DUALINK

Monkey D. Garp

The Fist



One Piece Edition

Vice-Admiral Garp

Medium Humanoid, Lawful Neutral

Armor Class: 17 (plate armour)
Hit Points: 330 (30d8 + 180)
Speed: 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	22 (+6)	14 (+2)	18 (+4)	16 (+3)

Saving Throws: Str +14, Dex +10, Con +12, Wis +10
Skills: Athletics +14, Intimidation +9, Perception +10
Damage Resistances: Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: Charmed, frightened
Senses: Passive Perception 20
Languages: Common
Challenge: 18 (20,000 XP)

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

Indomitable Will. Garp has advantage on saving throws against being charmed or frightened.

Unarmed Master. Garp's unarmed strikes deal 2d8 + 8 bludgeoning damage, and he can grapple creatures up to two sizes larger than him without disadvantage.

Haki-Infused Strikes. Garp's melee attacks count as magical for the purposes of overcoming resistances and immunities.

A Good Defense is a Good Offense. For every melee attack Garp lands, he gains 1 ***Die Hard*** Point. His Die Hard Points reset at the end of each round and are replaced by the newly acquired points. For every ***Die Hard*** Point he has, Garp's AC increases by 1 at the start of his turn. Garp can also spend ***Die Hard*** Points to fuel powerful abilities.

Actions

Multiattack. Garp makes three melee attacks, or two melee attacks and one Meteoric Fist or Giant Cannonball attack, followed by one more Fist of Love.

Fist of Love. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 26 (4d8 + 8) bludgeoning damage. Garp can choose to make this attack deal non-lethal damage.

Giant Cannonball. *Ranged Weapon Attack:* +11 to hit, range 100/400 ft., one target. *Cost: 2 Die Hard Points.* Hit: 40 (8d8 + 8) bludgeoning damage. On a failed DC 19 Dexterity saving throw, the target is knocked prone. If the save is failed by 10 or more, the target is also stunned.

Meteoric Fist Cost. *3 Die Hard Points* Garp leaps into the air and delivers a powerful downward punch. All creatures in a 20-foot radius, 30-foot-high cylinder must make a DC 19 Dexterity saving throw, taking 52 (15d6) bludgeoning damage on a failed save, or half as much on a successful one. The area struck becomes difficult terrain until cleared.

Finishers

If Garp hits three of his melee attacks during his turn, he can perform a Finisher as a free action. He can choose from the following:

Devastating Uppercut. Garp delivers a final, upward strike. The target must make a DC 22 Constitution saving throw. On a failure, the target is knocked unconscious for 1 minute. On a success, the target is stunned until the end of Garp's next turn. A creature wakes up if it takes damage.

Pirate Fireballs. Garp grabs a defeated or grappled enemy and throws them into another enemy. The thrown creature and the target must both make a DC 19 Dexterity saving throw. On a failure, both creatures take 24 (6d6) bludgeoning damage and are knocked prone. If both saves fails by 10 or more, both creatures are stunned.

Blue Hole. Garp grabs the target by the face and slams them into the ground, creating a 40-foot crater. The target must make a DC 22 Constitution saving throw. On a failure, the target takes 36 (8d6 + 8) bludgeoning damage and is knocked prone. If the target is already prone, they take double damage. The crater left behind is treated as difficult terrain.

Bonus Actions

Grapple Strike. When Garp hits a creature with a melee attack, he can attempt to grapple the target as a free action. The target must succeed on a DC 22 Strength saving throw to escape the grapple. Garp can use 1 ***Die Hard*** point to make this a free action instead of a bonus action.

Soru. Garp can take the Dash action as a bonus action.

Legendary Actions

Garp can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Garp regains spent legendary actions at the start of his turn.

Attack. Garp makes a melee attack.

Rokushiki. Garp moves up to his speed without provoking opportunity attacks.

Conqueror's Haki (Costs 2 Actions or 1 Action and 1 Die Hard Point). Garp exudes a powerful aura, forcing all creatures of his choice within 30 feet of him to make a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bloodied State

When Garp reaches 165 HP or lower, he channels his immense power and delivers a colossal punch that generates a shockwave. Each creature in a 60-foot cone must make a DC 22 Constitution saving throw.

On a failed save, a creature takes 70 (20d6) bludgeoning damage, is pushed 30 feet back, and is knocked prone. On a successful save, the creature takes half as much damage and isn't pushed or knocked prone. Structures and objects within the area take double damage.

In this state his Armor Class is reduced to 16, and Finishers require 2 attacks to connect instead of 3.

Die Hard Points Changes

- ***Die Hard*** Points no longer provide AC bonuses but instead add +1d6 damage to all of Garp's melee attacks for each point he has.
- Garp starts each turn with 2 passive ***Die Hard*** Points, in addition to any points gathered from landing melee attacks during his turn.

New Finisher Crushing Embrace

Garp grapples a creature and gives them a bone-crushing hug, squeezing the life out of them. If Garp has grappled a creature he can use this finisher. The creature must make a DC 22 Constitution saving throw. On a failed save, the creature takes 40 (10d6 + 8) bludgeoning damage as Garp crushes them. If the saving throw fails by 5 or more, the creature is also restrained for the next round, unable to break free. On a successful save, the creature takes half damage and is not restrained.

Special Weaknesses

Memories of the Past

Garp's mind can be clouded by emotional memories of past battles, especially those involving powerful pirates such as Gol D. Roger or Luffy. This distraction makes him more vulnerable when he is reminded of these emotional triggers.

Discovery Mechanism. Characters can discover this weakness by learning about Garp's history with these figures, either through investigation checks (DC 18) or by successfully provoking him during battle with taunts or reminders of past events. Insightful characters with high Insight (DC 18) might also notice moments of hesitation in Garp's combat style when such topics arise.

Consequence. If Garp is successfully taunted or reminded of his past, he cannot gather ***Die Hard*** Points for 1 round and takes a -5 penalty on attack rolls during that round.

Strain of Age

Despite his immense strength, Garp's advanced age can sometimes work against him, causing his body to strain under prolonged combat.

Discovery Mechanism. This weakness becomes apparent during long engagements. Characters can recognize Garp's signs of fatigue after battling him for several rounds (or if a player with high Medicine or Perception DC 16 checks his movements carefully).

Consequence. If Garp shows signs of fatigue, he temporarily loses the ability to use his Legendary Resistance for the next round. Additionally, his speed is reduced by 10 feet for the duration of the encounter.

"Luffy, don't you owe me an apology?"

