DUALINK

Buggy D. Clown

Monster, Part time Streamer



One Piece Edition

Buggy D. Clown

Medium Humanoid, Chaotic Neutral

Armor Class: 16 (natural armour)
Hit Points: 135 (18d8 + 54)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws: Dex +8, Con +7, Wis +5, Cha +6
Skills: Acrobatics +8, Deception +6, Performance +6, Sleight of Hand +8
Damage Immunities: Non-magical slashing
Senses: Passive Perception 11
Languages: Common
Challenge: 9 (5,000 XP)

Devil Fruit Immunity. Buggy is immune to non-magical slashing damage.

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Dumb Luck. Twice per day, Buggy can reroll a failed saving throw. He must take the new roll.

Actions

Multiattack. Buggy makes two attacks with his Blades or Buggy Balls.

Blades. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Buggy Balls. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage. The target and all creatures within 10 feet of it must make a DC 16 Constitution saving throw or be stunned until the end of their next turn.

Bara Bara Senbei (Split Split Rice Cracker). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 16 (3d8 + 4) slashing damage.

Buggy throws his lower half cart-wheeling on the ground towards an opponent, knives protruding from his shoes.

Bonus Actions

Bara Bara Kinkyu Dasshutsu (Split Split Emergency Escape). As a bonus action, when there is an incoming attack aimed at his head, Buggy quickly separates his head from the rest of his body to avoid harm. Buggy can use this ability as a reaction, gaining a +2 bonus to AC against the triggering attack.

Taunt. Buggy taunts a creature within 30 feet. The target must succeed on a DC 14 Wisdom saving throw or have disadvantage on attack rolls against targets other than Buggy until the end of its next turn.

Legendary Actions

Buggy can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Buggy regains spent legendary actions at the start of his turn.

Quick Escape. Buggy moves up to his speed without provoking opportunity attacks.

Opportunist. When making an opportunity attack, Buggy can also reduce the target's speed to 0 if the attack connects.

Phase 2: Ready, Action!

When Buggy is reduced to 67 hit points or fewer, he starts a live stream for all his viewers. As an instantaneous effect upon entering this phase he uses the following ability:

Bara Bara Festival (Split Split Festival). Buggy's ultimate attack. He separates all his body parts into tiny chunks and spins them around, either blocking an enemy's escape or pummeling them with his body parts at intense speeds. Each creature within 20 feet must make a DC 16 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much on a successful one.

Peer Pressure. Forced by his viewers, Buggy surpasses his limits gaining the following buffs:

- **Performance Pressure:** Buggy gains a +2 bonus to all attack rolls and saving throws.
- **Enhanced Evasion:** Buggy's AC increases by an additional +1.

New Actions

Bara Bara Ho (Split Split Cannon). *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. Hit: 15 (3d6 + 4) bludgeoning damage. Buggy shoots his hands at the enemy while holding a weapon.

Crowd Pleaser. Buggy performs an impressive act, dazzling all creatures within 30 feet. Each creature must make a DC 14 Wisdom saving throw or be charmed by Buggy until the end of its next turn.

New Bonus Actions

Chi o Hau Bara Bara Ho (Earth-Crawling Split Split Cannon). *Ranged Weapon Attack:* +8 to hit, range 30 ft., one target. Hit: 10 (2d6 + 4) bludgeoning damage. Buggy shoots his hand across the ground to grab an opponent's legs.

Special Weaknesses

Distraction

Discovery Mechanism. Charisma (Performance) DC 14. A character must successfully distract Buggy with a flamboyant or shocking di play.

Consequence. When a character performs a distracting action within Buggy's line of sight (e.g., a dazzling spell, flashy performance, or sudden loud noise), Buggy cannot use reactions for 1d4 rounds and has disadvantage on Perception checks during this period. Additionally, Buggy has disadvantage on saving throws against being charmed.

Streamer's Pressure

Discovery Mechanism. Intelligence (Investigation) or Wisdom (Insight) DC 16. A character must deduce that Buggy's performance is affected by the expectations and reactions of his viewers during his live streams.

Consequence. When a character mocks or undermines Buggy's performance in a way that could affect his viewers' perception (e.g., revealing embarrassing secrets, pointing out flaws, or making him look foolish in front of the camera), Buggy becomes flustered and loses focus. Buggy has disadvantage on all attack rolls and saving throws for 1d4 rounds, and his Performance Pressure bonus is negated during this period.

"Why fight fair when you can fight flashy? Remember, it's not about winning or losing, it's about keeping the audience on edge!"