telepathy (roll 1d6)

- 01 With others - the ability to talk to others through one's own mind
- 02 With Animals - the ability to talk to animals through one's own mind
- 03 With plants - the ability to talk to plants through one's own mind
- 04 With Elements - the ability to talk to elemental things through one's own mind
- 05 With Spirits - the ability to talk to the dead through one's own mind
- 06 With Machines - the ability to talk to Machines through one's own mind

Examples in Series:

Whisper Fruit [Apis] - the ability to hear the thoughts of other creatures

20. Body Material (roll 1d20) Body does not take the element but effects of

- 01 Glass - Body takes on form of glass
- 02 Cloth - Body takes on form of cloth
- 03 Tar - Body takes on form of tar
- 04 Oil - Body takes on form of oil
- 05 Cream - Body takes on form of cream
- 06 Salt - Body takes on form of salt
- 07 Rubber - Body takes on form of rubber
- 08 Feathers - Body takes on form of Feathers
- 09 Glue - Body takes on form of glue
- 10 Gelatin – Body takes on form of gelatin
- 11 String – body takes on form of string
- 12 Magnet – body takes on properties of magnets
- 13 Tape – body takes on properties of tape
- 14 Swarm – body takes on properties of a swarm of insects
- 15 Paper – body takes on properties of paper
- 16 Wire – body takes on properties of wire
- 17 Sponge – body takes on properties of sponge
- 18 Hair – body takes on properties of hair
- 19 Mineral – body takes on properties of a mineral on the periodic table
- 20 GM Creation

Examples in Series:

- Wax Fruit [Mr. 3] - Body takes on and creates and controls wax
- Heatstone Fruit [Bear King] - Body takes on form of lava stone
- Bubble Fruit [Kalifa] - Body takes on form of soap and can shape others
- Diamond Fruit [Jozu] - body takes on form of Diamond

Zoan-Types Fruits

A Zoan Devil Fruits is the kind of Devil Fruit that will transform you into an animal if you eat one. (roll 1d20) as a bonus all Zoan type users gain Fast Healing $\frac{1}{4}$ their level. Unlike the first two no description is given as each is taking on the animal or creatures qualities and traits of that creature

01. Cats (Roll 1d6)

- 01 Cat Breeds
- 02 Lion
- 03 Tiger
- 04 Jaguar
- 05 Liger
- 06 Bobcat

Examples in Series:

- Cat Fruit, Model Cheetah) [Chiqicheetah - Foxy Pirates]
- Cat Fruit, Model Leopard) [Rob Lucci]

02. Dogs (Roll 1d6)

- 01 Dog Breeds
- 02 Coyote
- 03 Hyena
- 04 Fox
- 05 Dingo
- 06 Cerberus

Examples in Series:

- Dog Fruit, Model Dachshund [Mr. 4's dog]
- Dog Fruit, Model Dalmatian [Vice Admiral Dalmatian]
- Dog Fruit, Model Jackal [Chaka]
- Dog Fruit, Model Wolf [Jyabura]

03. Rodents (Roll 1d12)

- 01 Rat
- 02 Mouse
- 03 Kangaroo
- 04 Squirrel
- 05 Chipmunk
- 06 Armadillo
- 07 Gerbil
- 08 Hamster
- 09 Beaver
- 10 Weasel
- 11 Ferret
- 12 Capybara

04. Lizards (Roll 1d12)

- 01 Frill
- 02 Iguana
- 03 Monitor
- 04 Chameleon
- 05 Crocodile
- 06 Alligator
- 07 Monitor
- 08 Kimono Dragon
- 09 Skink
- 10 Gecko

Examples in Series:

- Lizard Fruit Model T-Rex [X Drake]

PHHCH NHFH PPR NHFK CNRKAHFM PY KMMH TXHHTHX FTCHS SXMMHHT PPR HXMFTH FHM NHFM HPE XPT TE IMBRIFERTH KPM RXX

05. Snake (roll 1d6)

- 01 Viper
- 02 Asp
- 03 Constrictor
- 04 Cobra
- 05 Quetzalcoatl
- 06 Basilisk

Examples in Series:

- Snake Fruit Model King Cobra [Boa Marigold]
- Snake Fruit Model Anaconda [Boa Sandersonia]

06. Spider (roll 1d8)

- 01 Spider Types
- 02 Scorpion
- 03 Crab
- 04 Centipede
- 05 Millipede
- 06 Lobster
- 07 Arachne (Legendary Spider woman)
- 08 Tick/Flea

Examples in Series:

- Caterpillar fruit [Epodia]
- Spider Fruit, Model ???? [Onigumo]

07. Frog (roll 1d6)

- 01 Frog
- 02 Toad
- 03 Turtle
- 04 Salamander
- 05 Kappa
- 06 Kane Toad

08. Birds (roll 1d8)

- 01 Bird types
- 02 Raptor
- 03 Penguin
- 04 Bat
- 05 Carrion
- 06 Griffon
- 07 Duck
- 08 Swan

Examples in Series:

- Bird Fruit, Model Falcon [Pell]

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09. Cow (roll 1d6)

- 01 Cow
- 02 Hippo
- 03 Sheep
- 04 Buffalo
- 05 Ox
- 06 Water Buffalo
- 07 Ram
- 08 Goat

Examples in Series:

- Cow Fruit, Model Bison [Dalton]
- Cow Fruit, Model Cow [Minotaurus]
- Cow Fruit, Model Giraffe [Kaku]
- Rhino Fruit [MinoRhinoceros]

10. Horse (roll 1d8)

- 01 Horse Breeds
- 02 Camel
- 03 Mule
- 04 Deer
- 05 Elk
- 06 Moose
- 07 Reindeer
- 08 Antelope

Examples in Series:

- Horse Fruit [Pierre-Gods horse]
- Zebra Fruit [Minozebra]

11. Insect (roll 1d10)

- 01 Fire Fly
- 02 Bee/ Wasp
- 03 Fly
- 04 Ant
- 05 Moth
- 06 Butterfly
- 07 Killer Bee
- 08 Fire Ant
- 09 Antlion
- 10 Cockroach

12. Beetle (roll 1d6)

- 01 Dung
- 02 Hercules
- 03 Scarab
- 04 Lady Bug
- 05 Stink bug
- 06 Golden beetle

13. Worm (roll 1d4)

- 01 Worm
- 02 Slugs
- 03 Snails
- 04 Death Worm

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14. Monkey (roll 1d6)

- 01 Monkey
- 02 Ape
- 03 Yeti
- 04 Lemur
- 05 Orangutan
- 06 Chimp

15. Bear (roll 1d6)

- 01 Grizzly
- 02 Panda
- 03 Raccoon
- 04 Polar
- 05 Black
- 06 Sloth

Examples in Series:

Koala Fruit [Minokoala]

16. Man (roll 1d8)

- 01 Toddler
- 02 Geriatric
- 03 Neanderthal
- 04 Proto (Alien like Human)
- 05 God (GM decides what type of human)
- 06 Race based (Not skin color Races from the guide)
- 07 Devil (GM Decides on Demon of type)
- 08 God (GM Decides on God Type)

Examples in Series:

Human Fruit [Tony Tony Chopper]

God Niko /Gum Gum Fruit [Monkey D. Luffy] - body takes on form of rubber

17. Other Animal types (1d20)

- 01 Hedgehog
- 02 Rabbit
- 03 Skunk
- 04 Platypus
- 05 Porcupine
- 06 Badger
- 07 Honey Badger
- 08 Wombat
- 09 Tapir
- 10 Boar
- 11 Pig
- 12 Walrus
- 13 Seal
- 14 Otter
- 15 Porcupine
- 16 Tasmanian Devil
- 17 Alpaca
- 18 Tarsier
- 19 Aye-Aye
- 20 Jackalope

Examples in Series:

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Elephant Fruit [Funk Freed - Spandam's Sword]
Mole Fruit [Ms. Groundhogs day/ Merry Christmas]

18. Prehistoric (roll 1d20)

- 01 Saber tooth - Character takes on the form of a saber tooth tiger
- 02 Mammoth - character takes on the form of a Mammoth
- 03 Megaloth - character takes on form of a massive Sloth about 9 ft tall
- 04 Meiolania – Takes on the form of a giant spiny barbed tail turtle
- 05 Dodo – a large flightless bird
- 06 Roc – character can take the form of giant bird
- 08 Raptor – character can take the form of velociraptor
- 09 Stegosaurus – character can take the form of Stegosaurus
- 10 Allosaurus - character can take the form of Allosaurus
- 11 Ankylosaurus – character can take the form of Ankylosaurus
- 12 Triceratops - character can take the form of Triceratops
- 13 Pentadactyl - character can take the form of Pentadactyl
- 14 Spinosaurus - character can take the form of Spinosaurus
- 15 Brontosaurus - character can take the form of Brontosaurus
- 16 Tyrannosaurus - character can take the form of Tyrannosaurus
- 17 Pachycephalosaur - character can take the form of Pachycephalosaur
- 18 Plesiosaurus - character can take the form of Plesiosaurus
- 19 Aves - character can take the form of a large Raptor bird
- 20 Titanosaurus - character can take the form of Titanosaurus

19. Legend

- 01 Chimera - character gains abilities of the legendary creature
- 02 Medusa - character takes on likeness of mythical creature
- 03 Vampire - Character becomes a vampire (cannot sire others)
- 04 Angel - gain the ability to gather others and flight perfect
- 05 Phoenix – Gain the ability to manipulate fire, Heal wounds, and fly good
- 06 Zombie – Gain the ability to remove limbs and enslave others
- 07 Ghost – gains ability to phase, fly poor, and become intangible
- 08 Demon Succubus - Can Drain life, Charm and fly good
- 09 Banshee – Gain same abilities as ghost but gain Sonic attacks as well
- 10 Gigas – Become a massive Giant Colossal Size
- 11 Devil Balthazar - can manipulate the earth
- 12 Devil Hades - can manipulate fire
- 13 Devil Auron - can manipulate water
- 14 Unicorn – can shift into the legendary horned horse
- 15 Sleipnir – can shift into a horse with eight legs
- 16 Fairy – can change into a small flying human like creature with magic
- 17 Dryad – can shift into a living plant person
- 18 Nymph – can shift into a creature of blinding beauty
- 19 Fenrir – can shift into a massive wolf creature
- 20 Hag – user can shift to the form of a witch and cast magic

Examples in Series:

Phoenix Fruit [Marco] - Takes on the form of the legendary bird right down to it healing properties
Buda Fruit [Sengoku] - Takes on the form of a living Giant golden Buda statue

20. Fish

- 01 Pufferfish
- 02 Stingray
- 03 Tiger Shark
- 04 Hammerhead

- 05 Octopus
- 06 Squid
- 07 Box Jellyfish
- 08 Stonefish
- 09 Great white
- 10 Megalith
- 11 Kraken
- 12 Magical Carp – User can become a dragon

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