DUALINK

Ichigo Kurosaki

BBEG



Bleach Edition

Ichigo Kurosaki

Medium humanoid (human, shinigami), chaotic good

Armor Class: 21 (spiritual guard)
Hit Points: 390 (45d8 + 180) Speed: 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Saving Throws: Str +13, Dex +14, Con +12, Wis +12
Skills: Athletics +13, Insight +12, Intimidation +11, Perception +12
Damage Resistances: force, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120 ft., passive Perception 22
Languages: Common; understands

Challenge: 24 (90,000 XP)

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

Spiritual Pressure. A hostile creature that starts its turn within 10 feet of Ichigo must succeed on a DC 20 Constitution saving throw or take 10 (3d6) psychic damage and can't take reactions until the start of its next turn. A creature that succeeds is immune to this trait until the start of its next turn.

Shunpo Instinct. Opportunity attacks against Ichigo are made with disadvantage.

Fourfold Soul. Ichigo's power expresses as three "voices" which manifest as follows:

- When Ichigo uses Hollow Mask,

he gains 1 Dissonance.

- When Ichigo enters Bankai (Phase 2), he gains 1 Dissonance.
- Certain Abilities grant him Dissonance as mentioned in their names.

If Ichigo has 3 or more Dissonance, he has disadvantage on Wisdom saving throws.

If Ichigo has 5 or more Dissonance, he can't regain hit points.

Resolve. Ichigo has Resolve, representing the surge that comes from being cornered and choosing to stand anyway. Resolve Maximum 10. Ichigo starts the encounter with 3 Resolve.

Ichigo gains 1 Resolve at the start of each of his turns. He also gains 1 Resolve when he takes 20 or more damage from a single source, and 1 Resolve when an ally he can see within 60 feet is reduced to 0 hit points (maximum 3 Resolve per round gained this way).

Ichigo spends Resolve to fuel options noted in their names. The saving throw DC for Ichigo's abilities is DC 20.

Actions

Multiattack. Ichigo makes three Zanjutsu attacks, or he makes two Zanjutsu attacks and uses Getsuga Tenshō (if available).

Zanjutsu. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage plus 22 (5d8) force damage.

Getsuga Tenshō (Recharge 5–6). Ichigo releases a crescent wave in a

60-foot-long, 10-foot-wide line. Each creature in the line must make a DC 20 Dexterity saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one.

Flash-Step Cut (Costs 2 Resolve). Ichigo teleports up to 40 feet to an unoccupied space he can see and then makes one Zanjutsu attack. On a hit, the target can't take reactions until the end of its next turn.

Protect What Matters (Costs 3 Resolve). Ichigo chooses one ally he can see within 60 feet. Until the start of Ichigo's next turn, that ally gains resistance to all damage, and the first time that ally would be hit by an attack, Ichigo can teleport to an unoccupied space within 5 feet of the ally (no action required) and become the target of the attack instead.

Getsuga Lock (Costs 3 Resolve; Dissonance +1). Ichigo "holds" the Getsuga on his blade and releases it at the moment of impact. Ichigo makes one Zanjutsu attack. On a hit, the target takes an extra 18 (4d8) force damage and must succeed on a DC 20 Strength saving throw or be pushed up to 20 feet and knocked prone.

Bonus Actions

Hollow Mask (Costs 2 Resolve; Dissonance +1). Until the start of Ichigo's next turn, Ichigo has advantage on Dexterity saving throws, and the first time he hits with a Zanjutsu attack on each of his turns, the attack deals an extra 18 (4d8) necrotic damage.

Quincy Step. Ichigo moves up to his speed without provoking opportunity attacks.

Fullbring Recall (Costs 2 Resolve). Ichigo pulls on the "memory" of his power to stabilize himself. Ichigo reduces his Dissonance by 1 (minimum 0) and gains 10 temporary hit points.

Instinctive Guard. When Ichigo takes damage from a creature he can see within 60 feet, he reduces the damage by 20.

Refuse the Future. When Ichigo is forced to make a saving throw, he can spend 2 Resolve to gain advantage on the roll. If he succeeds, he reduces his Dissonance by 1 (minimum 0).

Legendary Actions

Ichigo can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn. Ichigo regains spent legendary actions at the start of his turn.

Move. Ichigo moves up to half his speed without provoking opportunity attacks.

Zanjutsu. Ichigo makes one Zanjutsu attack.

Shunpo Pressure (Costs 2 Actions). Ichigo teleports up to 30 feet. Each hostile creature within 5 feet of the space Ichigo leaves must succeed on a DC 20 Constitution saving throw or be unable to take reactions until the end of its next turn.

Refuse to Fall (Costs 2 Actions;

Costs 2 Resolve). Ichigo ends one condition on himself.

Bankai

When Ichigo is reduced to 0 hit points, he doesn't die. Instead, he ends all conditions on himself, regains 210 hit points, gains 1 Dissonance, and his mythic phase begins. If Ichigo's mythic phase begins, award a second set of XP for defeating him.

Instantaneous Effect: The World Narrows. Each hostile creature of Ichigo's choice within 30 feet must succeed on a DC 20 Wisdom saving throw or be unable to take reactions until the end of its next turn.

He gains the following benefits:

- Ichigo's speed becomes 70 ft., and his fly speed becomes 70 ft.
- Ichigo gains 2 Resolve at the start of each of his turns.
- Getsuga Tenshō recharges on a 4–6.

New Actions

Black Getsuga (Costs 3 Resolve; Dissonance +1). Each creature of Ichigo's choice within 15 feet of a point he can see within 60 feet must make a DC 20 Dexterity saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one. A creature that fails can't take reactions until the end of its next turn.

Tensa Sever (Costs 4 Resolve). Ichigo targets one creature he can see within 60 feet. The target must succeed on a DC 20 Strength saving

throw or be knocked prone and restrained until the end of its next turn as Ichigo's speed denies it footing. On a success, the target isn't restrained.

Mugetsu

When Ichigo is reduced to 10% of his hit point maximum or fewer, he can attempt Mugetsu once per encounter.

Mugetsu (Channel; Costs 6 Resolve; Dissonance +2). Ichigo, as an action, begins channeling until the start of his next turn. While channeling, his speed becomes 0, and he can't take reactions. At the end of the channeling, Ichigo releases Mugetsu in a 120-foot-long, 15-foot-wide line. Each creature in the line must make a DC 20 Dexterity saving throw, taking 72 (16d8) force damage on a failed save, or half as much damage on a successful one.

Sacrifice. After Mugetsu resolves, Ichigo's Resolve becomes 0, his Dissonance becomes 0, his speed is reduced by 20 feet, and he can't use legendary actions until the end of his next turn.