DUALINK

Jotaro Kujo

BBEG



Jojo'S Bizarre Adventure Edition

Jotaro Kujo

Medium humanoid (human), unaligned

Armor Class 21 (Star Platinum reflexes)

Hit Points 315 (30d8 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	14 (+2)	18 (+4)	16 (+3)

Saving Throws Dex +12, Con +12, Wis +10

Skills Perception +10, Insight +10, Intimidation +9

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities surprised

Senses passive Perception 20

Languages Common, Japanese

Challenge 20 (25,000 XP)

Stand: Star Platinum.

Star Platinum is always active.

- Jotaro's melee attacks have a reach of 10 feet and deal force damage.
- Creatures provoke opportunity attacks from Jotaro when they enter or leave his reach.
- Jotaro cannot be disarmed.

Absolute Perception.

- Jotaro cannot be surprised.
- Invisible creatures within 30 feet do not gain advantage on attack rolls against him.
- Jotaro is aware of incoming projectiles and hidden attackers.

Combat Instinct. At the start of each round, Jotaro gains a +2 bonus to AC until he is hit by an attack or until the start of his next turn,

whichever comes first.

The first time Jotaro hits a creature on his turn, the attack deals an additional 2d10 force damage.

Close-Range Dominance.
While a creature is within 10 feet of Jotaro:

- That creature has disadvantage on ranged attack rolls.
- When the creature casts a spell, it must succeed on a DC 18 Constitution saving throw or the spell fails and the action is wasted.

Too Slow. Once per turn, when Jotaro is hit by a melee attack, he reduces the damage by 20.

If this reduces the damage to 0, Jotaro may immediately make one melee attack against the attacker.

Bullet Catch. Once per turn, when Jotaro is hit by a ranged weapon attack, he reduces the damage by 25.

If this reduces the damage to 0, he catches the projectile and immediately makes a ranged attack against the attacker using the same attack roll.

Actions

Multiattack. Jotaro makes three attacks. He can replace one of these attacks with ORA ORA Barrage or Star Finger if available.

Star Platinum Strike. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target *Hit:* 22 (3d10 + 6) force damage.

ORA ORA Barrage (Recharge 5–6). Jotaro unleashes a rapid flurry of strikes.

Jotaro makes five melee attacks

against one creature.

If three or more attacks hit the same target, that creature must succeed on a DC 20 Constitution saving throw or be stunned until the end of Jotaro's next turn. On a success, the creature's speed becomes 0 and it has disadvantage on attack rolls until the end of its next turn.

Star Finger (Recharge 6). *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target *Hit:* 36 (8d8) force damage, and the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn. *Miss:* Jotaro cannot take reactions until the end of his next turn.

STAR PLATINUM! (Recharge 12). Jotaro casts *time stop* without requiring components.

Bonus Actions

Combat Shift. Jotaro moves up to half his speed without provoking opportunity attacks.

Reactions

Perfect Intercept. When a creature Jotaro can see within 10 feet makes an attack against a target other than him, Jotaro moves up to 10 feet and becomes the target of the attack instead. He has resistance to the damage of that attack.

Legendary Actions

Jotaro 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. He regains spent legendary actions at the start of his turn.

Star Strike (1 Action). Jotaro makes one Star Platinum Strike.

Step In (1 Action). Jotaro moves up to 20 feet without provoking opportunity attacks.

ORA (2 Actions). Jotaro makes two Star Platinum Strike attacks.

You're Next (2 Actions). One creature Jotaro can see must succeed on a DC 20 Wisdom saving throw or be frightened of Jotaro until the end of its next turn. While frightened in this way, the creature has disadvantage on attack rolls against Jotaro.

Mythic Trait

"Yare Yare Daze". The first time Jotaro would be reduced to 0 hit points, he instead drops to 1 hit point and immediately uses STAR PLATINUM!, ignoring its recharge.