DUALINK

Aoi Todo

BBEG



Jujutsu Kaisen Ed[illegible]n

Aoi Todo

Medium humanoid (human), chaotic good

Armor Class: 17

Hit Points: 252 (24d8 + 144)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	22 (+6)	12 (+1)	16 (+3)	14 (+2)

Saving Throws: Str +9, Dex +7, Con +10, Wis +7

Skills: Athletics +9, Insight +7, Perception +7, Intimidation +6

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Senses: passive Perception 17

Languages: Common and one other

Challenge: 12 (8,400 XP)

Indomitable Will. Once per round, when Aoi Todo fails a saving throw, he can choose to reroll it and take the new result. Additionally, Aoi Todo has advantage on saving throws against being charmed, frightened, or stunned.

Martial Savant. Aoi Todo's unarmed strikes are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks. Additionally, Todo can grapple creatures one size larger than himself without penalty.

Combat Intellect. At the start of combat, Aoi Todo can choose one creature he can see. Until the end of the encounter, he gains a +2 bonus to attack rolls against that creature. If that creature is reduced to 0 hit points, Todo may select a new

creature as a free action.

Boogie Woogie. Aoi Todo can use Boogie Woogie at will. When Todo activates his cursed technique (often accompanied by a clap, though no somatic component is required), he can instantly swap the positions of two creatures or objects he can see within 60 feet of him (including himself), provided both targets are Medium or smaller. Todo may activate Boogie Woogie as a reaction when he is targeted by an attack, spell, or ability, potentially causing the effect to miss, strike a different creature, or resolve from a different position, as appropriate. This effect functions even if Todo cannot clap, is restrained, or has only one hand, as the exchange is driven by cursed energy intent rather than physical motion.

Unsettling Rhythm. The first time each round that a creature misses Aoi Todo with an attack, that creature has disadvantage on its next attack roll before the end of its next turn.

Flash Engine. Aoi Todo's unarmed strikes score a critical hit on a roll of 19–20.

Actions

Multiattack. Aoi Todo makes three Unarmed Strike attacks or two Unarmed Strikes and a throw. If all three attacks hit, Todo may immediately use one Technique (see Techniques section later) as a free action.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one

target. *Hit*: 11 (1d8 + 7) bludgeoning damage. On a critical hit, this attack becomes a Black Flash.

Black Flash. The attack deals an additional 13 (3d8) force damage. Additionally, Aoi Todo thrives on consecutive Black Flashes. Each time Todo lands a Black Flash, his critical hit range expands by 1. This expansion stacks with consecutive Black Flashes, to a maximum of 17–20.

Throw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one grappled or prone creature. *Hit:* 14 (2d8 + 5) bludgeoning damage, and the target is thrown up to 15 feet in a direction of Todo's choice and knocked prone. If the target collides with a solid surface or another creature, both take 7 (2d6) bludgeoning damage.

Bonus Actions

Boogie Woogie. Aoi Todo claps his hands, activating Boogie Woogie.

Clinch Control. Aoi Todo attempts to grapple a creature within 5 feet. If the grapple succeeds, the target takes 7 (2d6) bludgeoning damage. Additionally, the target has disadvantage on its next Strength or Dexterity check before the end of its next turn.

Read the Rhythm. Todo studies his opponent's movement patterns. Until the start of his next turn, Todo gains advantage on the first attack roll he makes and the first attack roll made against him is made with disadvantage.

Legendary Actions

Aoi Todo can take 3 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. Todo regains spent legendary actions at the start of his turn.

Step-In Strike. Todo moves up to 10 feet without provoking opportunity attacks and makes one Unarmed Strike.

Boogie Interruption. Todo uses Boogie Woogie. If this swap causes an attack to miss or hit a different creature, Todo gains advantage on his next attack roll before the end of his next turn.

Counter Elbow. When a creature within 5 feet misses Todo with a melee attack, Todo makes one Unarmed Strike against that creature. On a hit, the target's speed is reduced by 10 feet until the end of its next turn.

Flow State (Costs 2 Actions). Todo immediately takes one bonus action of his choice and regains one use of Indomitable Will (if already expended this round). This legendary action cannot be used if Todo is incapacitated.

Techniques

Technique Trigger. If Aoi Todo hits with all three attacks of his Multiattack on his turn, he may immediately use one Technique listed below as a free action.

Crashing Lariat. Todo pivots through the target's center of mass and drives them into the ground. The target must succeed on a DC 17

Strength saving throw or take 18 (4d8) bludgeoning damage and be knocked prone. On a successful save, the target takes half damage and is not knocked prone. If the target was already prone, this Technique instead deals an additional 9 (2d8) bludgeoning damage.

German Suplex. Todo locks the target in a clinch and inverts them violently. The target must succeed on a DC 17 Dexterity saving throw or take 22 (4d10) bludgeoning damage and become restrained until the end of Todo's next turn. While restrained this way, the target has disadvantage on Strength and Dexterity saving throws. On a successful save, the target takes half damage and is not restrained.

Liver Shot. Todo lands a precise, breath-stealing strike beneath the ribs. The target must succeed on a DC 17 Constitution saving throw or be stunned until the start of its next turn. Whether the save succeeds or fails, the target takes 14 (3d8) bludgeoning damage. A creature that succeeds on this saving throw has disadvantage on the next Constitution saving throw it makes before the end of its next turn.

Ground and Pound. Todo follows a takedown with relentless strikes. This Technique can only target a prone creature. The target takes 26 (4d12) bludgeoning damage. If this damage reduces the creature to 0 hit points, Todo may immediately move up to 15 feet without provoking opportunity attacks.

Perfect Synchronization

When Aoi Todo is reduced to 50% of his maximum hit points or fewer, he immediately enters Perfect Synchronization, ending one condition currently affecting him (stunned, restrained, grappled, frightened, or charmed).

While in this phase, Aoi Todo gains the following benefits for the remainder of the encounter:

- Todo gains a +1 bonus to attack rolls
- Todo gains a +1 bonus to the saving throw DCs of his abilities and Techniques
- Todo's Multiattack now allows four Unarmed Strikes instead of three

Special Weakness

Taste in Women

Aoi Todo possesses an unwavering, almost pathological fixation on his personal ideal of attractiveness. While this trait usually manifests as confidence and bravado, it can become a critical lapse in focus when deliberately exploited.

Discovery Mechanism. A character can uncover this weakness by observing Todo's behavior and verbal patterns during combat. A successful DC 14 Insight, Perception, or Investigation check reveals that Todo becomes visibly distracted or animated when the topic of his personal preferences is invoked.

Triggering Mechanism. As an action, bonus action, or reaction (DM discretion, but once per round

maximum), a creature within 60 feet of Todo can deliberately invoke or declare that short women are attractive, or otherwise phrase a statement that does not align with Todo's established preferences. This must be done audibly or clearly enough for Todo to perceive and understand.

Consequence. Upon hearing the triggering statement, Todo must succeed on a DC 16 Wisdom saving throw. On a failure, Todo momentarily loses focus, being unable to use Techniques for 1d4 – 2 rounds (minimum of 1 round). On a success, Todo regains his composure immediately. This weakness cannot be triggered again until the start of his next turn. This weakness can be successfully exploited once per encounter.

"I squared up, took a breath, and threw a perfect punch, only to discover I was now punching my own teammate in the back while Todo waved at me from where I had been standing. I blinked. I swung again. Suddenly the floor was my face, the ceiling was my problem, and Todo was behind me explaining, cheerfully, that this was all very simple. Somewhere between the third clap and the fourth sudden existential crisis, I realized I wasn't losing the fight so much as failing a pop quiz on reality itself."