DUALINK

Yasuo

BBEG



Runeterra Edition

Yasuo

Medium humanoid (human), chaotic neutral

Armor Class 19 (wind-guard reflexes)

Hit Points 210 (20d8 + 120)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	22 (+6)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +12, Con +12, Wis +9

Skills Acrobatics +12, Perception +9, Insight +9

Damage Resistances slashing

Condition Immunities frightened

Senses passive Perception 19

Languages Common, Ionia

Challenge 15 (13,000 XP)

Gathering Storm (0–5). Yasuo begins combat with 0 Storm. He gains 1 Storm (maximum 5) when:

- He moves at least 20 feet on his turn and hits with a melee attack.
- He reduces a creature to 0 hit points.
- He negates a ranged weapon attack with Wind Wall.

Storm Effects.

- Yasuo deals an extra 1d6 slashing damage per Storm on melee attacks.
- At 3 or more Storm, he has advantage on Dexterity saving throws.
- At 5 Storm, his melee attacks score a critical hit on a roll of 19–20.

Storm Collapse. Yasuo loses all Storm if he:

- Is restrained, stunned, or

knocked prone.
- Ends his turn without moving at least 15 feet.

Flowing Defense. The first time Yasuo is hit by an attack each round, he reduces the damage by 10. If he has 3 or more Storm, he instead reduces the damage by 20.

Actions

Multiattack. Yasuo makes three Katana attacks.

Wind-Kissed Katana. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target *Hit:* 17 (2d8 + 6) slashing damage plus Storm damage. If Yasuo moved at least 20 feet before this attack, he may push the target up to 10 feet away.

Steel Tempest (Recharge 5–6). Yasuo unleashes compressed wind in a 15-foot-long, 5-foot-wide line. Each creature in the line must make a DC 18 Dexterity saving throw.
- Failure: 27 (6d8) slashing damage.
- Success: Half damage.

If Yasuo has 3 or more Storm, this becomes a 20-foot cone, and creatures that fail the save are knocked prone.

Sweeping Dash. Yasuo moves up to half his speed without provoking opportunity attacks and makes one Katana attack. He cannot use this feature on the same creature more than once per round.

Bonus Actions

Wind Wall (Recharge 4–6). Yasuo conjures a 15-foot-long, 10-foot-high wall of slicing wind within 10 feet of himself. The wall

lasts until the start of his next turn.

- Ranged weapon attacks that pass through the wall automatically miss.
- Spell attacks that pass through the wall are made with disadvantage.
- A creature that willingly moves through the wall takes 14 (4d6) slashing damage.

If Wind Wall negates a ranged weapon attack, Yasuo gains 1 Storm.

Reactions

Unforgiven Strike. When a creature within 30 feet of Yasuo is knocked prone, he may teleport to an unoccupied space within 5 feet of that creature and make two Katana attacks.

If he has 3 or more Storm, he instead makes three attacks. After resolving these attacks, Yasuo loses all Storm.

Legendary Actions

Yasuo can take 3 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. Yasuo regains spent legendary actions at the start of his turn.

Quick Step. Yasuo moves up to 20 feet.

Swift Cut. Yasuo makes one Katana attack.

Gathering Squall. Yasuo gains 1 Storm.