DUALINK

Rob Lucci

BBEG



One Piece Edition

Rob Lucci

Medium humanoid (human), lawful evil

Armor Class: 20 (Tekkai)
Hit Points: 330 (28d8 + 204)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	24 (+7)	22 (+6)	14 (+2)	16 (+3)	14 (+2)

Saving Throws: Dex +13, Con +12, Wis +9
Skills: Acrobatics +13, Athletics +12, Insight +9, Perception +9, Stealth +13
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: passive Perception 19
Languages: Common
Challenge: 17 (18,000 XP)

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

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

Devil Fruit: Neko Neko no Mi, Model: Leopard. Lucci's Devil Fruit save DC is 21 (8 + proficiency bonus + Dexterity modifier).

Keen Smell. Lucci has advantage on Wisdom (Perception) checks that rely on smell.

Predator's Awareness. Lucci has advantage on Wisdom (Perception) checks made to track or notice creatures he has seen within the last 24 hours.

Feline Poise. Lucci has a +2 bonus to initiative rolls.

Tekkai (Iron Body). Lucci has advantage on Strength saving throws against being pushed, pulled, or knocked prone.

Zoan Forms (Leopard). Lucci can assume hybrid and full leopard forms. These forms don't replace his stat block; they grant the benefits listed in the bonus actions below.

Actions

Multiattack. Lucci makes three attacks. He can replace one attack with Rankyaku. While in hybrid form, he can replace one attack with Claw or Bite. While in full leopard form, he can replace up to two attacks with Bestial Claw, and he can replace one attack with Bestial Bite.

Unarmed Strike. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 14 (2d6 + 7) bludgeoning damage.

Shigan (Finger Pistol). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 19 (3d8 + 6) piercing damage.

Rankyaku (Tempest Kick). *Ranged Weapon Attack:* +13 to hit, range 60/180 ft., one target *Hit:* 20 (2d12 + 7) slashing damage.

Rokuogan (Six King Gun) (Recharge 5–6). Lucci targets one creature within 5 feet of him. The target must make a DC 20 Constitution saving throw.

- Failure: 45 (10d8) force damage.
- Success: half damage.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5

ft., one target *Hit:* 16 (2d8 + 7) slashing damage. If Lucci moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 14 (2d6 + 7) piercing damage.

Bestial Claw (Full Leopard Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 18 (2d10 + 7) slashing damage. If Lucci moved at least 20 feet straight toward the target immediately before the hit, the target must succeed on a DC 21 Strength saving throw or be knocked prone; on a failed save, the target is also grappled (escape DC 21). While grappled this way, the target's speed is 0.

Bestial Bite (Full Leopard Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target *Hit:* 16 (2d8 + 7) piercing damage.

Bonus Actions

Soru (Shave). Lucci takes the Dash or Disengage action.

Geppo (Moonwalk). Lucci jumps through the air. Until the end of the turn, he gains a flying speed of 40 feet. If he ends this movement in the air, he falls.

Hybrid Form (2/Day). Lucci transforms into a leopard-human hybrid for up to 1 hour. While in this form, his walking speed increases by 10 feet (to 50 ft.), he

gains a climbing speed equal to his walking speed, and he has advantage on Dexterity (Stealth) checks. He also gains the Claw and Bite actions.

Full Leopard Form (1/Day). While in hybrid form, Lucci transforms into a full leopard for up to 10 minutes. While in this form, his size becomes Large, his walking speed becomes 50 feet, and he gains a climbing speed equal to his walking speed. He replaces Claw and Bite with Bestial Claw and Bestial Bite.

Legendary Actions

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

Shigan. Lucci makes one Shigan attack.

Rankyaku (Costs 2 Actions). Lucci makes one Rankyaku attack.

Rokuogan (Costs 3 Actions). Lucci uses Rokuogan, if available.

Awakened Predator

When Lucci reaches 165 hit points (50%), he enters his awakened phase.

Predator's Breakthrough. Lucci immediately ends any effect currently restraining or grappling him, and he can move up to 20 feet without provoking opportunity attacks.

Mechanical Changes

For 1 minute, Lucci gains the following benefits:

- Greater Physical Enhancements. Lucci's Strength, Dexterity, and Constitution are treated as 24 (maximum 24) for the purpose of

ability checks and saving throws.

- Awakened Athleticism. Lucci has advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.
- Awakened Recovery. At the start of each of Lucci's turns, he regains 10 hit points if he has at least 1 hit point.
- New Action: Massacre Rush. Lucci gains the action below.
- Finisher Pressure. Lucci's Multiattack becomes four attacks.

Massacre Rush (Awakened Only). Lucci moves up to his speed without provoking opportunity attacks. During this movement, he can make up to three Claw attacks against different creatures he passes within 5 feet of (one attack per creature). On a hit, the target takes 18 (2d10 + 7) slashing damage, and it must succeed on a DC 21 Strength saving throw or be knocked prone.

Awakened Limit. After this minute ends, Lucci can't use Hybrid Form or Full Leopard Form again until he finishes a long rest.

Special Weakness

Sea-Prism Shock

Discovery Mechanism. After Lucci uses Hybrid Form or Full Leopard Form, a creature that witnessed it can attempt a DC 21 Intelligence (Arcana) or Wisdom (Insight) check to recognize the Devil Fruit nature of his transformations.

Triggering Mechanism. A creature that has discovered this weakness can use an action to present or strike with sea-prism stone (or an

equivalent anti devil fruit effect, at the DM's discretion). Lucci must succeed on a DC 20 Constitution saving throw.

Consequence. On a failed save, Lucci can't use Hybrid Form or Full Leopard Form until the end of his next turn. If one of those forms is active, its benefits are suppressed until the end of his next turn. If Lucci is in Phase 2, he also can't use Massacre Rush until the end of his next turn.

This weakness can be exploited twice per encounter.