DUALINK

Monkey D. Luffy

BB D. EG



One Piece Edition

Monkey D. Luffy

Medium humanoid (human), chaotic good

Armor Class: 16 (natural agility)
Hit Points: 152 (16d8 + 80)
Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	8 (-1)	12 (+1)	16 (+3)

Saving Throws: Str +8, Dex +7, Con +8, Wis +4
Skills: Acrobatics +7, Athletics +8, Perception +4
Damage Resistances: bludgeoning from nonmagical attacks
Damage Immunities: lightning
Senses: passive Perception 14
Languages: Common
Challenge: 7 (2,900 XP)
Proficiency Bonus: +3

Rubber Body. Luffy's body is permanently made of rubber. Unless an attack specifies a longer reach or range, **all of Luffy's attacks have a reach of 10 feet**.

Luffy also gains the following benefits:

- He has resistance to falling damage.
- He has advantage on ability checks and saving throws made to escape a grapple or the restrained condition.
- He can squeeze through a space large enough for a Tiny creature without expending additional movement.
- His long and high jumps cover twice the normal distance, with or without a running start.

Rubber Body does not protect Luffy

against slashing damage or piercing damage caused by sharp weapons.

Anything Is a Weapon. Luffy is proficient with improvised weapons. When Luffy attacks with an improvised weapon, he uses Strength for the attack and damage rolls. The attack has a +8 bonus to hit and deals 9 (1d8 + 5) damage of a type appropriate to the object.
An improvised weapon has a normal reach of 10 feet or a thrown range of 20/60 feet. Particularly large or dangerous objects may deal additional damage at the DM's discretion.
Luffy can substitute an improvised weapon attack for any attack made as part of his Multiattack.

Fearless Fool. Luffy has advantage on saving throws against being frightened.

Unbreakable Will (1/Day). If Luffy fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Luffy makes three attacks in any combination, using Unarmed Strike, Gum-Gum Pistol, or an improvised weapon.
Luffy can replace one of these attacks with Gum-Gum Whip. He cannot use Gum-Gum Whip more than once during the same turn.
If Luffy targets the same creature with three Gum-Gum Pistol attacks, he can declare the combination to be a **Gum-Gum Gatling**. If at least two attacks hit, the target cannot take reactions and has disadvantage on the next attack roll it makes before the end of its next turn.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

This attack can represent a punch, kick, headbutt, bite, or another improvised physical attack.

Gum-Gum Pistol. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Once during each of his turns, when Luffy hits a Large or smaller creature with this attack, the target must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away from him.

Gum-Gum Whip. Luffy stretches his leg and sweeps it through a 15-foot cone. Each creature of his choice in that area must make a DC 16 Dexterity saving throw.

On a failed save, a creature takes 10 (2d4 + 5) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

Luffy can use Gum-Gum Whip as an action or replace one attack with it when he uses Multiattack.

Gum-Gum Bazooka (Recharge 5–6). *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage.

The target must succeed on a DC 16 Strength saving throw or be pushed up to 20 feet away from Luffy and knocked prone.

If the target collides with a solid surface or another creature during this movement, it takes an additional 7 (2d6) bludgeoning

damage.

A creature struck by the target must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) bludgeoning damage and fall prone.

Bonus Actions

Gum-Gum Rocket. Luffy chooses a creature, unsecured object, or solid surface he can see within 30 feet. He launches himself toward it, moving to an unoccupied space adjacent to the chosen target without provoking opportunity attacks.

If Luffy moves at least 20 feet using this bonus action, the first Unarmed Strike or Gum-Gum Pistol attack he hits with before the end of the turn deals an additional 3 (1d6) bludgeoning damage.

Luffy cannot use Gum-Gum Rocket unless there is a creature, object, or surface to which he can anchor himself.

Reactions

Gum-Gum Balloon. When Luffy takes bludgeoning or piercing damage from a nonmagical ranged weapon attack, he inflates his body and reduces the damage by 16 (2d10 + 5).

If this reduces the damage to 0, Luffy can redirect the projectile toward one creature he can see within 30 feet. The chosen creature must succeed on a DC 16 Dexterity saving throw or take 12 (2d6 + 5) damage of the projectile's original type.

Legendary Actions

Luffy can take three 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. Luffy regains spent legendary actions at the start of his turn.

Rubber Step. Luffy moves up to half his speed without provoking opportunity attacks. He must end this movement closer to a creature, object, or solid surface he can see.

Gum-Gum Pistol (Costs 2 Actions). Luffy makes one Gum-Gum Pistol attack.

Gum-Gum Slingshot (Costs 2 Actions). Luffy launches himself toward an unoccupied space he can see within 30 feet.
Each creature within 5 feet of the space where Luffy lands must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is pushed 5 feet away from Luffy. On a successful save, it takes half as much damage and isn't pushed.

The Fight Isn't Over!

When Luffy is reduced to 76 hit points or fewer for the first time, his determination overwhelms his pain.

As an instantaneous effect upon entering this phase:

- Luffy ends the charmed and frightened conditions on himself.
- He moves up to half his speed without provoking opportunity attacks.
- Gum-Gum Bazooka immediately recharges.
- Luffy gains access to the following additional action.

New Action

Gum-Gum Battle Axe (1/Encounter). Luffy stretches one leg high into the air before bringing it down with tremendous force at a point on the ground within 20 feet. Each creature in a 10-foot-radius, 20-foot-high cylinder centered on that point must make a DC 16 Dexterity saving throw.

On a failed save, a creature takes 36 (8d8) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

The affected area becomes difficult terrain until cleared. Objects and structures in the area automatically fail their saving throws and take maximum damage.

Special Weaknesses

Overextended Limbs. Luffy's extended attacks briefly expose his stretched limbs, allowing an observant opponent to catch or redirect them.

Discovery Mechanism. After Luffy attacks a creature more than 10 feet away, a creature that can see the attack can make a DC 15 Wisdom (Insight or Perception) check. On a success, the creature recognizes the brief opening created before Luffy's limb retracts.

Trigger. When Luffy misses a creature with Gum-Gum Pistol, that creature can use its reaction to attempt to catch, pin, or redirect his extended arm. The creature makes a Strength (Athletics) or Dexterity (Acrobatics) check contested by Luffy's Strength (Athletics) check.

Consequence. On a success, the creature pulls Luffy up to 10 feet toward itself and knocks him prone. Luffy cannot use Gum-Gum Pistol until the start of his next turn. This weakness can be exploited twice per encounter.

Curse of the Sea. Like all Devil Fruit users, Luffy loses his strength when exposed to the sea or Sea-Prism Stone.

Discovery Mechanism. A creature familiar with Devil Fruits automatically knows this weakness. Otherwise, a creature can discover it with a successful DC 15 Intelligence (Arcana, History, or Nature) check or by witnessing Luffy come into contact with deep water or Sea-Prism Stone.

Trigger. Luffy becomes submerged in water above his ankles or enters direct contact with Sea-Prism Stone.

Consequence. While affected:

- Luffy loses the benefits of Rubber Body.
- He cannot use any abilities that have the words Gum-Gum.
- His speed is halved.
- He has disadvantage on Strength and Constitution ability checks and saving throws.
- He cannot swim and sinks unless another creature or object supports him.

If Luffy becomes completely submerged, he is also incapacitated until removed from the water.