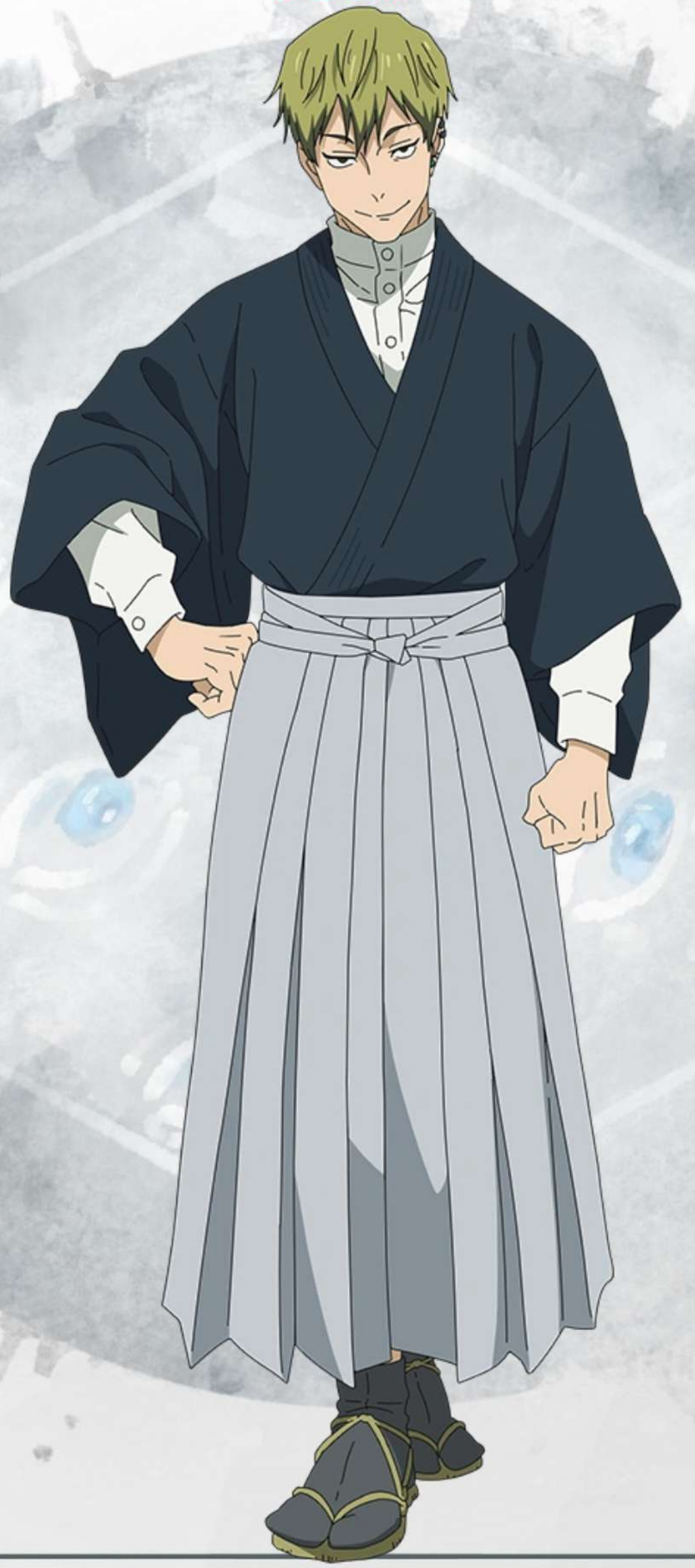
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Naoya Zenin

BBEG



Jujutsu Kaisen Edition

Naoya Zenin

Medium humanoid (sorcerer), lawful evil

Armor Class: 17 (reinforced cursed energy)

Hit Points: 135 (18d8 + 54)

Speed: 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	14 (+2)	16 (+3)	16 (+3)

Saving Throws: Dex +10, Con +7, Wis +7, Cha +7

Skills: Acrobatics +10, Athletics +7, Insight +7, Intimidation +7, Perception +7

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

Condition Immunities: charmed, frightened

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, one other language of the DM's choice

Challenge: 12 (8,400 XP)

Legendary Resistance (1/Day). If Naoya fails a saving throw, he can choose to succeed instead.

Cursed Attacks. Naoya's attacks are magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

Frame Points. Naoya has 10 Frame Points (FP). He regains 1 FP at the start of each of his turns. If he reduces a creature to 0 hit points, he regains 2 FP. Naoya can't regain FP above his maximum. He begins combat with 3 FP

Cursed Energy Manipulation (4/Long Rest). When Naoya makes an attack roll, he can add +2 to the roll. If the attack hits, it deals an extra 4 (1d8) necrotic damage. Alternatively, when a creature makes a saving throw against one of Naoya's actions or abilities, Naoya can impose disadvantage on that saving throw.
Naoya regains all expended uses when he finishes a long rest.

Projection Sorcery. Naoya's speed comes from forcing motion into discrete "frames." When Naoya hits a creature with a melee attack, he can force it to make a DC 16 Dexterity saving throw (no action required). On a failed save, the creature becomes Framebound until the end of its next turn. The saving throw is made with disadvantage if the creature does not have Dexterity 18+ OR Wisdom 18+.

Framebound (Condition). While Framebound, a creature suffers the following effects:

- The creature has disadvantage on attack rolls against Naoya.
- Naoya has advantage on attack rolls against the creature.
- The creature's speed is halved.

When the creature moves on its turn for the first time, it must choose one option:

Follow the Frame. The creature moves up to half its speed in a straight line. The creature remains Framebound until the end of its turn. This movement does not provoke opportunity attacks from Naoya.

Break the Frame. The creature attempts to move freely. It must immediately make a DC 18 Dexterity saving throw. If it fails, the creature is restrained until the end of its turn, then the Framebound condition ends. on a success, the Framebound condition ends with no additional penalty.

Actions

Multiattack. Naoya makes two attacks in any combination of Cursed Strike and Open-Palm Tag.

Cursed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Open-Palm Tag. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage, and the target must make a DC 16 Dexterity saving throw or become Framebound.

Piercing Tempo (Recharge 5–6). Naoya moves up to his speed without provoking opportunity attacks. During this movement, he can move through the space of Medium or smaller creatures. The first time he enters a creature's space on this movement, that creature must succeed on a DC 18 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. If the creature is Framebound, it makes the Dexterity saving throw with disadvantage.

Bonus Actions

Frame Step (Costs 1 FP). Naoya moves up to 30 feet without provoking opportunity attacks. If he ends this movement within 5 feet of a creature, he can make one Cursed Strike against that creature.

Predictive Angle. Naoya can read intent through motion. As a bonus action, Naoya can mark one creature he can see within 60 feet. Until the start of Naoya's next turn, the first time the marked creature makes an attack roll, casts a spell, or moves more than 10 feet, Naoya can use his reaction to interfere (see Cut the Frame).

Reaction

Cut the Frame (Costs 2 FP). When a creature marked by Predictive Angle triggers it, Naoya forces the creature to make a DC 16 Wisdom saving throw. On a failed save, the triggering action or movement fails and is wasted (if the creature was moving, its speed becomes 0 until the end of its turn). On a successful save, the creature completes the action, but the next attack roll made against it before the end of Naoya's next turn has advantage.

Legendary Actions

Naoya can take 2 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. Naoya regains spent legendary actions at the start of his turn.

Quick Step. Naoya uses Frame Step (no FP cost).

Cursed Strike. Naoya makes one Cursed Strike.

Palm Interference (Costs 2 Actions). Naoya makes one Open-Palm Tag attack.

Vengeful Cursed Spirit

When Naoya is reduced to 0 hit points, he doesn't die. Instead, his resentment erupts into a new form. Naoya regains 170 hit points, his creature type becomes fiend (spirit), and he gains the features below. This transformation is terrifyingly fast and occurs immediately.

Each creature of Naoya's choice within 30 feet of him must succeed on a DC 18 Wisdom saving throw or be frightened until the end of its next turn.

Naoya Zenin, Vengeful Cursed Spirit

Large fiend (spirit), lawful evil

Armor Class: 18 (cursed carapace)
Hit Points: 110 (mythic phase)
Speed: 0 ft., fly 90 ft. (hover)

Saving Throws Dex +10, Con +8, Wis +7, Cha +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned, prone
Senses darkvision: 120 ft., passive Perception 19
Languages understands the languages it knew in life but can't speak

Mach Crash (Recharge 6). If Naoya

moves at least 60 feet straight toward a creature immediately before hitting it with an attack, the attack deals an extra 14 (4d6) bludgeoning damage, and the target must succeed on a DC 16 Strength saving throw or be pushed up to 20 feet and knocked prone.

Action

Time Cell Moon Palace (Domain Expansion, 1/Day). Naoya creates a cursed domain in a 60-foot-radius sphere centered on himself. The domain lasts 3 rounds, and ends early if Naoya is incapacitated. The area is considered difficult terrain for creatures other than Naoya.

Sure-Hit Frames. When the domain appears, and at the start of each creature's turn while inside it, that creature must make a DC 16 Dexterity saving throw. On a failed save, the creature takes 18 (4d8) slashing damage and becomes Framebound until the end of its turn. On a successful save, the creature takes half as much damage and isn't Framebound.

Movement Punishment. While inside the domain, the first time a creature moves on its turn, it takes 7 (2d6) slashing damage for every 10 feet it moves (maximum 21 slashing damage per turn). This damage occurs after the movement.

Bonus Action

Acceleration Mode. As a bonus action, Naoya enters Acceleration Mode for up to 3 rounds. While in this mode:

- Naoya's flying speed becomes 120 feet.
- His Cursed Strike and Open-Palm Tag deal an extra 7 (2d6) force damage.
- Naoya ignores opportunity attacks.
- Naoya's attacks become magical for the purposes of overcoming resistances.
- At the start of each of Naoya's turns in Acceleration Mode, he must succeed on a DC 16 Dexterity saving throw or take 14 (4d6) force damage.

Special Weaknesses

Unreadable Body

Discovery Mechanism. A creature can use an action to study Naoya's timing and the "frame-rule" of his movement, making a DC 15 Wisdom (Insight) or Intelligence (Arcana) check. On a success, the creature learns this weakness.

Triggering Mechanism. A creature that has discovered this weakness counts as Unreadable if it meets both of the following conditions:

- It isn't concentrating on a spell or cursed technique, and
- It hasn't cast a spell since the end of its last turn.

Consequence. Unreadable creatures have advantage on saving throws against Projection Sorcery, Cut the Frame, and Time Cell Moon Palace. In addition, Naoya has disadvantage on attack rolls against an Unreadable creature until the end of that creature's turn.

Only one creature can be

Unreadable to Naoya at any given time.

Frame Desynchronization

Discovery Mechanism. A creature can use an action to watch Naoya's footwork and turning angles, making a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. On a success, the creature learns this weakness.

Triggering Mechanism. This weakness is triggered when Naoya is subjected to forced movement (such as being pushed or pulled) or is knocked prone.

Consequence. Until the end of Naoya's next turn: Naoya can't use Frame Step or Quick Step, and Naoya loses one Legendary Action from his pool.

This weakness can be triggered once per encounter.

"He doesn't feel fast until it's already too late. You think you're watching him move, but what you're really seeing is where he decided you would fail. Every step is measured, every angle forced, like the world itself is snapping into place around him. When he strikes, it's not with fury or desperation, just certainty. The terrifying part isn't the pain or the speed, it's the realization that he's already judged your timing, your instincts, your hesitation, and found them wanting before you ever had a chance to react."