DUALINK

Boa Hancock

BBEG



One Piece Edition

Boa Hancock

Medium Humanoid, True Neutral

Armor Class: 18 (Armament Haki)
Hit Points: 255 (30d8 + 120)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	24 (+7)

Saving Throws: Dex +9, Wis +9, Cha +12
Skills: Deception +12, Persuasion +12, Insight +9, Acrobatics +9, Perception +9
Damage Resistances: Psychic, Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities: Charmed, Frightened
Senses: Passive Perception 19
Languages: Common, Celestial, Infernal
Challenge: 17 (18,000 XP)

Too Beautiful to Fail (3/Day). When Boa Hancock fails a saving throw, she can choose to succeed instead. When she does, her beauty causes momentary disarray, each creature of her choice within 15 feet that can see her must succeed on a DC 20 Wisdom saving throw or become Distracted, having disadvantage on the next saving throw or attack roll before the end of their next turn.

"Why are you staring? Oh… that's why you missed."

Love-Love Fruit. Her attacks and abilities that deal psychic damage bypass resistances. Additionally, her melee spell attacks are considered magical and use her Charisma for attack and damage.

Divine Beauty. Creatures that start their turn within 30 feet of Hancock and can see her must succeed on a DC 20 Wisdom saving throw or become Charmed until the end of their next turn. While Charmed this way, they have disadvantage on saving throws against her abilities. If they succeed on this Saving Throw once, they are immune to the effect for 24 hours.

"You may try to hate me, but your heart already belongs to me."

Captivating Presence. She has advantage on all Charisma-based skill checks against any creature that can see her and is not immune to being Charmed. In combat, once per round when a creature misses her with an attack, it must make a DC 20 Charisma saving throw or be Distracted, having disadvantage on the next saving throw or attack roll.

Petrification. If a creature is affected by two or more of the following conditions, Charmed, Restrained, or Incapacitated by Hancock's abilities or actions, it must make a DC 20 Wisdom saving throw at the start of its turn or become Petrified for 1 minute. It may repeat the save at the end of each of its turns.

Observation Haki. Hancock cannot be surprised, has advantage on initiative rolls, and resistance to psychic damage. Additionally, she has advantage on saving throws against being Blinded or against illusion effects.

Armament Haki. Her unarmed strikes are magical, deal force damage, and ignore resistance to non-magical bludgeoning. Once per round, she may reduce the damage of a single melee or ranged weapon attack by 20 (3d10) as a free action.

Mezameyo. As a free action on her turn, Boa Hancock can choose one creature within 60 feet that is Petrified by her abilities. That creature is no longer Petrified and returns to its normal state, but it remains Prone until the end of its next turn.

"You may return... for now."

Actions

Multiattack. Boa Hancock makes two attacks: one with Pistol Kiss and one with Perfume Femur.

Pistol Kiss. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 14 (3d8 + 1) psychic damage. The target must succeed on a DC 20 Wisdom saving throw or become Charmed until the end of their next turn. If already Charmed, the target becomes Restrained instead.

Perfume Femur. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) psychic damage. If the target is Charmed, Restrained, or Incapacitated, the attack deals an additional 9 (2d8) psychic damage and the target must succeed on a DC 20 Strength saving throw or be knocked Prone.

Slave Arrow. Boa fires a magical barrage of heart-shaped arrows in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 20 Dexterity saving throw. On a failure, the creature takes 18 (4d8) psychic damage and becomes Restrained for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on a success.

Mero Mero Mellow (Recharge 5–6). Boa unleashes a pink wave of emotional energy in a 30-foot cone. Each creature in the area must make a DC 20 Charisma saving throw. On a failure, the creature becomes Incapacitated until the end of its next turn. If already Charmed, it instead becomes Restrained until the end of its next turn. If already Restrained, it becomes Petrified for 1 minute, performing a saving throw at the end of its following turns to end the effect.

Bonus Actions

Heartbreaker Kick. After hitting a creature with an unarmed or melee spell attack, Boa can force the target to make a DC 20 Charisma saving throw or be pushed 10 feet and fall Prone.

Perfume Dash. Boa moves up to her speed without provoking opportunity attacks

The next melee spell attack she makes this turn deals an additional 2d8 psychic damage on a hit.

Legendary Actions

Gaze of Grace. Boa targets one creature she can see within 30 feet. That creature must succeed on a DC 20 Wisdom saving throw or become Charmed until the end of its next turn.

Petrify Pulse (Costs 2 Actions). All creatures within 20 feet that are currently Charmed must make a DC 20 Wisdom saving throw. On a failure, they become Restrained, and as a result, Petrified.

Shatter Kiss (Costs 3 Actions). Boa targets one Petrified creature within 60 feet. If that creature has fewer than 50 hit points, it instantly shatters into stone fragments and dies. Otherwise, it takes 36 (8d8) force damage and is knocked Prone.

Empress Ascendant

When Boa Hancock drops to 127 HP or lower (half of her total), she releases the full scope of her divine presence. As an instantaneous effect, she unleashes Conqueror's Haki. Each creature of her choice within 60 feet that can see or hear her must succeed on a DC 20 Wisdom saving throw or be Stunned until the end of their next turn and pushed 10 feet away. On a success, creatures are not stunned.

"Grovel. Before royalty."

Divine Bloom

When Boa Hancock enters her second phase, the battlefield is bathed in radiant pink-gold light, and ethereal rose blossoms begin to bloom across the ground. The area within 30 feet of Boa becomes a zone of overwhelming beauty and authority.

At the start of each creature's turn within this zone, it must make a DC 15 Wisdom saving throw or have disadvantage on all attack rolls that do not target Boa until the end of its turn. Scattered throughout the battlefield are 2d4 - 2 (minimum of 1, average 3) "*Roses of Will*", glowing crystalline flowers anchored into the terrain.

Each *Rose of Will* can be picked as an action by a creature within 5 feet. When picked, the rose immediately removes one of the following conditions from the character or an ally within touch: Charmed, Restrained, Incapacitated, or Petrified. Once a rose is used, it wilts and cannot be used again.

"Even amidst her divine aura,
beauty offers a choice:
submit... or resist."

Passive Buffs

Empress Multiattack. Boa's Multiattack now includes three attacks per turn. She may substitute Slave Arrow for one of the attacks.

Devotion's Reward. At the start of each of her turns, Boa regains 15 hit points for every enemy on the battlefield that is Charmed, Restrained, Incapacitated, or Petrified.

Absolute Authority. While Boa is bloodied, creatures that are Charmed by her have disadvantage on saving throws against becoming Restrained or Incapacitated by her abilities.

Queen's Stage. While a creature is Charmed by Boa Hancock, she can telepathically command its movement. At the start of the Charmed creature's turn, Boa can choose to move it up to half its speed in a direction of her choice, as long as the creature is not Restrained, Incapacitated, or Petrified. This movement does not provoke opportunity attacks, and the creature cannot willingly move away from Boa while Charmed.

"You look best in the spotlight."

New Bonus Action

Sculpted Adoration (Recharge 5-6). Boa targets a Charmed or Incapacitated creature within 60 feet. That creature becomes Petrified immediately and cannot repeat its saving throws to end the effect for 1 minute.

Special Weaknesses

Lingering Shame

Discovery Mechanism. A character proficient in History or Insight (DC 18) recalls that despite her godlike demeanor, Hancock bears a deeply hidden shame from her past as a slave of the Celestial Dragons.

Observant characters may notice her reactions to certain symbols or phrases tied to that trauma.

Triggering Mechanism. A creature within 30 feet of Hancock directly invokes her past, either through words (e.g., referencing her slave mark or time with the Celestial Dragons), illusions (e.g., recreating a branding iron), or presenting an item or spell that mimics her past suffering. This requires a successful DC 18 Performance, Intimidation, or Spellcasting ability check as an action.

Consequence. Hancock becomes emotionally unbalanced for 1 round. During this time:

- She cannot use Legendary Actions.
- She loses concentration on any active conditions on one creature of her choice.
- Her AC is reduced by 2.
- If Boa Hancock is bloodied when this weakness takes effect, 2 Roses of Will spawn randomly on the battlefield.

Mirror of Rejection

Discovery Mechanism. A character with proficiency in Arcana or Religion (DC 19) learns or senses that Hancock's power feeds off adoration and beauty. If her beauty is reflected, mocked, or rejected with force of will, it can disrupt her emotional grip.

Triggering Mechanism. A creature casts a spell (e.g., Mirror Image), uses an item (e.g., reflective shield), or succeeds on a DC 20 Charisma (Performance or Persuasion) check to project a reflection or rejection of her allure: mocking, reflecting, or denying her beauty in a dramatic way.

Consequence. Her charm-based abilities flicker for 1 round:

- Creatures of the user's choice within 60 feet gain advantage on saves against her Charmed, Restrained, or Petrified effects until the end of her next turn.
- One creature affected by any of these conditions may immediately reroll their last failed save.
- Additionally, Hancock takes 10 psychic damage as her pride shatters like a mirror.'
- If Boa Hancock is bloodied when this weakness takes effect, 2 Roses of Will spawn randomly on the battlefield.

Behavior

Boa Hancock enters combat with absolute confidence, expecting immediate submission.

She begins by charming as many opponents as possible with Pistol Kiss and Mero Mero Mellow, softening the party's front line and testing their resolve.

She prioritizes high Charisma or low Wisdom characters first, aiming to fully Petrify one target early to make a public example. Boa only enters melee when it's theatrical or necessary, using Perfume Femur to punish already-affected enemies. She uses her bonus actions to either knock enemies prone or dance gracefully across the field.

She never begs, never retreats. If defeat seems imminent, she becomes visibly enraged, resorting to reckless overuse of her abilities, and may attempt to Petrify multiple foes in desperation just to ensure her legacy remains intact, even in stone.