DUALINK

Luffy

BB D. EG



One Piece Edition

Luffy

Medium humanoid (human), chaotic good

Armor Class: 18 (natural agility)
Hit Points: 178 (21d8 + 84)
Speed: 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	22 (+6)	18 (+4)	8 (-1)	12 (+1)	16 (+3)

Saving Throws: Str +10, Dex +10, Con +8, Wis +5
Skills: Acrobatics +10, Athletics +10, Perception +5
Damage Resistances: bludgeoning from nonmagical attacks
Damage Immunities: lightning
Senses: passive Perception 15
Languages: Common
Challenge: 10 (5,900 XP)

Rubber Body. Luffy's body is permanently made of rubber. Unless an attack specifies a longer reach or range, all of 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 Strength for the attack and damage rolls. The attack has a +10 bonus to hit and deals 10 (1d8 + 6) 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.

Gear Second. Luffy accelerates the circulation of blood throughout his rubber body, surrounding himself in rising steam and moving at extraordinary speed. Opportunity attacks against Luffy are made with disadvantage. Once during each of his turns, when Luffy moves at least 20 feet before hitting a creature with a melee weapon attack, that attack deals an extra 3 (1d6) bludgeoning damage.

Metabolic Strain. Luffy begins combat with 0 Strain and can accumulate a maximum of 3 Strain. He gains 1 Strain whenever he:

- Uses Gum-Gum Jet Gatling.
- Uses Gum-Gum Jet Bazooka.
- Uses Jet Dodge.
- Uses Jet Stamp Barrage.
- Uses Twin Jet Bazooka.

When Luffy reaches 3 Strain, he

becomes **Overheated** until the end of his next turn. While Overheated:

- His speed is halved.
- He can't take reactions.
- He can spend no more than 1 legendary action each round.
- He can't gain additional Strain.

At the end of Luffy's next turn, he ceases to be Overheated and his Strain resets to 0.

Unbreakable Will (2/Day). If Luffy fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Luffy makes four attacks in any combination, using Jet Strike, Gum-Gum Jet Pistol, or an improvised weapon. Luffy can replace one of these attacks with Gum-Gum Whip. He can't use Gum-Gum Whip more than once during the same turn.

If Luffy targets the same creature with four Gum-Gum Jet Pistol attacks, he can declare the combination to be a **Gum-Gum Jet Gatling**. If at least three attacks hit:

- The target's speed is halved until the end of its next turn.
- The target has disadvantage on the next attack roll it makes before the end of its next turn.
- Luffy gains 1 Strain after resolving the attacks.

Jet Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. Until the beginning of Luffy's next turn, the target can't make opportunity attacks against him. This attack can represent a punch, kick, headbutt, knee strike,

or another rapidly delivered physical attack.

Gum-Gum Jet Pistol. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage. The target can't take reactions until the beginning of its next turn. Once during each of his turns, when Luffy hits a Large or smaller creature with this attack, the target must succeed on a DC 18 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 at tremendous speed. Each creature of his choice in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 13 (2d6 + 6) 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 Jet Bazooka (Recharge 5–6). *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 42 (8d8 + 6) bludgeoning damage. The target must succeed on a DC 18 Strength saving throw or be pushed up to 30 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 18 Dexterity saving throw or take 7 (2d6) bludgeoning damage

and fall prone. After resolving the attack, Luffy can move to an unoccupied space within 5 feet of the target without provoking opportunity attacks. Luffy then gains 1 Strain.

Bonus Actions

Soru. Luffy moves up to half his speed without provoking opportunity attacks. This movement must end in an unoccupied space on a surface capable of supporting him. If Luffy ends this movement within 10 feet of a creature that was at least 20 feet away from him when the movement began, the first attack roll he makes against that creature before the end of the turn has advantage. Moving at least 20 feet with Soru satisfies the movement requirement of Luffy's Gear Second trait.

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 18 Dexterity saving throw or take 15 (2d8 + 6) damage of the projectile's original type.

Jet Dodge. When Luffy is targeted by an attack, he can move up to 15 feet to an unoccupied space he can see without provoking opportunity attacks. If this movement carries Luffy beyond the triggering attack's

reach or line of effect, the attack misses. Otherwise, Luffy gains a +3 bonus to his AC against the triggering attack, potentially causing it to miss. After resolving Jet Dodge, Luffy gains 1 Strain.

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.

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

Gum-Gum Jet Pistol. Luffy makes one Gum-Gum Jet Pistol attack. Luffy can use this legendary action only once between the end of one of his turns and the beginning of his next turn.

Soru Pursuit (Costs 2 Actions). Immediately after a creature Luffy can see moves at least 10 feet, Luffy moves up to his speed without provoking opportunity attacks. He must end this movement closer to that creature and can then make one Jet Strike against it. Luffy can't use Soru Pursuit during a round in which he has used Gum-Gum Jet Pistol as a legendary action.

Jet Stamp Barrage (Costs 3 Actions). Luffy moves up to 30 feet without provoking opportunity attacks and makes two Jet Strike attacks against one creature. After resolving these attacks, Luffy gains 1 Strain.

Burn Everything I Have!

When Luffy is reduced to 89 hit points or fewer for the first time, his heartbeat accelerates further, and steam pours from his body as he forces Gear Second beyond its safe limits.

As an instantaneous effect upon entering this phase:

- Luffy ends the charmed and frightened conditions on himself.
- He moves up to his speed without provoking opportunity attacks.
- Gum-Gum Jet Bazooka immediately recharges.
- Until the end of the encounter, Luffy's walking speed increases to 70 feet.
- Until the end of his next turn, reaching 3 Strain doesn't cause Luffy to become Overheated. If Luffy has 3 Strain at the end of this temporary protection, he immediately becomes Overheated.
- Luffy gains access to the following additional action.

New Action

Twin Jet Bazooka (1/Encounter). *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 60 (12d8 + 6) bludgeoning damage. The target must succeed on a DC 18 Strength saving throw or be pushed up to 40 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 14 (4d6) bludgeoning damage. A creature struck by the target must succeed on a DC 18 Dexterity saving throw or

take 14 (4d6) bludgeoning damage and fall prone. After resolving the attack, Luffy moves to an unoccupied space within 5 feet of the target without provoking opportunity attacks. Luffy's Strain then becomes 3. If he isn't currently protected by Burn Everything I Have!, he immediately becomes Overheated.

Special Weaknesses

Accelerated Metabolism

Gear Second forces Luffy's heart and circulatory system far beyond normal limits. Repeatedly forcing him to correct his momentum accelerates the technique's physical toll.

Discovery Mechanism. After witnessing Luffy gain Strain, a creature that can see him can make a DC 17 Intelligence (Medicine) or Wisdom (Perception) check. On a success, the creature recognizes that Luffy's increasingly heavy breathing, rising body heat, and continuous steam are signs of mounting physical strain.

Triggering Mechanism. When a creature that has discovered this weakness moves Luffy at least 20 feet against his will outside his turn, Luffy gains 1 Strain. This can occur only once per round.

Consequence. If this causes Luffy to reach 3 Strain, he becomes Overheated as described in his Metabolic Strain trait.

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.

Triggering Mechanism. Luffy becomes submerged in seawater above his ankles or enters direct contact with Sea-Prism Stone.

Consequence. While affected:

- Luffy loses the benefits of Rubber Body and Gear Second.
- He can't use Soru.
- He can't use any action, reaction, or legendary action whose name contains Gum-Gum, Jet, or Soru.
- 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.