DUALINK

Ryu Ishigori

BBEG



Jujutsu Kaisen Edition

Ryu Ishigori

Medium humanoid (sorcerer), chaotic neutral

Armor Class: 19

Hit Points: 235 (30d8 + 120)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
18	14	18	12	14	20
(+4)	(+2)	(+4)	(+1)	(+2)	(+5)

Saving Throws: Con +10, Wis +8, Cha +11

Skills: Perception +8, Intimidation +11

Damage Resistances: force

Senses: passive Perception 18

Languages: Common

Challenge: 14 (11,500 XP)

Endless Cursed Energy. Ryu's cursed energy reserves are effectively inexhaustible. His abilities do not require resources, charges, or recharge conditions, and he is immune to exhaustion.

Peak Output. Ryu's attacks strike with overwhelming consistency. When he rolls damage for an attack, any result of 1 or 2 on a damage die is treated as a 3.

Overwhelming Force. Ryu's attacks ignore resistance to force damage.

Pressure Field. Ryu constantly radiates destructive, cursed energy. At the start of each creature's turn within 10 feet of him, that creature takes 7 (2d6) force damage and has disadvantage on Constitution saving throws made to maintain concentration until the start of its next turn.

Overchannel. Ryu can choose to

Overchannel when he makes an attack. When he does so, he enhances the attack in one of the following ways of his choice: the attack deals an additional 10 (3d6) force damage, its range or area increases by 50 percent, or it gains one additional target where applicable.

After resolving an Overchanneled attack, Ryu enters an Overchanneled State until the end of his turn.

Overchanneled State. While in this state, Ryu's output becomes unstable and exposes him to counterattacks. Attack rolls against Ryu have advantage. In addition, he can use his Overflow State bonus action.

Legendary Resistance (2/Day). If Ryu fails a saving throw, he can choose to succeed instead.

Actions

Multiattack. Ryu makes four attacks in any combination of Granite Blast and Distortion Barrage, or he replaces one attack with Granite Cannon if it is available.

Granite Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 27 (4d10 + 5) force damage.

Ryu can choose to Overchannel this attack.

Granite Cannon. Ryu releases a devastating beam of condensed cursed energy in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failure, a creature takes 55 (10d10)

force damage. On a success, a creature takes half as much damage.

Ryu can choose to Overchannel this attack.

Distortion Barrage. Ryu unleashes a concentrated volley of cursed energy bolts that strike unerringly.

He creates four bolts of energy, each of which automatically hits a creature of his choice that he can see within 120 feet. Each bolt deals 3 (1d6) force damage. The bolts can be directed at one creature or several.

Ryu can choose to Overchannel this attack, increasing the number of bolts to six.

Bonus Actions

Overflow State. Ryu can use this bonus action only if he is in an Overchanneled State. He converts excess cursed energy into durability, gaining 20 temporary hit points.

Output Surge. Ryu empowers his next attack. The next time he hits with an attack before the end of his turn, it deals an additional 14 (4d6) force damage.

Reactions

Counter Blast. When Ryu is hit by an attack, he immediately retaliates with a surge of cursed energy. The attacker must make a DC 18 Constitution saving throw. On a failure, the creature takes 18 (4d8) force damage. On a success, it takes half as much damage.

Energy Reinforcement. When Ryu takes damage, he reinforces his body with cursed energy, reducing the

damage taken by 20 (5d8).

Legendary Actions

Ryu 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. Ryu regains spent legendary actions at the start of his turn.

Blast. Ryu makes one Granite Blast attack.

Sweep Beam (Costs 2 Actions). Ryu fires a sweeping beam of energy. Each creature in a 30-foot line must make a DC 18 Constitution saving throw. On a failure, a creature takes 22 (4d10) force damage. On a success, it takes half as much damage.

Maximum Pressure (Costs 3 Actions). Ryu releases a violent surge of cursed energy in a 20-foot radius centered on himself. Each creature in that area must make a DC 18 Constitution saving throw. On a failure, a creature takes 27 (6d8) force damage and is pushed 15 feet away. On a success, it takes half as much damage and is not pushed.

Domain Expansion

Ryu manifests his domain, overwhelming the battlefield with pure destructive output.

When Ryu reaches 50% HP, he can enter this state as a free action for 1 minute. While the domain is active, Ryu is considered to be permanently in an Overchanneled State. In addition, once per turn, when Ryu

misses with an attack, he can choose to turn that attack into a hit instead.

Special Weakness

Output Instability

Discovery Mechanism. A creature that observes Ryu Overchannel multiple times can begin to recognize that his power is being forced outward rather than controlled. A creature that succeeds on a DC 18 Intelligence (Arcana or Investigation) check understands that his output creates momentary instability in his defenses.

Triggering Mechanism. When Ryu resolves an Overchanneled attack, a creature within melee range can use its reaction to make a melee attack against him immediately after the attack is resolved.

Consequence. If the triggering attack hits, Ryu's unstable energy backfires. Henceforth, each time Ryu overchannels, he takes 15 (4d6) force damage. This special weakness can be exploited only once.