DUALINK

Ryuji Sakamoto

BBEG



Persona 5 Edition

Ryuji Sakamoto

Medium humanoid (human), chaotic neutral

Armor Class: 17 (reinforced leather armor; 15 during Persona Recall)

Hit Points: 210 (20d10 + 100)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	7 (-2)	8 (-2)	13 (+2)

Saving Throws: Str +9, Con +9, Cha +6

Skills: Athletics +9, Intimidation +6, Acrobatics +5

Damage Resistances: Lightning, Thunder

Senses: Passive Perception 11

Languages: Common

Challenge 11 (7,200 XP)

Rebellion Charge (Max 5 Charges)

Ryuji thrives in battle, his defiance growing with each hard-hitting moment. He gains 1 Rebellion Charge when he:

- Lands a critical hit.
- Reduces an enemy to 50% HP or lower.
- Takes damage from an "authority figure" (DM's discretion).
- Inflicts the Shocked condition on an enemy.

Rebellion Charge Passive Benefits:

- At 3 Charges, Ryuji's movement speed increases to 50 ft. and his attacks deal +1d4 lightning damage.
- At 5 Charges, Ryuji's melee attacks count as magical for overcoming resistance, and his Persona abilities have advantage on recharge rolls.

Persona Overdrive (Captain Kidd Mode) – 3 Charges (Bonus Action)

When Ryuji activates Persona Overdrive, he unleashes the power of Captain Kidd for 1d4 - 1 rounds (minimum 1 round). During this time, he gains:

- Thunder Striker – Bat Strikes deal +2d6 lightning damage.
- Booming Barrage – Shotgun Blasts deal +2d6 thunder damage.
- Iron Resolve – Resistance to nonmagical bludgeoning, piercing, and slashing damage.
- Rapid Rejuvenation – At the start of his turn, if Ryuji is below half HP, he gains 15 temporary hit points.

At the end of Persona Overdrive, roll 1d6. On a 5 or 6, Ryuji regains 1 Rebellion Charge.

Shocked Condition

A creature hit by lightning damage must make a DC 16 Constitution saving throw. On a failure, it is Shocked for 1d4 - 1 rounds (minimum 1 round).

Shocked Effects:

- At the start of the creature's turn, roll a d4. On a 1, the target is overwhelmed and cannot take any actions, reactions, or movement this turn.
- The condition ends early if the target takes physical damage.

Technical Chain

When Ryuji attacks a Shocked target with a melee or ranged attack, the attack deals +2d6 lightning damage and triggers a free additional attack.

Energetic Resonance

Ryuji's sheer energy keeps him fighting. At the end of his turn, if he took damage this round, he regains 5 HP.

Persona Recall. When Ryuji's HP drops below 30%, he:

- Gains 1 Rebellion Charge.
- Gains +2 to his next saving throw.
- His AC is reduced to 15 until the start of his next turn.

Actions

Multiattack. Ryuji makes two Bat Strikes or one Bat Strike and one Shotgun Blast.

Bat Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: *2d8 + 5 bludgeoning damage. If the target is Shocked, this triggers a Technical Chain.*

Shotgun Blast. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target.

Hit*:* 3d8 + 5 thunder damage. If the target is Shocked, this triggers a Technical Chain. Cone Option (15 ft.): Instead of a single target, Ryuji can fire in a 15-foot cone. Creatures in the area must make a DC 16 Dexterity saving throw, taking half damage on a success.

Lightning Reckoning (Recharge 4–6). Ryuji channels his Persona's power, unleashing a burst of electricity into the battlefield.
All creatures within a 15-foot radius must make a DC 16 Constitution saving throw.

- Failure: Take 4d8 lightning damage and become Shocked.
- Success: Take half damage and are not Shocked.

All-Out Attack. Ryuji and his team execute a devastating coordinated assault. This action can only be used if:

1. Every enemy has been affected by a Technical Chain within the last 2 rounds.
2. Ryuji has at least 2 Rebellion Charges.

When activated, Ryuji expends a number of Rebellion Charges to scale the damage:

- 2 Charges: 6d8 thunder + 4d6 lightning damage
- 3 Charges: 8d8 thunder + 6d6 lightning damage
- 4 Charges: 10d8 thunder + 8d6 lightning damage
- 5 Charges: 12d8 thunder + 10d6 lightning damage

All creatures in a 20-ft. radius must make a DC 16 Dexterity saving throw.

- Failure: Take full damage and are knocked prone.
- Success: Take half damage and remain standing.

After using All-Out Attack, Ryuji cannot gain Rebellion Charges until the end of his next turn.

Bonus Actions

Persona Activation (Bonus Action, 3 Charges). Ryuji activates Persona Overdrive, empowering his attacks for 1d4 - 1 rounds.

Thunder Dash. Ryuji dashes up to 30 feet in a straight line without provoking opportunity attacks. If he passes through an enemy's space, that creature must make a DC 16 Dexterity saving throw or take 2d6 lightning damage and be Shocked.

Legendary Actions

Ryuji can take 2 legendary actions, choosing from the options below. Only one legendary action 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:

Quick Dash. Ryuji moves 20 ft. without provoking opportunity attacks.

Shotgun Salvo. Ryuji makes one Shotgun Blast attack.

Lightning Reprisal (2 Actions). If an enemy within 5 feet just attacked him, he counters with a Lightning Reckoning (only against that target).

Defiant Roar (2 Actions). Ryuji lets out a powerful shout. All enemies within 20 feet must make a DC 16 Wisdom saving throw or be Frightened for 1 round. If an enemy has been affected by a Technical Chain, they roll with disadvantage.

The Abandoned Track

Once a place of glory, now a battlefield fueled by defiance, The Abandoned Track manifests Ryuji's rebellious spirit granting him the following benefits:

- ***Electrified Ground.*** Certain 15-ft. sections of the battlefield crackle with unstable energy. Creatures that start or end their turn in these zones must make a DC 16 Dexterity saving throw or take 2d6 lightning damage.
- ***Phantom Sprinters.*** The cognitive remnants of Ryuji's former teammates appear in flashes of movement, urging him forward. Once per round, these phantoms grant Ryuji a +2 bonus to his next attack roll. Additionally, they disrupt enemies, causing one enemy per round to have disadvantage on their next attack.

Lair Actions

On initiative count 20 Ryuji can use any of the following abilities:

Collapsing Bleachers. A decayed set of stadium bleachers suddenly crashes down. Creatures in a 15-ft. line must make a DC 16 Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone.

Rebellion Surge. Ryuji feeds off the energy of the phantom sprinters, pushing himself beyond limits. He gains advantage on his next attack before the end of his next turn. Phantom Blockers. A group of cognitive sprinters materializes, charging at an enemy and throwing them off balance. One enemy of Ryuji's choice has disadvantage on their next attack roll.

Special Weaknesses

Reckless Momentum

Discovery Mechanism: A creature proficient in Insight or Athletics (DC 16 Insight or Athletics check) notices that Ryuji's aggressive style makes him predictable—he commits too hard to his movements, leaving himself open if his attacks are countered.

Triggering Mechanism: If Ryuji misses two attacks in a row or is forced to move unwillingly (e.g., shoved, teleported, or knocked prone), his flow is disrupted.

Consequence: As a result, Ryuji cannot gain Rebellion Charges for 1d4 - 2 rounds (minimum 1 round). He also loses his movement bonus from Rebellion Charge.

Haunted Past

Discovery Mechanism: A creature proficient in Persuasion, History, or Insight (DC 17 check) can recognize that Ryuji's anger masks deeper wounds his grudge against authority and his guilt over his mother's hardships. If a creature references his past failures or Kamoshida's abuses in battle, Ryuji's frustration can spiral out of control.

Triggering Mechanism: If an enemy taunts Ryuji (using an action to make a DC 16 Charisma (Deception or Intimidation) check), or if Ryuji is Frightened or Charmed, he becomes emotionally unstable.

Consequence: As a result Ryuji cannot trigger Technical Chains for 1d4 - 2 rounds (minimum 1 round). Additionally, during this time, he also loses his +2 attack bonus from Phantom Sprinters.

Behaviour

Ryuji fights with reckless aggression, opening combat with Shotgun Blasts or Lightning Reckoning to apply Shocked, setting up Technical Chains for bonus attacks. He swiftly closes the gap with Thunder Dash or Quick Dash, targeting spellcasters and ranged enemies.

When enemies group up or his Rebellion Charges are high, he unleashes All-Out Attack for devastating area damage. His Phantom Sprinters and collapsing terrain force the party to stay mobile, punishing those who hesitate with electrified hazards and relentless assaults.