DUALINK

Jayce

BBEG



Arcane Edition

Jayce

Medium Humanoid, Lawful Neutral

Armor Class: 17 (Hextech Plate)
Hit Points: 213 (25d8 + 100)
Speed: 30 ft.

STR	DEX	CON	WIS	INT	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	20 (+5)	14 (+2)

Saving Throws: Str +8, Con +8, Int +9
Skills: Athletics +8, Investigation +9, Arcana +9, Persuasion +6, Perception +6
Damage Resistances: Lightning, Force
Condition Immunities: Charmed, Frightened
Senses: Passive Perception 16
Languages: Common, Infernal, Undercommon
Challenge: 11 (7,200 XP)

Hextech Precision. When Jayce fails a saving throw, he may choose to succeed instead. He can use this feature three times per day. However, after using Hextech Precision, his next attack roll or ability check before the end of his turn is made at disadvantage, and he cannot use this feature again until the end of his next turn.

Resonant Blows. If Jayce hits with both a ranged attack while in Cannon Form and a melee attack while in Hammer Form during the same round, and two such attacks hit, he may trigger a Resonant Effect. He may choose one of the following options:

- *Electroshock Detonation:* All creatures within 5 feet of the last target take 2d8 lightning damage and must succeed on a DC 17 Constitution saving throw or be stunned

• until the start of their next turn.

• *Mag-Repel Burst:* Jayce may teleport up to 20 feet to an unoccupied space he can see. All creatures within 10 feet of his original space are pushed 10 feet and knocked prone.

• *Disruptive Precision:* Jayce immediately makes one additional weapon attack. If it hits, the target is restrained until the end of Jayce's next turn.

Hexcore Intuition. Jayce's ranged weapon attacks ignore half and three-quarters cover.

Piltover Idealist. Jayce radiates technological hope and vision. At the start of each of their turns, allied creatures within 10 feet of Jayce gain temporary hit points equal to his Intelligence modifier (+5).

Static Momentum. Jayce gains advantage on the first melee weapon attack he makes on his turn if he did not move on his previous turn. If he moves more than 30 feet on his turn, he gains advantage on the first ranged weapon attack he makes before the end of that turn.

Actions

Multiattack. Jayce makes two attacks: one with Mercury Cannon and one with Mercury Hammer.

Mercury Cannon – Shock Blast. *Ranged Weapon Attack:* +8 to hit, range 90 ft., one target. *Hit:* 18 (4d8 + 2) force damage. If the attack misses, the orb detonates at its endpoint, forcing all creatures within 5 feet of the impact to make a DC 16 Dexterity saving throw or take half damage.

If fired through an Acceleration Gate, the blast becomes empowered:

- Increases range to 120 feet.
- Increased damage to 26 (6d8 + 2) force damage.
- Radius of detonation becomes 10 feet.
- Creatures that fail their save are pushed 10 feet and take additional 1d8 lightning damage.

Mercury Hammer – Thundering Blow. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. ***Hit:*** 16 (2d10 + 4) lightning damage. Target must succeed on a DC 16 Strength saving throw or be pushed 10 feet and knocked prone. This attack counts as magical.

Lightning Field (Hammer Form Only, Recharge 5–6). Jayce activates a field of electrical energy for 1d4 - 1 rounds.

- All creatures within 10 feet of him at the start of their turn or who end their turn within range take 10 (3d6) lightning damage.
- Jayce restores 10 hit points at the start of his turn if he hits with a melee weapon attack while Lightning Field is active.

Bonus Actions

Stance Shift. Jayce changes stance. In Cannon Form, he gains +10 ft. movement. In Hammer Form, he gains +2 AC until the start of his next turn.

Acceleration Gate (Cannon Form Only, Recharge 4–6). Jayce places a 20-foot-long gate within 60 feet that lasts until the start of his next turn. Allies who move through the gate gain +15 ft. movement until the end of their turn. If Jayce fires Shock Blast through the gate, it gains the enhanced effects (see Shock Blast).

Lightning Surge (Hammer Form Only). Jayce channels energy into his strike. Until the end of his turn, the next Thundering Blow deals additional 2d8 lightning damage and ignores resistance to force or lightning.

Legendary Actions

Jayce 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. He regains spent legendary actions at the start of his turn.

Kinetic Reposition. Jayce dashes up to 15 feet without provoking opportunity attacks. If in Hammer Form, creatures he moves through take 1d6 lightning damage.

Shock Overload (Cannon Form Only). Jayce makes a Shock Blast attack.

Hammer Slam (Costs 2 Actions, Hammer Form Only). Jayce leaps 20 feet to a point he can see and strikes the ground in a 10-foot radius. Creatures in the area must succeed on a DC 17 Constitution saving throw or take 21 (6d6) thunder damage and be knocked prone. Half damage on success.

Hexcore Overload

When Jayce drops below 50% HP, he activates Hexcore Overload. His armor pulses with unstable lightning, and his weapon crackles with amplified energy.

Immediate Effects. Jayce automatically uses Lightning Surge and Lightning Field. Additionally, all of his recharge abilities refresh automatically. Jayce gets the following improvements and new abilities in his second phase:

Multiattack Upgrade. Jayce may now make three attacks on his turn, in any combination.

Quick Change. Stance shift no longer requires a bonus action to occur.

New Bonus Action

Voltaic Core Unleashed (Recharge 6). Jayce channels a volatile surge into his core systems, releasing it at the start of his next turn.

- Until then, he gains resistance to all damage types except psychic.
- At the start of his next turn, the core discharges in a 15-foot radius around him.
- Creatures in that area take 18 (4d8) lightning damage and must succeed on a DC 17 Constitution saving throw or be blinded until the end of their next turn.

New Legendary Action

Gate Slam (Costs 2 Actions). Jayce summons a reverse-polarity Acceleration Gate above a creature within 60 feet. The gate collapses inward, creating a gravity inversion. A chosen target within range must make a DC 17 Strength saving throw or be restrained and pulled 20 feet into the air, hanging in a shimmering magnetic field. On its next turn, the creature is slammed into the ground, taking 21 (6d6) force damage, or half as much if it succeeds the initial save.

For Piltover

Final Stand. When Jayce is reduced to 10% HP or less (or falls to 0 HP for the first time), he does not fall unconscious. Instead, he steadies himself, his armor sparking violently, and makes one final stand before collapsing.

He gains a single turn, during which he may take one final action called:

Judgment Arc. Jayce plants the Mercury Hammer into the ground, channeling the entirety of his Hex-core into a blast of divine-like electricity. Choose a point Jayce can see within 60 feet. From that point, a massive electrical arc erupts in a 60-foot line, 10 feet wide, blasting outward. All creatures in the line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 54 (12d8) lightning damage and is blinded and stunned until the end of its next turn. On a success, they take half damage and suffer no conditions.

After using this ability, Jayce falls to his knees. At the end of this turn, he is reduced to 0 HP and begins making death saving throws as normal.

"We fight... not because we're certain we'll win... but because we must."

Special Weaknesses

"Flicker in the Gate"

Jayce's Acceleration Gate tech, his most brilliant invention, is also his most unstable. The original gate design was not meant for combat.

Discovery Mechanism. A character proficient in Arcana or Investigation may examine Jayce's gates or cannon blast mid-combat (while he uses Acceleration Gate or Shock Blast through one). On a DC 17 Intelligence (Arcana or Investigation) check, they notice electromagnetic distortion patterns forming irregular hexagonal nodes.

Triggering Mechanism. On the round following a successful check, a character may fire a ranged attack or spell through one of Jayce's active gates before he does.

Consequence. The gate collapses into a pulse of unstable energy. Jayce suffers lightning feedback, taking 4d10 lightning damage and becoming deafened and disoriented, giving him disadvantage on all attacks until the end of his next turn.

The Burden of the Councilor

Jayce bears guilt from his time on the Council, his inaction in the face of systemic harm, the fall of those he loved, the price of his ambition.

Discovery Mechanism. A character proficient in Insight or History who has encountered lore about Piltover (or Jayce's time on the Council) may spend an action to recall or deliver a speech targeting his past. On a DC 17 Wisdom (Insight) or DC 17 Intelligence (History) check, they recognize that invoking names like Viktor, Mel, or Silco shakes Jayce deeply.

Triggering Mechanism. The character must speak openly (within 30 ft of Jayce) about his failures, lost friends, or betrayals. This counts as an action and requires clear, narrative-driven statements such as:

"You promised progress, Jayce. Instead, you let power corrupt the council.
You let them burn Zaun while you played the hero."

Consequence. Jayce falters. He loses his next bonus action, and his Piltover Idealist aura is disabled for 2 rounds, as his conviction wavers.

In Phase 2, he must also make a DC 15 Wisdom saving throw at the start of his next turn or lose the benefits of Lightning Surge that round.

Hexcore Cascade

Jayce's Hexcore is self-regulating, but if you overload it, especially during his final moments, you can prevent its ultimate surge.

Discovery Mechanism. A character proficient in Arcana, Engineering tools, or Tinker's tools who has seen Jayce use Lightning Field or Voltaic Core Unleashed may examine the timing of the hexcore pulses. On a DC 18 Intelligence (Arcana or Tools check), they recognize cascading hexcore energy that is building toward catastrophic release.

Triggering Mechanism. After this discovery, if a creature strikes Jayce with force or thunder damage that deals 20 or more damage in one hit while he is at or below 15% HP, they may attempt to overload the Hexcore. The attacker makes a DC 18 Dexterity (Tools) or DC 18 Intelligence (Arcana) check as part of the attack. Alternatively, a spellcaster may use a spell slot to try and "jam" the core using a Dispel Magic or Counterspell effect against DC 18.

Consequence. If successful, Jayce's Judgment Arc fizzles out, the core crackles violently, then sputters. He is stunned until the end of his next turn, and drops to 0 HP immediately after instead of activating Final Stand. The energy collapses inward, causing him to fall silently, like a machine turned off.

"The spark... it's gone..."