DUALINK

# Shanks

*BBEG*



One Piece Edition

# Shanks

*Medium humanoid (human), True Neutral*

**Armor Class:** 18
**Hit Points:** 330 (24d10 + 196)
**Speed:** 45 ft.

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

**Saving Throws:** Str +12, Dex +11, Con +12, Wis +11, Cha +13
**Skills:** Athletics +19 (expertise), Intimidation +19 (expertise), Perception +11, Persuasion +13
**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks; psychic
**Condition Immunities:** charmed, frightened
**Senses:** passive Perception 24 (see Preternatural Awareness)
**Languages:** Common, Celestial
**Challenge:** 20 (25,000 XP)

***Indomitable Haki (3/day).*** If Shanks fails a saving throw, he can choose to succeed instead.

***Haki-Infused Strikes.*** Shanks' melee weapon and unarmed attacks are magical.

***Supreme Presence.*** Allies of Shanks within 30 ft. have advantage on saving throws against being frightened. Hostile creatures have disadvantage on checks to contest Shanks' attempts to shove, disarm, or grapple.

***Preternatural Awareness.*** Shanks can't be surprised while conscious. His passive Perception is 21

normally; while Observation Haki Mode is active, his passive Perception becomes 26, as such his passive perception will be a 24 as an encounter average.

***Condition: Staggered.*** Some of Shanks' abilities and strikes overwhelm an opponent's fighting spirit, leaving them Staggered. A Staggered creature suffers two penalties simultaneously: it has disadvantage on all attack rolls, and its movement speed is halved. This state usually lasts until the end of the creature's next turn unless stated otherwise. Certain abilities of Shanks may refresh the condition if applied again. A Staggered creature can end the effect early if it succeeds on a Wisdom saving throw at the start of its turn.

***Dominance Points.*** Shanks' overwhelming presence in battle is represented through Dominance Points, a resource that fuels his mastery of Haki. He begins combat with 2 DP and can hold up to 5 at a time. At the start of each of his turns, he naturally gains 1 DP. Whenever a creature within 30 feet of Shanks fails a saving throw against one of his abilities, or when such a creature is reduced to 0 hit points, Shanks draws strength from the moment and gains 1 additional DP. These points are then spent to activate his Haki modes, unleash empowered attacks, or fuel legendary techniques.

***Haki Modes.*** At the start of each of his turns, Shanks may choose one form of Haki to embody until the

beginning of his next turn. This choice requires the expenditure of Dominance Points and represents the subtle shift in his combat rhythm, whether he hardens his body and blade with Armament, bends perception with Observation, or imposes his indomitable will with Conqueror's Haki. Only one mode can be active at a time, but Shanks may change his stance freely each round so long as he has the Dominance Points to fuel it.

1. **Armament Haki.** When Shanks commits to Armament Haki using 2 DP, his blade and body are sheathed in a dense, blackened aura of willpower. His armor class increases by 2 until the start of his next turn, and each of his melee attacks strikes with crushing weight, dealing an additional 2d8 force damage. Additionally, if Shanks hits a creature with two melee attacks during the same turn, the target must succeed on a DC 21 Strength saving throw or be knocked prone.
2. **Observation Haki.** When Shanks chooses Observation Haki using 1 DP, he sharpens his senses and heightens his awareness of the battlefield. Until the start of his next turn, he has advantage on all Dexterity saving throws, his passive Perception rises to 26, and the first attack made against him by each creature suffers a subtle disruption, granting him a +2 bonus to AC against that strike. His foresight also makes him harder to pin down, causing opportunity attacks against him to be rolled with disadvantage.

3. **Conqueror's Haki.** When Shanks unleashes his Conqueror's Haki using 2 DP, the air itself seems to bow beneath the weight of his presence. Each hostile creature that attempts to act within 30 feet of him must succeed on a DC 21 Wisdom saving throw the first time it attacks or makes an ability check on its turn, or else become Staggered until the end of that turn. While this mode is active, Shanks' strikes carry the full force of his will, dealing an extra 1d6 psychic damage and bypassing immunity to the frightened condition for the purpose of his effects alone.

## Actions

***Multiattack.*** Shanks makes three melee attacks, either with his sword or Haki-empowered strikes.

***Griffon Slash.*** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 28 (4d8 + 7) slashing damage.

***Haki Infusion Strike.*** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 7) force damage. If this strike is made while Conqueror's Haki Mode is active, the target must succeed on a DC 19 Wisdom saving throw or become Staggered until the end of its next turn.

***Cleave of Authority (Recharge 4–6).*** Shanks unleashes a sweeping strike infused with raw dominance. All creatures of his choice in a 30-foot cone must succeed on a DC 19 Strength saving throw or take 40 (9d8) slashing damage and become Staggered until the end of their next

turn. On a successful save, creatures take half damage and are not Staggered.

***Conqueror's Burst Strike (Costs 2 DP).*** Shanks channels his will into a single devastating blow. One target within 15 feet takes 45 (10d8) psychic damage in addition to normal weapon damage and must succeed on a DC 19 Wisdom saving throw or be Staggered until the end of its next turn.

## Bonus Actions

***Focused Presence.*** Shanks channels his aura into the battlefield, cutting a path through chaos. He may move up to 30 feet without provoking opportunity attacks. Until the start of his next turn, allies who move through the path Shanks traced with this movement treat that route as difficult terrain reduced to normal terrain, and their speed increases by 10 feet while following it.

***Conqueror's Haki Burst (Costs 1 DP).*** Shanks unleashes a short pulse of will. Each creature of his choice within 20 feet must succeed on a DC 19 Wisdom saving throw or take 21 (6d6) psychic damage.

## Legendary Actions

Shanks can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn.

***Precise Riposte.*** Shanks makes one Griffon Slash against a creature that just attacked him.

***Griffon Impalement (Costs 2***

***Actions).*** Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 37 (6d8 + 7) slashing damage. On a failed DC 19 Wisdom saving throw, the target is Staggered until the end of its next turn.

***Divine Departure (Costs 3 Actions, 5 DP).*** Shanks performs his signature strike, unleashing a wave of energy in a 30-foot cone. Each creature in the area must make a DC 19 Wisdom saving throw, taking 63 (14d8) slashing and psychic damage on a failed save, or half as much on a success. On a failed save, a creature is also frightened until the end of its next turn.

## Emperor's Surge

***Dominance Threshold.*** At the start of his turns as a free action, Shanks may choose to deposit Dominance Points (DP) into a hidden reserve. When he has deposited a total of 10 DP, he may release them at once to enter Emperor's Surge.

***Instantaneous Effect: Haki Overload.*** When Emperor's Surge begins, Shanks releases a devastating wave of Conqueror's Haki across the battlefield. All creatures of his choice within 60 feet must succeed on a DC 21 Wisdom saving throw or take 30 (8d6) psychic damage and become Staggered for 1 minute. On a success, creatures take half damage and are not Staggered. A creature may repeat the saving throw at the end of each of its turns, ending the Staggered condition on a success.

## Mechanical Changes

All of Shanks' ability saving throws now have a DC of 21.

All abilities with a recharge immediately refresh when Emperor's Surge begins.

Shanks' DP cap increases to 7, and he gains 1 DP passively at the start of each of his turns (in addition to other sources).

## New Action

***Raging Blade (Melee Weapon Attack).*** +13 to hit, reach 15 ft., one target. Hit: 34 (5d10 + 7) slashing damage. If Shanks spends 1 DP on this attack, the strike becomes sheathed in Conqueror's Haki. On a hit, the target must succeed on a DC 21 Wisdom saving throw or become Staggered until the end of its next turn. If the target is already Staggered, it instead takes an additional 21 (6d6) psychic damage.

## New Legendary Action

***Emperor's Conquest (Costs 3 Actions).*** Shanks focuses the full weight of his aura on a single opponent. One creature within 30 feet of Shanks must make a DC 21 Wisdom saving throw. On a failure, the creature takes 42 (12d6) psychic damage and becomes both Staggered and frightened until the end of its next turn. On a success, the creature takes half damage and suffers no condition.

## Special Weakness

### One-Arm Gambit

***Discovery Mechanism.*** Though Shanks conceals it masterfully, his missing arm leaves faint openings in his stance and balance. A character who carefully observes him for at least one full round can attempt a DC 19 Wisdom (Insight), Intelligence (Arcana), or Perception check. On a success, they discern the subtle timing flaws in his heavier strikes and recognize a way to exploit them.

***Triggering Mechanism.*** Once a creature is aware of the One-Arm Gambit, it may use its reaction when Shanks makes a melee attack. The creature can either attempt a weapon strike or a direct contest of balance.

- **Exploit Strike.** On a hit, the attack deals normal damage and forces Shanks to make a DC 19 Strength saving throw.
- **Guard Break.** Instead of attacking, the creature makes an Athletics (Strength) or Acrobatics (Dexterity) check contested by Shanks' Athletics.

***Consequence.*** If Shanks fails the saving throw against an Exploit Strike, he is knocked slightly off balance, losing 10 feet of movement and suffering disadvantage on opportunity attacks until the end of his next turn. If the triggering strike was a critical hit, Shanks is also unable to spend Dominance Points on legendary actions until the end of his next turn.

If the Guard Break contest succeeds,

the next attack roll made against Shanks before the end of his next turn has advantage. If the contest succeeds by 5 or more, Shanks also loses 1 Dominance Point as his rhythm is forcibly broken.

In unstable environments (such as narrow ledges or shifting terrain), failing the save or contest also forces Shanks to make a DC 21 Dexterity saving throw. On a failure, his speed is halved and he cannot use reactions until the start of his next turn.

This weakness can only be exploited twice in a battle, once through a Guard Break and once through an Exploit Strike, after which Shanks adapts his stance and closes the opening.

*I saw him once, though calling it a meeting would be generous, it was like standing before a storm that had chosen to look back. The tavern fell silent before he even crossed the threshold. His gaze was calm, yet the air seemed to bend around it, heavy with unspoken command.*

*He said little, but every word carried the weight of inevitability. When he left, conversation did not return for a long while. I've met killers, kings, and men who thought themselves gods, but none carried stillness like that: it wasn't peace, it was judgment.*