DUALINK

Takako Uro

BBEG



Jujutsu Kaisen Edition

Takako Uro

Medium humanoid (sorcerer), chaotic neutral

Armor Class: 18 Hit Points: 210 (28d8 + 84) Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws: Dex +10, Con +8, Wis +8

Skills: Acrobatics +10, Perception +8

Damage Resistances: force

Condition Immunities: prone (while not incapacitated)

Senses: passive Perception 18

Languages: Common

Challenge: 14 (11,500 XP)

Distorted Existence. Uro's body exists slightly out of alignment with physical space. Opportunity attacks made against her are made with disadvantage, and she can move through the space of other creatures, treating it as difficult terrain.

Sky Sovereignty. Uro can take two bonus actions on each of her turns, instead of one, and she can take two reactions per round, rather than one.

Warped Reality. Uro's attacks fracture a creature's perception of space and orientation. When Uro hits a creature with Distortion Strike, or when a creature fails its saving throw against Thin Ice Breaker, that creature must succeed on a DC 20 Wisdom saving throw or become Warped. A creature that succeeds on this saving throw gains

a +2 bonus to the next saving throw it makes against becoming Warped before the end of its next turn.

Warped Condition. A Warped creature is affected as though under the effects of the *confusion* spell. The creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Actions

Multiattack. Uro makes three attacks in any combination of Distortion Strike and Thin Ice Breaker (Recharge 5–6).

Distortion Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target *Hit:* 14 (2d8 + 5) force damage. The target must make a DC 16 Wisdom saving throw or become Warped. Additionally, the target has disadvantage on its next attack roll.

Thin Ice Breaker (Recharge 5–6). Uro shatters the sky in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failure they take 45 (10d8) force damage and becomes Warped. On a success they take half damage, are not Warped. This attack ignores cover.

Sky Rend. Uro folds space along a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw. On a failure, a creature takes 31 (7d8) force damage, is knocked prone, and is pushed up to 20 feet in a direction of Uro's choice. If the creature collides with a solid surface during this movement, it takes an

additional 10 (3d6) force damage. On a success, a creature takes half as much damage and is neither knocked prone nor pushed.

Bonus Actions

Sky Step. Uro teleports up to 40 feet to an unoccupied space she can see. The space she leaves behind becomes spatially unstable until the start of her next turn. A creature that enters that space for the first time on a turn or starts its turn there must succeed on a DC 16 Wisdom saving throw or become Warped.

Cloak of Sky. Uro distorts the space around her, causing her form to blur and shift. This effect functions as the *blur* spell and requires concentration as normal.

Vector Shift. Uro distorts the directional flow of space around one creature she can see within 30 feet. Until the start of Uro's next turn, the target treats all movement as difficult terrain. The first time the creature moves before the effect ends, it is pulled 10 feet in a direction of Uro's choice, representing the warping of its intended trajectory.

Inverted Space. Uro swaps the positions of two creatures she can see within 60 feet of her. If both creatures are within 20 feet of each other, the effect occurs without a saving throw. Otherwise, each creature must succeed on a DC 16 Wisdom saving throw or be teleported, swapping positions with the other creature.

Reactions

Refraction. When Uro is hit by an attack, she bends the trajectory of the strike. The attack instead targets another creature of her choice within 15 feet of her, using the same attack roll.

Spatial Slip. When Uro is targeted by an attack, she teleports up to 20 feet to an unoccupied space she can see, causing the triggering attack to miss.

Angle Collapse. When a creature misses Uro with an attack, she twists space around the attacker. The attacker is pulled up to 15 feet in a direction of Uro's choice.

Legendary Actions

Uro can take 3 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. Uro regains spent legendary actions at the start of her turn.

Distort. Uro forces a creature she can see within 60 feet to make a DC 16 Wisdom saving throw. On a failure, the creature becomes Warped. On a success, the creature is unaffected.

Fold Space. Uro moves a creature she can see within 60 feet up to 15 feet in any direction. This movement does not provoke opportunity attacks.

Collapse Vector (Costs 2 Actions). Uro selects a point she can see within 60 feet. Each creature within 10 feet of that point must make a DC 16 Constitution saving throw.

On a failure, a creature takes 18 (4d8) force damage and is pulled to the center of the effect. On a success, a creature takes half as much damage and is not pulled.

Impossible Angle (Costs 3 Actions). Uro distorts causality around a creature she can see within 60 feet. The target must succeed on a DC 16 Wisdom saving throw. On a failure, the creature either automatically misses the next attack it makes before the end of its next turn or instead targets a creature of Uro's choice that is within range of the attack. On a success, the creature is unaffected.

Special Weakness

Anchoring Reality

Discovery Mechanism. A creature that studies Uro's manipulation of space can begin to notice that her distortions are not entirely freeform. The environment around her subtly resists, snapping back into place after each violent shift. A creature that succeeds on a DC 18 Intelligence (Arcana or Investigation) check realizes that Uro's abilities rely on displacing unstable space, and that sufficiently anchored or stabilized points in reality interfere with her control. Additionally, at the DM's discretion, this realization can occur naturally after observing her abilities multiple times, particularly if creatures notice that distortions behave inconsistently around solid, fixed structures.

Triggering Mechanism. A creature can use its action to attempt to

anchor reality in a specific space within its reach. This can be achieved through any of the following methods:

- Forcing a weapon, tool, or object firmly into a solid surface (such as the ground, a wall, or a structure)
- Bracing against or interacting with an immovable or fixed object
- Casting a spell or using an ability that creates, reinforces, or stabilizes physical structure (such as walls, force effects, or similar magic)

The creature must be in contact with a solid surface or fixed point in space to perform this action. The anchored space remains stabilized until the end of Uro's next turn.

Consequence. While reality is anchored in this way, Uro's control over space is partially disrupted. Until the end of her next turn:

- Uro loses one of her reactions
- Uro cannot use any feature that redirects attacks, including Refraction

This special weakness can only be exploited once.