DUALINK

Thousand Sunny

Ship



One Piece Edition

Thousand Sunny

Gargantuan Vehicle (100 ft. by 30 ft.), Neutral Good (Sentient)

Creature Capacity: 50 crew, 20 passengers
Cargo Capacity: 120 tons
Travel Pace: 6 miles per hour (150 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	7 (-2)	18 (+4)	6 (+1)	14 (+2)	12 (+1)

Damage Immunities: poison, psychic
Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Adam Wood Resilience. The ship's hull grants resistance to slashing and piercing damage from nonmagical attacks and immunity to minor fire damage (such as torch-grade heat or small cannon fire).

Fully Crewed Efficiency. The number of actions the ship can take per turn depends on the number of crewmates boarding it, as such:

- 3 actions per turn with 20 or more crew.
- 2 actions if 10–19 crew.
- 1 action if 3–9 crew.

Voice of the Ship (Sentience). The Thousand Sunny is sentient, with Intelligence 6, Wisdom 14, and Charisma 12. Its consciousness manifests as a faint orb of light and laughter, born from the crew's love and camaraderie.

- **Personality.** Playful, courageous, and protective, the Sunny encourages boldness and teamwork. It dislikes cowardice or internal conflict and may resist commands if the crew acts dishonorably or recklessly.
- **Protective Instincts.** The Sunny subtly adjusts its sails, rudder, and cannons to shield its crew from harm. When an attack would destroy the helm or sails, the ship can make a DC 15 Wisdom saving throw; on a success, the damage is halved as the Sunny shifts itself to take the blow differently.
- **Encouragement & Warning.** The crew feels vibrations, roaring winds, or the lion's growl to sense approval or disapproval. When united in purpose, the ship may grant advantage on a single morale or fear-related saving throw once per long rest.
- **Pride & Temper.** Repeated disregard for the ship's well-being may cause it to impose disadvantage on coordination checks (e.g., navigation or repair) until harmony is restored.

Ship Components

Hull

Armor Class: 16

Hit Points: 400 (damage threshold 20)

Special: Constructed from Adam Wood, granting resistance to slashing and piercing damage from nonmagical attacks.

Helm

Armor Class: 18

Hit Points: 50
Movement: The ship can move up to 60 ft. per turn with one 90-degree turn. If the helm is destroyed, the ship can move only in a straight line.

Sails

Armor Class: 12
Hit Points: 150
Speed: 50 ft. (water), 15 ft. against the wind, 70 ft. with the wind.
For every 50 damage the sails take, the ship's speed is reduced by 10 ft.

Soldier Dock System

Hidden beneath the main deck are six specialized compartments that rotate and deploy smaller vehicles. Powering one vehicle requires one of the ship's actions.

1. The Shark Submarine (AC 13, HP 20) serves as an amphibious scout, capable of underwater movement and making precise strikes with a +4 attack bonus that deals 1d8 piercing damage.
2. The Mini-Boat (AC 12, HP 15) functions as an agile interceptor, ramming into enemies for 1d6 bludgeoning damage.
3. The Coup de Cola Jets (AC 10, HP 10) are disposable rocket pods that explode in a 10-foot radius, dealing 2d6 bludgeoning damage on impact.
4. The Mini Cannon (AC 14, HP 15) provides deck support, firing compact projectiles with a +4 to hit that deal 1d10 bludgeoning damage.
5. The Rescue Capsule (AC 12, HP 10) is designed to safely evacuate crew members or NPCs from the ship in emergencies.

6. The Special Vehicle slot holds a flexible, DM-controlled prototype, its purpose and abilities left to creative interpretation.

Decks twist and rotate, revealing hidden compartments where strange vehicles spring to life.

Actions

Ballista. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. *Hit:* 17 (3d10) piercing damage.

Mangonel. *Ranged Weapon Attack:* +5 to hit, range 120/480 ft. (cannot target within 60 ft.), one target. *Hit:* 22 (4d10) bludgeoning damage. Each creature within 10 ft. of impact must make a DC 15 Dexterity saving throw or take half damage and be knocked prone.

Coup de Burst (Recharge 4–6). The Thousand Sunny ignites its cola-fueled jet engines, propelling itself up to 100 ft. in any direction or doubling its speed for 1 round. Each creature aboard must succeed on a DC 15 Dexterity saving throw or fall prone.

Gaon Cannon (Recharge 5–6). *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target or a 30-ft. line. *Hit:* 30 (6d10) bludgeoning damage. Each creature in the line must succeed on a DC 16 Strength saving throw or be knocked prone. Objects and structures automatically take 15 (3d10) damage.

Lion Mech Transformation

Triggered when the Thousand Sunny's hull is reduced to 50% of its

maximum hit points or lower.

Lion Mech Form

Huge Construct (Lion Mech), Gargantuan when fully expanded

Armor Class: 19

Hit Points: 500 (damage threshold 20)

Speed: 60 ft., climb 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	6 (+1)	14 (+2)	12 (+1)

Saving Throws: Str +10, Con +9, Wis +5

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Actions

Multiattack. The Lion Mech makes any combination of three attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target in a 30-foot line. *Hit:* 30 (6d8) bludgeoning damage, and the target is pushed 15 feet away.

Gaon Cannon (Recharge 5–6). *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target or a 30-foot line. *Hit:* 40 (8d10) bludgeoning damage. Each creature in the line must succeed on a DC 16 Strength saving throw or be knocked prone.