DUALINK

Zoro

BBEG



One Piece Edition

Roronoa Zoro

Medium humanoid (human), lawful neutral

Armor Class: 18 (Unarmored Defense)
Hit Points: 210 (20d10 + 100)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Str +10, Dex +9, Con +10
Skills: Athletics +10, Acrobatics +9, Perception +7, Intimidation +6
Damage Resistances: Slashing psychic (while focused)
Senses: Passive Perception 17
Languages: Common
Challenge: 12 (8,400 XP)

Three Sword Style. Zoro wields three swords simultaneously. Whenever he takes the Attack action on his turn, he can make one additional melee weapon attack (included in Multiattack). If he scores a critical hit with any sword, he may make one additional melee attack (once per turn).

Unyielding Focus. Zoro has advantage on saving throws against being charmed, frightened, or stunned. While he is conscious, he cannot be surprised and is immune to effects that would blind him unless he is restrained or unconscious.

Combat Instinct. At the start of each combat round, Zoro may move up to 10 feet as a free action. This movement does not provoke opportunity attacks.

Combat Style: Three-Sword Mastery (Stance System). At the start of each of his turns, Zoro may enter one of the following stances. The stance lasts until the start of his next turn. He may not select the same stance two turns in a row.

- ***Santoryu Ogi – Secret Form (Tiger Hunt Stance)***. Zoro's melee weapon attacks score a critical hit on a roll of 19–20. If he hits with two or more attacks on his turn, he may make one additional attack (once per turn).
- ***Kiki Kyutoryu – Endurance Form (Iron Will Stance).*** Zoro gains resistance to bludgeoning and piercing damage from nonmagical weapons. While below half hit points, his AC increases by 2.
- ***Ittoryu – Precision Form (Death Lion Stance).*** Zoro's first melee attack on his turn is made with advantage and ignores resistance to slashing damage. On a hit, the target must succeed on a DC 16 Constitution saving throw or be unable to take reactions until the start of its next turn.
- ***Santoryu: Oni Giri Form (Rushdown Stance).*** Zoro doesn't provoke opportunity attacks. His movement speed increases by 10 feet, and when he hits a creature with a melee weapon attack, he may immediately move up to 10 feet and make a second attack against another creature within reach (once per turn).

Actions

Multiattack. Zoro makes four melee attacks with his swords, utilizing his Three Sword Style. He may divide these attacks between targets.

Wado Ichimonji Slash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

Yakkodori – Flying Bird Strike. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 18 (4d6 + 3) slashing damage. The target must succeed on a DC 15 Strength saving throw or be pushed back 10 feet.

Oni Giri – Demon Slash (Replaces two attacks). Zoro dashes in a line up to 20 feet and makes a single sweeping attack. Each creature in that line must make a DC 16 Dexterity saving throw or take 28 (6d8) slashing damage, or half on a success. Targets that fail the save are also knocked prone.

108 Pound Phoenix (Recharge 4–6). Zoro unleashes a rotating ranged sword strike in a 60-foot line, 5 feet wide. *Ranged Weapon Attack*: +10 to hit, all creatures in the line. *Hit:* 31 (6d10) slashing damage. Targets can make a DC 16 Dexterity saving throw to take half damage.

Bonus Actions

Slayer's Resolve (Recharge 5–6). Zoro enters a heightened combat state for 1 minute. He gains resistance to all damage and a +2 bonus to attack and damage rolls. When it ends, he gains one level of exhaustion.

Ittoryu Iai – Shishi Sonson. (Recharge 5–6). Zoro channels his focus into a one-sword quickdraw. He targets one creature within 10 feet. *Melee Weapon Attack*: +10 to hit. On a hit, the target takes 36 (8d8) slashing damage and must succeed on a

DC 16 Constitution saving throw or be stunned until the end of its next turn.

Combat Shift. Zoro switches to a different stance from his Three-Sword Mastery. He may do so as a bonus action instead of waiting until the start of his turn. He may use this bonus action once per short rest.

Legendary Actions

Zoro can take three legendary actions per round, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Zoro regains spent legendary actions at the start of his turn.

Quick Step. Zoro moves up to half his speed without provoking opportunity attacks.

Precise Slash. Zoro makes one Wado Ichimonji Slash.

Demonic Air Slash (Costs 2 Actions). Zoro uses Yakkodori without using an action.

Asura Glimpse (Costs 3 Actions). Zoro manifests a spectral image of Asura. Each creature of his choice within 10 feet must make a DC 16 Wisdom saving throw or be frightened until the end of its next turn. If a creature fails by 5 or more, it also takes 21 (6d6) psychic damage.

Spirit of the Nine-Sword Style

Triggers when Zoro is reduced to 105 hit points or fewer.

Instantaneous Effect*:* Asura Unleashed. Zoro's body exudes a dark aura as three spectral heads and six ghostly arms form behind him.

Each creature of his choice within 30 feet that can see him must make a DC 16 Wisdom saving throw or become frightened until the end of their next turn. A creature that fails by 5 or more also takes 14 (4d6) psychic damage. Zoro immediately switches to any stance of his choice (no action required), and may make one Wado Ichimonji Slash as part of this transformation.

Passive Buffs

Manifested Asura. Zoro counts as wielding six swords instead of three. His Multiattack now includes five melee attacks (instead of four).

Spectral Cleave. Once per turn, when Zoro hits two different creatures with melee attacks, he may make a free attack against a third creature within 10 feet of either target. This bonus attack deals force damage instead of slashing.

Iron Will Unleashed. Zoro becomes immune to the frightened condition. In addition, if he fails a saving throw against charm, paralysis, or stun, he may reroll it once (no action required, once per turn).

Aura of Intimidation. Any creature that starts its turn within 10 feet of Zoro must succeed on a DC 15 Wisdom saving throw or have disadvantage on its next attack roll before the end of its turn.

Hell's Judgment

When Zoro is reduced to 0 hit points while in Phase 2, he may activate this ability before falling unconscious. This feature can be used once per long rest. Zoro targets the most powerful enemy he can perceive within 60 feet

typically the creature with the highest current hit points. He regains 1 hit point and immediately takes a bonus turn. During this turn, he may move up to his speed without provoking opportunity attacks and must use his action to make a special melee attack against the chosen target.

Hell's Judgment. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 72 (12d12 + 6) force and slashing damage. This damage bypasses resistance and immunity to nonmagical or force/slashing damage. If the target has fewer than 30 hit points after taking this damage, it must succeed on a DC 18 Constitution saving throw or be instantly reduced to 0 hit points. On a success, it is instead stunned until the end of its next turn. fter the attack is resolved, Zoro falls unconscious and begins making death saving throws as normal.

If Zoro is killed by this effect (e.g., from death saving throw failure), he cannot be revived except by the wish spell or true resurrection.

Special Weaknesses

Directional Blind Spot

"North, South... who cares? I'll cut anything in front of me!"

Discovery Mechanism. A character who observes Zoro for at least 3 rounds and succeeds on a DC 15 Wisdom (Insight) or Intelligence (Investigation) check notices his tendency to become disoriented in wide or complex environments.

Triggering Mechanism. A character uses their movement to circle Zoro and ends their turn out of his line of sight while within 30 feet.

If at least two creatures are doing this in the same round, the weakness is triggered.

Consequence. Zoro becomes disoriented until the start of his next turn. During this time:

- He has disadvantage on all attack rolls against targets more than 10 feet away.
- Any creature he can't see has advantage on Dexterity (Stealth) and attack rolls against him.
- If Zoro begins his next turn under this condition, he must roll a d4. On a 1, he uses half his movement to move in a random direction.

Wounds of the Past

"Scars on the back are a swordsman's shame."

Discovery Mechanism. A character succeeds on a DC 17 Wisdom (Medicine) or Intelligence (History) check after seeing Zoro take slashing damage, identifying lingering scar tissue and trauma from Mihawk's slash.

Triggering Mechanism. Zoro is hit by a critical melee attack that deals slashing damage while he is below 50% hit points.

Consequence. Zoro's memories flare with pain. For the next 2 rounds:

- He loses the ability to take legendary actions.
- His Slayer's Resolve cannot be activated or maintained (if active, it ends immediately).
- He cannot enter Iron Will Stance during this time, and if he was already in it, its benefits are suppressed.