DUALINK

Charlotte Katakuri

BBEG



One Piece Edition

Charlotte Katakuri

Large humanoid (human), lawful evil

Armor Class: 20 (Armament Haki, Mochi Body)
Hit Points: 330 (28d8 + 196)
Speed: 45 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	14 (+2)	22 (+6)	14 (+2)

Saving Throws: Str +12, Dex +11, Con +12, Wis +12
Skills: Athletics +12, Insight +12, Intimidation +8, Perception +12
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: passive Perception 22
Languages: Common
Challenge: 19 (22,000 XP)

Legendary Resistance (3/Day). If Katakuri fails a saving throw, he can choose to succeed instead.

Haki-Infused Strikes. Katakuri's attacks are magical.

Mochi-Mochi Fruit (Awakened Paramecia). Katakuri's Devil Fruit save DC is 20 (8 + proficiency bonus + Wisdom modifier). His Devil Fruit attacks use the same attack bonus as his melee weapon attacks.

Mochi Body. Katakuri can contort and soften his body to reduce incoming harm. Once per turn, when Katakuri would take bludgeoning, piercing, or slashing damage, he reduces the damage by 10.

Future Sight. Katakuri's

Observation Haki allows him to foresee attacks moments before they land. The first attack roll made against Katakuri each round is made with disadvantage. In addition, Katakuri can't be surprised while he is conscious.

Unbeaten Composure. If Katakuri is charmed, he can end that condition on himself at the start of his turn (no action required).

Condition: Mochified. Sticky mochi clings to your limbs and armor, disrupting your footing.

- Bogged Movement: Its speed is halved.
- Stuck Guard: It has disadvantage on attack rolls against Katakuri.
- Punishing Contact: The first time each turn Katakuri hits the creature, the creature takes an extra 7 (2d6) bludgeoning damage.
- Ending the Condition: The creature can repeat a Strength saving throw at the start of its turn (DC equals the effect that applied it), ending Mochified on a success. Unless stated otherwise, Mochified lasts until the end of the creature's next turn.

Actions

Multiattack. Katakuri makes three attacks. He can replace one attack with Buzzcut Mochi.

Mochi Fist. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target *Hit:* 24 (4d8 + 6) bludgeoning damage. If the target is Mochified, it takes an additional 7 (2d6) bludgeoning damage.

Mochi Trident (Mogura Thrust). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target *Hit:* 27 (4d10 + 5) piercing damage. The target must succeed on a DC 20 Strength saving throw or become Mochified until the end of its next turn.

Buzzcut Mochi. *Ranged Weapon Attack:* +12 to hit, range 90/180 ft., one target *Hit:* 22 (4d8 + 4) slashing damage. The target must succeed on a DC 20 Strength saving throw or become Mochified until the end of its next turn.

Sticky Restraint (Recharge 5–6). Katakuri targets one creature he can see within 60 feet. The target must make a DC 20 Strength saving throw.

- Failure: The target is restrained until the end of its next turn and becomes Mochified until the end of its next turn.
- Success: The target isn't restrained, but it becomes Mochified until the end of its next turn.

Peerless Donut Barrage (Recharge 6). Katakuri creates a ring of mochi fists that pummel a point he can see within 60 feet. Each creature of Katakuri's choice in a 20-foot-radius sphere centered on that point must make a DC 20 Dexterity saving throw.

- Failure: 45 (10d8) bludgeoning damage and knocked prone.
- Success: Half damage and isn't knocked prone.

Creatures that fail are also Mochified until the end of their next turn.

Bonus Actions

Mochi Step. Katakuri moves up to 30 feet without provoking opportunity attacks.

Suffocating Glue. One creature Katakuri can see within 60 feet must succeed on a DC 20 Strength saving throw or be pulled up to 20 feet toward Katakuri and become Mochified until the end of its next turn.

Perfect Read. Until the start of Katakuri's next turn, attack rolls against him can't have advantage. If an effect would grant advantage, it is treated as a normal roll instead.

Legendary Actions

Move. Katakuri moves up to half his speed without provoking opportunity attacks.

Mochi Fist. Katakuri makes one Mochi Fist attack.

Buzzcut Mochi. Katakuri makes one Buzzcut Mochi attack.

Sticky Snare (Costs 2 Actions). Each creature of Katakuri's choice within 15 feet must make a DC 20 Strength saving throw.

- Failure: 14 (4d6) bludgeoning damage and becomes Mochified until the end of its next turn.
- Success: Half damage and doesn't become Mochified.

Donut Counter (Costs 3 Actions). Katakuri uses Peerless Donut Barrage, if available.

Mochi World

When Katakuri reaches 165 hit points (50%), he enters his awakened phase, converting the

battlefield into mochi and tightening his future sight into a lethal rhythm.

Unraveling Mire. Katakuri chooses a point he can see within 120 feet. The ground in a 40-foot-radius centered on that point becomes sticky mochi for 1 minute. Each hostile creature in the area must make a DC 20 Dexterity saving throw.

- Failure: 18 (4d8) bludgeoning damage, falls prone, and becomes Mochified for 1 minute (repeat the save at the start of each turn, ending Mochified on a success).
- Success: Half damage and isn't knocked prone or Mochified.

Mechanical Changes

For 1 minute, Katakuri gains the following benefits:

- Armor Class: 21
- Speed: 50 ft.
- All save DCs increase by 1 (so most become DC 21).
- Future Sight Intensifies: The first two attack rolls made against Katakuri each round are made with disadvantage (instead of only the first).
- Lair Actions Unlocked: Katakuri gains the lair actions described below.

New Actions

Mochi Catapult (Recharge 5–6). Katakuri targets one creature he can see within 90 feet and slings it through awakened mochi. The target must make a DC 21 Strength saving throw.

- Failure: 27 (6d8) bludgeoning

damage, is hurled up to 30 feet to an unoccupied space Katakuri can see, and falls prone.
- Success: Half damage and isn't moved or knocked prone.

New Legendary Actions

Awakened Laceration (Costs 3 Actions). Katakuri hardens mochi into razored edges in a 20-foot-radius area centered on a point he can see within 90 feet. Each creature in the area must make a DC 21 Dexterity saving throw.
- Failure: 28 (8d6) slashing damage and becomes Mochified until the end of its next turn.
- Success: Half damage and doesn't become Mochified.

Lair Actions

While Katakuri is in Phase 2, the battlefield becomes his mochi domain. On initiative count 20 (losing initiative ties), Katakuri can take one lair action to cause one of the following effects; Katakuri can't use the same effect two rounds in a row.

Mochi Flood. Katakuri causes mochi to surge in a 20-foot-radius area centered on a point he can see within 120 feet. Each hostile creature in the area must succeed on a DC 21 Strength saving throw or have its speed reduced to 0 until the start of its next turn and become Mochified until the end of its next turn.

Clinging Walls. Until initiative count 20 on the next round, vertical surfaces within 60 feet of Katakuri are slick with mochi. Each hostile

creature that climbs or flies within that area must make a DC 21 Dexterity saving throw or be knocked prone (a flying creature instead falls 30 feet, landing prone if it lands) and become Mochified until the end of its next turn.

Donut Spikes. Katakuri erupts hardened mochi fists from the ground at three points he can see within 120 feet. Each creature within 5 feet of a point must make a DC 21 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails becomes Mochified until the end of its next turn.

Special Weakness

Composure Crack

Discovery Mechanism. A creature can attempt a DC 18 Wisdom (Insight) check after Katakuri uses Perfect Read or after it sees an attack miss Katakuri due to Future Sight.

Triggering Mechanism. A creature that has discovered this weakness can use an action to disrupt Katakuri's composure with humiliation, a feint, or a shocking revelation. Katakuri must make a DC 20 Wisdom saving throw.

Consequence. On a failed save, Katakuri loses the benefits of Future Sight until the end of his next turn, and he can't take legendary actions until the end of his next turn.

This weakness can be exploited twice per encounter.