DUALINK

Toji Fushiguro



JJK Edition

Toji Fushiguro

Medium Humanoid, Chaotic Neutral

Armor Class: 17 (Natural Armor)
Hit Points: 189 (18d8 + 108)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	11 (+0)

Saving Throws: Str +9, Dex +10, Con +8, Wis +7
Skills: Stealth +10, Perception +7, Survival +7
Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities: Frightened, Poisoned
Senses: Darkvision 60 ft., Passive Perception 17
Languages: Common, Thieves' Cant
CR: 13 (10,000 XP)

Mercenary's Instinct. Toji can add his proficiency bonus to his initiative rolls.

Unsurprisable. Toji cannot be surprised.

Heavenly Restriction. When an enemy attempts to incapacitate Toji, that enemy must succeed on a DC 18 Constitution saving throw or suffer disadvantage on the attempt.

Cunning Action. Toji can take a bonus action on each of his turns in combat to Dash, Disengage, or Hide.

As his blade sang through the air, a silence fell over the market square, slicing through the chaos like a verdict. I was petrified, a statue unable to look away from the effortless might and cold presence of the man before me. In the wake of his departure, we all shared a collective, unspoken terror, knowing the grim reaper had just walked amongst us ~ Journal of a nobody

Actions

Multiattack. Toji makes three attacks with his shortsword.

Shortsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage.

Throwing Knife. Ranged Weapon Attack: +10 to hit, range 20/60 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Intimidating Presence (Recharge 4-6). Toji can use his presence to strike fear into his opponents. Each creature of his choice within 30 feet that can see him must succeed on a Wisdom saving throw or become frightened until the end of their next turn.

Bonus Actions

Quick Parry. Toji enters a defensive state. The next time he is hit by a melee attack, he adds 3 to his AC against that attack, potentially causing it to miss. If Quick Parry turns a hit into a miss, Toji can make an opportunity attack against the attacker.

Shadow Step. Toji can teleport up to 30 feet to an unoccupied space he can see as a bonus action. If he uses this ability to appear in a dimly lit or dark area, he has advantage on the first melee attack he makes before the end of the turn.

Disarm. Toji makes a special attack to disarm the weapon or an item an opponent is holding. If the attack hits, the target must succeed on a Strength saving throw or have the item knocked to the ground.

Legendary Actions

Toji Fushiguro 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. Toji regains spent Legendary Actions at the start of his turn.

Counterstrike. If Toji is targeted by an attack, he can use his Legendary Action to make a melee weapon attack against that creature.

Unseen Predator (Costs 2 Actions). Toji takes the Hide action, even if he is in plain sight. He moves up to half his speed to a location where he is not visible and then attempts to hide. On his next turn, he has advantage on attack rolls against any creature that did not detect him.

Silent Riposte (Costs 3 Actions). When a spell is cast within 60 feet of Toji that targets him or includes him in its area of effect, he can use his reaction to teleport directly behind the spellcaster and make a melee weapon attack against them. If the attack hits, the spell is disrupted and fails, rendering it ineffective. Additionally, the spellcaster is struck mute by Toji's imposing presence, unable to speak or vocalize spells unless they succeed on a Charisma saving throw (DC 18) at the end of each of their turns, overcoming the paralyzing fear Toji's attack has instilled in them.

As I chanted the incantation, the air crackling with the energy of my spell, Toji Fushiguro appeared from nowhere, a silent specter with eyes full of contempt for my magic. The moment his blade met my chest, my words turned to whispers, my spell dissolving into nothingness. Terror gripped me, stealing my voice, as I faced the mage slayer, realizing my magic was no shield against his relentless advance.

Bloodied State

When Toji reaches 50% of it's HP, his Bloodied State kicks in, giving him the following abilities:

Celestial Convergence (Immediate Effect). A brilliant flash envelops him, when the light fades, he stands armed with the Inverted Spear of Heaven in one hand and the Chain of a Thousand Miles coiled around the other. This moment of transformation radiates a shockwave, forcing all enemies within 20 feet to make a DC 18 Wisdom saving throw or be pushed back 10 feet and knocked prone by his overwhelming presence.

Spear's Radiance. Toji's melee attacks now deal an additional 2d8 radiant damage. The spear's guiding light causes any creature hit by these attacks to glow, granting advantage on the next attack roll against them.

Chain's Reach. Toji's ranged attacks are now made using the Chain of a Thousand Miles. These attacks have a range of 100 feet, and on a hit, the target is grappled (escape DC 18). Toji can choose to pull the grappled creature up to 30 feet towards him as a bonus action.

Heaven's Mercy. Once per long rest, Toji can use the Celestial Reversal feature of the Inverted Spear of Heaven as a free action. This can reverse damage on himself, turning wounds into healed flesh, or can be used against an opponent to invert conditions or alignments as per the weapon's description.



Boundless Defense. Toji gains the ability to create a Spatial Barrier twice per long rest as a bonus action. This barrier, formed by anchoring the chain between two fixed points within 100 feet, lasts for 1 minute or until Toji dismisses it as a free action. The Spatial Barrier is impenetrable to spellcasters, creating an absolute defense against direct magical attacks or attempts to pass through by those who wield magic. Non-spellcasters can attempt to pass through the barrier but must succeed on a Strength check against a DC of 18.



Vulnerabilities

Egotistical Oversight. Toji's confidence in his abilities sometimes leads to overextension in combat, revealing a weak spot in his defense. A character observing Toji's combat style can spot this opportunity with a DC 15 Perception check.

If a hidden character successfully attacks Toji, targeting this weak spot, Toji becomes momentarily flustered by the unexpected strike. As a result, he cannot use his Shadow Step ability for 2 rounds, forcing him to rely on his martial prowess alone. This vulnerability can be exploited once per combat, as Toji quickly corrects his oversight thereafter.

Underestimating the Weak. Toji tends to underestimate opponents who appear injured or less capable, seeing them as no threat. A character feigning weakness or injury can bait Toji into a careless attack with a successful DC 15 Deception check.

When Toji targets the character who successfully deceived him, his attack is overconfident and poorly aimed, granting the targeted character an opportunity for a counterattack. This counterattack is made with advantage, and if it hits, Toji is caught off balance, reducing his AC by 2 until the end of his next turn.



Challenge of Pride. Toji's pride can be his downfall when he is directly challenged or taunted. A character can challenge Toji to single combat or taunt him with a DC 15 Intimidation or Performance check to exploit his pride.

Accepting the challenge or reacting to the taunt, Toji focuses solely on the character who issued it, ignoring other threats. The challenging character gains a +2 bonus to all attack rolls against Toji for the next 2 rounds, as Toji's focus on proving his superiority leaves him open to more predictable attacks. This vulnerability can be exploited once, as Toji becomes wary of being goaded in such a manner again.