DUALINK

Gojo Satoru



JJK Edition

Gojo Satoru

Medium Humanoid, Chaotic Good

Armor Class: 18 (natural abilities)
Hit Points: 250 (20d8 + 140)
Speed: 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	20 (+5)	24 (+7)	20 (+5)	22 (+6)

Saving Throws: Dex +10, Con +11, Int +13, Wis +11
Skills: Athletics +13, Perception +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from Non-Magical Attacks, psychic
Condition Immunities: Charmed, Frightened, Paralyzed
Senses: Darkvision 120 ft., passive Perception 25
Languages: Common, plus two others
Challenge: 16 (20,000 XP)

"Throughout Heaven and Earth, I Alone Am The Honored One."

Six Eyes. Gojo's Six Eyes drastically enhance his efficiency with cursed energy, allowing him to utilize his powers with minimal waste gaining advantage on Wisdom (Insight) checks. Gojocan also cast any spell of 5th level or lower as an action a number of times equal to his Intelligence modifier.

Infinite Perception. Gojo has +10 bonus to Wisdom (Perception) checks and cannot be surprised while conscious.

Infinity. Gojo starts combat enveloped in a protective field of infinite cursed energy, which absorbs incoming attacks. He starts with 6 stacks of **Infinity**. Each stack nullifies the damage from a single attack. Once all stacks are used, Gojo takes damage as normal. At the start of his turn, Gojo regains 1 stack of Infinity. Multiple attacks result in multiple stacks being lost, for instance 3 missles from the Magic Missles spell remove 3 stacks of infinity.

Actions

Multiattack. Gojo performs two actions: one Black Flash, and either one Cursed Technique Lapse: Blue, or one Cursed Technique Reversal: Red.

Black Flash. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. Hit: 39 (8d8 + 3) force damage.

Cursed Technique Lapse: Blue. Gojo chooses a point within 60 feet. Creatures within 20-foot radius must make a DC 18 Strength saving throw or take 21 (4d8 + 3) force damage and be pulled up to 30 feet toward the center, or half damage and not be pulled on a success.

Cursed Technique Reversal: Red. Gojo emits a 30-foot radius repulsive force. Creatures must make a DC 18 Dexterity save or take 24 (5d8 + 2) force damage and pushed up to 30 feet away, or take half damage and not be pushed on a success.

Bonus Actions

Reverse Cursed Technique. Gojo regains hit points equal to 3d8 + his Constitution modifier.

Spatial Manipulation. Gojo can either teleport up to 30 feet to an unoccupied space he can see or impose disadvantage on the next attack roll made against him before the start of his next turn.

Legendary Actions

Attack. Gojo makes one attack with Black Flash.

Cursed Energy Burst (Costs 2 Actions). Gojo releases a powerful burst of cursed energy. Each creature within 15 feet must make a Dexterity saving throw. On a failed save, a creature takes 30 (6d8) force damage, or half as much damage on a successful save.

Manipulate Space (Costs 2 Actions). Gojo uses his Spatial Manipulation ability, he casts Cursed Technique Lapse: Blue or Cursed Technique Reversal: Red.

Legendary Resistances (3/Day). If Gojo fails a saving throw, he can choose to succeed instead.

Bloodied State

Unlimited Void (Instantaneous Effect). At 50% Hp, Gojo automatically activates his Domain Expansion, affecting all enemies within a 60-foot radius. Affected enemies need to make a DC 20 Wisdom saving throw. On a failed save, enemies are stunned for 1 round and take 4d10 psychic damage as they're overwhelmed by the influx of stimuli. On a successful save, enemies take half damage and are not stunned.

Hollow Purple. This attack combines the forces of both attraction and repulsion to create an imaginary mass of destructive energy. Gojo selects a point he can see within 100 feet. Each creature within a 30-foot radius of that point must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 10d10 force damage and is either pulled toward the center or pushed away from it (Gojo's choice) 20 feet. On a successful save, a creature takes half damage and is not moved. This attack bypasses resistances to force damage and it can be used only once.

Enhanced Cursed Techniques. Gojo's spell attack rolls and the DCs for his abilities increase by 2. Additionally, he now regains 2 stacks of Infinity at the start of his turn and Infinity Stacks require at least 15 damage to be depleted. He automatically regains 3 when being reduced to 50% HP.

Indomitable Will. Gojo gains advantage on all saving throws.

Vulnerabilities

Cursed Energy Disruption. If successfully targeted with an ability or spell that disrupts magical energy (as determined by the DM, following the discovery), Gojo cannot regain any stacks of Infinity for 2 rounds.

Discovery Mechanism. A successful DC 25 Intelligence (Arcana) check reveals that intense magical or cursed energy interference can disrupt Gojo's control over his abilities.

Sensory Overload. Exploiting this vulnerability requires a specific, intense sensory attack or spell (DM's discretion). Upon success, Gojo has disadvantage on attack rolls and saving throws for 1 round

Discovery Mechanism. A successful DC 25 Wisdom (Insight) check allows the player to deduce that overwhelming Gojo's senses could momentarily impair his combat effectiveness.

Emotional Manipulation. This vulnerability, once exposed, makes Gojo hesitate. For the next turn, he refrains from using his most powerful attack. This vulnerability can only be exploited once.

Discovery Mechanism. Through a successful DC 25 Charisma (Persuasion or Deception) check during combat, a character can momentarily appeal to or manipulate Gojo's emotions, exploiting his overconfidence or concern for others.