DUALINK

Portgas D. Ace

BBEG



One Piece Edition

Portgas D. Ace

Medium humanoid (human), chaotic good

Armor Class: 18 (Armament Haki)
Hit Points: 255 (30d8 + 120)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws: Dex +10, Con +9, Wis +7, Cha +9
Skills: Acrobatics +10, Athletics +8, Insight +7, Intimidation +9, Perception +7
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: fire
Condition Immunities: frightened
Senses: passive Perception 17
Languages: Common
Challenge: 15 (13,000 XP)

Legendary Resistance (1/Day). If Ace fails a saving throw, he can choose to succeed instead.

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

Devil Fruit: Mera Mera no Mi (Flame-Flame Fruit). Ace's Devil Fruit save DC is 17 (8 + proficiency bonus + Charisma modifier).

Living Flame. Ace can ignite or extinguish a nonmagical flame within 30 feet of him (no action required). In addition, Ace sheds bright light in a 10-foot radius and dim light for an additional 10 feet; he can suppress or resume this light (no action required).

Actions

Multiattack. Ace makes three attacks in any combination of Fire Fist and Flame Spear.

Fire Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target *Hit:* 11 (1d12 + 5) bludgeoning damage plus 14 (4d6) fire damage.

Flame Spear. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target *Hit:* 21 (6d6) fire damage.

Flame Whorl (Recharge 5–6). Ace releases a spiraling burst of flame. Each creature of Ace's choice within 20 feet of him must make a DC 17 Dexterity saving throw.

- Failure: 31 (7d8) fire damage and is pushed up to 10 feet away from Ace.
- Success: Half damage and isn't pushed.

Hiken (Fire Fist: Great Flame) (Recharge 6). Ace hurls a roaring mass of flame at a point he can see within 120 feet. Each creature of Ace's choice in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw.

- Failure: 45 (10d8) fire damage.
- Success: Half damage.

Entei (Flame Emperor) (1/Day). Ace creates a blazing sun overhead and crashes it down at a point he can see within 150 feet. Each creature of Ace's choice in a 30-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw.

- Failure: 63 (14d8) fire damage and is knocked prone.
- Success: Half damage and isn't

knocked prone.

Unattended flammable objects in the area ignite.

Bonus Actions

Flame Step. Ace moves up to 30 feet without provoking opportunity attacks. The space he leaves behind briefly flares; the first creature (other than Ace) that enters that space before the start of Ace's next turn takes 7 (2d6) fire damage.

Ignition (Recharge 4–6). Until the start of Ace's next turn, the first time Ace hits a creature with Fire Fist, it deals an extra 10 (3d6) fire damage.

Legendary Actions

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

Flame Spear. Ace makes one Flame Spear attack.

Fire Fist. Ace makes one Fire Fist attack.

Searing Burst (Costs 2 Actions). Each creature of Ace's choice within 10 feet of him must make a DC 17 Dexterity saving throw.

- Failure: 14 (4d6) fire damage.
- Success: Half damage.