DUALINK

# Luffy

*BB D. EG*



One Piece Edition

# Luffy

*Medium humanoid (human), chaotic good*

**Armor Class:** 18 (natural agility)
**Hit Points:** 218 (23d8 + 115)
**Speed:** 50 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 24 (+7) | 20 (+5) | 8 (-1) | 12 (+1) | 16 (+3) |

**Saving Throws:** Str +11, Dex +12, Con +10, Wis +6
**Skills:** Acrobatics +12, Athletics +11, Perception +6
**Damage Resistances:** bludgeoning from nonmagical attacks
**Damage Immunities:** lightning
**Senses:** passive Perception 16
**Languages:** Common
**Challenge:** 13 (10,000 XP)
**Proficiency Bonus:** +5

***Rubber Body.*** Luffy's body is permanently made of rubber. Unless an attack specifies a longer reach or range, Luffy's melee 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 doesn't 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 Dexterity for the attack and damage rolls. The attack has a +12 bonus to hit and deals 12 (1d10 + 7) 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 (2/Day).*** If Luffy fails a saving throw, he can choose to succeed instead.

***Gear Third.*** Luffy bites into one of his thumbs and blows air directly into his bones, allowing him to inflate parts of his body to enormous proportions. Gear Third doesn't permanently increase Luffy's size. Instead, the limb used to make one of his Gear Third attacks becomes Huge for the duration of that attack. Luffy's Gear Third attacks ignore half cover provided by creatures of Large size or smaller. In addition, Luffy deals double damage to objects and structures with attacks that expend Bone Pressure.

***Bone Pressure.*** Luffy begins combat

with 3 Bone Pressure and can have a maximum of 3 Bone Pressure. Certain Gear Third abilities expend Bone Pressure, as indicated in their descriptions. Whenever Luffy expends Bone Pressure, the affected limb expands to tremendous size until the attack is resolved.

***Bone Balloon.*** When Luffy has fewer than 3 Bone Pressure, he can use a bonus action to restore his Bone Pressure to his maximum capacity. Until the beginning of Luffy's next turn after using Bone Balloon:

- His speed is halved.
- He can't take reactions.
- Attack rolls against him have advantage.

Luffy can't use Bone Balloon while grappled or restrained.

***Crushing Momentum.*** Once during each of Luffy's turns, when he pushes a creature at least 10 feet and that creature collides with another creature, an object, or a solid surface, the pushed creature takes an additional 10 (3d6) bludgeoning damage. If it collides with another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and fall prone. If Luffy causes this additional damage, he can move up to 10 feet without provoking opportunity attacks.

## Actions

***Multiattack.*** Luffy makes three attacks in any combination, using Unarmed Strike, Gum-Gum Elephant Gun, or an improvised weapon. He can replace one of these

attacks with Gum-Gum Gigant Whip. He can't use Gum-Gum Gigant Whip more than once during the same turn.

***Unarmed Strike.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. On a hit, the target takes 14 (2d6 + 7) bludgeoning damage. This attack can represent a punch, kick, headbutt, knee strike, or another rapidly delivered physical attack.

***Gum-Gum Elephant Gun.*** *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. Luffy expends 1 Bone Pressure when he makes this attack. On a hit, the target takes 29 (4d10 + 7) bludgeoning damage. If the target is Huge or smaller, it must succeed on a DC 19 Strength saving throw or be pushed up to 20 feet away from Luffy. If the target collides with an object, solid surface, or another creature during this movement, Crushing Momentum can apply.

***Gum-Gum Gigant Whip.*** Luffy inflates one leg and sweeps it through a 30-foot cone. Each creature of Luffy's choice in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 25 (4d8 + 7) bludgeoning damage, is pushed up to 10 feet away from Luffy, and falls prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Luffy expends 1 Bone Pressure after resolving this action.

***Gum-Gum Gigant Axe (Costs 2 Bone Pressure).*** Luffy inflates one leg and brings it down at a point on the ground he can see within 30 feet.

Each creature in a 10-foot-radius, 30-foot-high cylinder centered on that point must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 34 (6d8 + 7) bludgeoning damage and falls prone. On a successful save, a creature takes half as much damage and doesn't fall prone. The affected ground becomes difficult terrain until cleared. Unsecured objects in the area are thrown up to 15 feet away from the point of impact. Objects and structures automatically fail the saving throw and take maximum damage. Luffy expends 1 Bone Pressure after resolving this action.

***Gum-Gum Elephant Gatling (Recharge 5–6; Costs 2 Bone Pressure).*** Luffy unleashes a barrage of enormous fists against creatures in a 20-foot cone. Each creature of Luffy's choice in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) bludgeoning damage and can't take reactions until the beginning of its next turn. On a successful save, the creature takes half as much damage and suffers no other effect. A creature that fails the saving throw by 5 or more is also pushed up to 15 feet away from Luffy.

## Bonus Actions

***Bone Balloon.*** Luffy uses his Bone Balloon trait.

***Rubber Launch.*** Luffy stretches an uninflated limb toward a creature, object, or solid surface he can see within 30 feet and pulls himself

toward it. Luffy moves up to 30 feet to an unoccupied space adjacent to the chosen creature, object, or surface without provoking opportunity attacks. If Luffy ends this movement within 10 feet of a creature, he has advantage on the first Elephant Gun attack he makes before the end of the turn.

## 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 18 (2d10 + 7). If this reduces the damage to 0, Luffy can redirect the projectile toward one creature he can see within 30 feet of himself. The chosen creature must succeed on a DC 19 Dexterity saving throw or take 17 (3d6 + 7) damage of the projectile's original type.

***Counterweight.*** When Luffy is pushed, pulled, or knocked prone, he can inflate a limb and anchor himself against the ground or another solid surface.. Luffy reduces the distance he would be moved by up to 20 feet. If this reduces the forced movement to 0, he isn't knocked prone by the triggering effect. Luffy must have at least 1 Bone Pressure to use this reaction, and he expends 1 Bone Pressure after resolving it.

## Legendary Actions

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

***Rubber Step.*** Luffy moves up to half his speed without provoking opportunity attacks.

***Unarmed Strike.*** Luffy makes one Unarmed Strike. Elephant Gun (Costs 2 Actions) Luffy makes one Gum-Gum Elephant Gun attack.

***Seismic Landing (Costs 2 Actions).*** Luffy jumps up to 30 feet to an unoccupied space he can see. This movement doesn't provoke opportunity attacks. Each creature within 10 feet of the space where Luffy lands must succeed on a DC 19 Dexterity saving throw or take 14 (4d6) bludgeoning damage and fall prone. On a successful save, a creature takes half as much damage and isn't knocked prone. Luffy doesn't expend Bone Pressure to use this legendary action.

***Gigant Slingshot (Costs 3 Actions).*** Luffy chooses one creature he can see within 40 feet. He stretches both arms behind himself and launches his body toward the target. Luffy moves to an unoccupied space within 5 feet of the target without provoking opportunity attacks and makes one Unarmed Strike against it. On a hit, the attack deals an additional 14 (4d6) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be pushed up to 20 feet away from Luffy.

## I'm Going to Smash Through It!

When Luffy is reduced to 109 hit points or fewer for the first time, he

stops conserving the air inside his bones and begins shifting enormous amounts of pressure between his limbs. As an instantaneous effect upon entering this phase:

- Luffy ends the charmed and frightened conditions on himself.
- His Bone Pressure is increased and restored to 4.
- Gum-Gum Elephant Gatling immediately recharges.
- Luffy moves up to half his speed without provoking opportunity attacks.
- Luffy gains access to the following action.

## New Action

***Gum-Gum Grizzly Magnum (1/Encounter; Costs 3 Bone Pressure).*** Luffy inflates both arms, draws them backward, and drives both fists forward simultaneously. Luffy chooses a creature within 30 feet. The target must make a DC 19 Strength saving throw. On a failed save, the target takes 63 (14d8) bludgeoning damage and is pushed up to 40 feet directly away from Luffy and knocked prone. On a successful save, the target takes half as much damage and isn't pushed or knocked prone. If the target collides with a solid surface during this movement, it takes an additional 14 (4d6) bludgeoning damage. If the target collides with another creature, that creature must make a DC 19 Dexterity saving throw. On a failed save, the second creature takes 14 (4d6) bludgeoning damage and falls prone. On a successful save, it takes half as much damage

and doesn't fall prone. After resolving the attack, Luffy's speed becomes 0 until the end of the current turn.

## Special Weaknesses

***Unbalanced Mass.*** Gear Third dramatically shifts Luffy's center of gravity whenever he inflates one of his limbs. After witnessing Luffy expend Bone Pressure, a creature that can see him can use its action to make a DC 17 Wisdom (Insight or Perception) check. On a success, the creature recognizes how briefly vulnerable Luffy becomes when the weight of an inflated limb carries his body with it. Once a creature has discovered this weakness, it can use its reaction when Luffy misses with Gum-Gum Elephant Gun or when every creature affected by Gum-Gum Gigant Axe or Gum-Gum Gigant Whip succeeds on its saving throw. Luffy must succeed on a DC 19 Dexterity saving throw or fall prone and lose 1 Bone Pressure. This weakness can be exploited twice per encounter.

***Empty Lungs.*** A creature that sees Luffy use Bone Balloon automatically recognizes that reinflating his bones requires a brief period of concentration and restricted movement. Until the beginning of Luffy's next turn after he uses Bone Balloon, if Luffy takes 20 or more slashing or piercing damage from a single attack, he must succeed on a DC 18 Constitution saving throw. On a failed save, Luffy loses 1 Bone Pressure. This can occur only once

each time Luffy uses Bone Balloon.

***Curse of the Sea.*** Like all Devil Fruit users, Luffy loses his strength when exposed to the sea or Sea-Prism Stone. A creature familiar with Devil Fruits automatically knows this weakness. Otherwise, a creature can recognize 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. While Luffy is submerged in seawater above his ankles or in direct contact with Sea-Prism Stone:

- He loses the benefits of Rubber Body and Gear Third.
- He can't use Bone Pressure or Bone Balloon.
- He can't use an action, bonus action, reaction, or legendary action whose name contains Gum-Gum, Gigant, or Elephant.
- His speed is halved.
- He has disadvantage on Strength and Constitution ability checks and saving throws.
- He can't swim and sinks unless another creature or object supports him.

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