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Yuta Okkotsu

BBEG



Jujutsu Kaisen Edition

Yuta Okkotsu

Medium humanoid (sorcerer), chaotic neutral

Armor Class: 19 (reinforced cursed energy)

Hit Points: 285 (30d8 + 150)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	18 (+4)	18 (+4)	20 (+5)

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

Skills: Athletics +10, Arcana +10, Insight +10, Perception +10

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks; psychic

Condition Immunities: charmed, frightened, paralyzed

Senses: darkvision 60 ft., passive Perception 20

Languages: Common, Celestial, Infernal, Abyssal

Challenge: 17 (18,000 XP)

Cursed Technique: Copy. Yuta Okkotsu possesses the innate cursed technique Copy, allowing him to observe, memorize, and reproduce the supernatural techniques of others through cursed energy imitation. Yuta has four Technique Slots. Each Technique Slot can store one copied technique. A copied technique represents a distorted cursed reproduction of an ability, spell, class feature, or supernatural effect Yuta has witnessed.

Starting Techniques. At the start of combat, Yuta begins with the following copied techniques already

stored in his Technique Slots:

- Reverse Cursed Technique
- Cursed Speech

These techniques occupy Technique Slots as normal.

Learning Techniques. While in combat, Yuta can copy techniques used by other creatures. He learns a technique, as a free action, when a creature he can see within 60 feet of him does one of the following:

- Hits Yuta with a spell, magical effect, or supernatural ability.
- Uses a class feature, racial feature, or limited-use ability while Yuta can observe it.
- Successfully affects Yuta with a spell or effect that allows a saving throw.

When Yuta learns a technique, he can choose to store it in an empty Technique Slot. If no Technique Slots are available, the learned technique can be swapped with one that occupies a slot. Each creature's abilities can only be copied once per encounter.

Using Copied Techniques. Copied techniques are fueled by cursed energy. If a copied technique requires a saving throw or attack roll, it uses Yuta's Charisma as the spellcasting ability (save DC 19, +11 to hit). Using copied techniques requires the same action economy as the original.

Yuta cannot copy legendary actions, lair actions, or abilities that would exceed the scope of a single Technique Slot.

Restrictions. Outside of his Domain Expansion, Yuta can only use

copied techniques stored in his Technique Slots and is subject to their individual limitations and costs.

Katana Mastery. Yuta has mastered the katana as an extension of his cursed energy.

- Yuta's weapon attacks are magical.
- When Yuta hits with a melee weapon attack using a katana, the attack deals an additional 9 (2d8) force damage.
- Yuta ignores resistance to slashing damage when making attacks with a katana.
- When Yuta misses with a katana attack, he can reroll the attack roll, taking the new result. He can do this once per turn.

Legendary Resistance (3/Day). If Yuta fails a saving throw, he can choose to succeed instead.

When Yuta uses this feature, one of the following effects occurs (Yuta's choice):

- Yuta immediately regains hit points equal to 15.
- Each creature of Yuta's choice within 10 feet of him takes 10 psychic damage.

Bound Focus. Yuta has advantage on Constitution saving throws made to maintain concentration on spells or effects. In addition, Yuta can maintain concentration on up to two spells or effects at the same time, provided at least one of them is a copied technique granted by his Cursed Technique: Copy. If Yuta fails a concentration saving throw, he loses concentration on only one

effect of his choice, rather than all effects.

Tactical Awareness. Yuta's heightened perception and combat discipline allow him to anticipate threats before they materialize. Yuta cannot be flanked. He cannot be grappled, shoved, or knocked prone by nonmagical means, and his movement cannot be forcibly reduced or redirected by nonmagical effects.

Actions

Multiattack. Yuta makes three attacks with his katana.

Katana Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 9 (2d8) force damage.

Technique Weave (Recharge 4–6). Yuta seamlessly intertwines memory and motion, activating a copied technique mid-strike. Yuta makes two katana attacks. In addition, Yuta activates one copied technique currently stored in his Technique Slots. If the copied technique normally requires an action, it instead activates as part of this action.

Summon Rika (1/Day). Yuta releases the restraints on his bond with Rika, summoning her into the battlefield. Rika appears in an unoccupied space within 30 feet of Yuta, rolls her own initiative, and acts independently of Yuta. Rika remains until she is reduced to 0 hit points or until the encounter ends. If Yuta has not used this action, Rika is automatically summoned

when Yuta is reduced to 50% of his hit points or fewer, requiring no action. Once Rika has been summoned in this way, this feature cannot be used again. Rika's stat block is provided at the end of this creature's entry.

Bonus Actions

Reverse Cursed Technique. Yuta converts cursed energy into restorative force. Yuta regains 4d10 + 5 hit points. If Yuta is reduced to 0 hit points but not killed outright, he can immediately use this bonus action without expending an action, regaining hit points and remaining conscious. Once this automatic use occurs, Yuta cannot use this feature again until the end of his next turn.

Cursed Speech. Yuta imbues his voice with overwhelming cursed authority, targeting one creature he can see within 60 feet. The target must succeed on a DC 19 Wisdom saving throw or be affected by one of the following effects of Yuta's choice until the end of its next turn:

- *Halt.* The target is stunned.
- *Fall.* The target is knocked prone and restrained.
- *Silence.* The target cannot speak or cast spells with verbal components.

On a successful save, the creature is immune to Yuta's Cursed Speech until the end of its next turn. Each time Yuta uses this feature beyond the first, he takes 10 psychic damage.

Cursed Step. Yuta surges cursed energy through his body and repositions instantly. Yuta can

teleport up to 30 feet to an unoccupied space he can see.

Legendary Actions

Yuta Okkotsu 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. Yuta regains spent legendary actions at the start of his turn.

Swift Cut. Yuta makes one katana strike.

Cursed Step. Yuta uses Cursed Step, teleporting up to 30 feet to an unoccupied space he can see.

Technique Echo (Costs 2 Actions). Yuta activates one copied technique stored in his Technique Slots. If the technique normally requires an action, it instead activates as part of this legendary action.

Authentic Mutual Love

Authentic Mutual Love. When Yuta Okkotsu is reduced to 50% of his hit points or fewer, he can activate his Domain Expansion Authentic Mutual Love as a free action. Once activated, the Domain persists until Yuta loses concentration or is incapacitated.

Instantaneous Effects. When Authentic Mutual Love is activated, the following effects occur immediately:

- Rika is summoned without requiring an action.
- Yuta regains hit points as if he had used Reverse Cursed Technique at its maximum value.
- Any limits on Yuta's Technique Slots are removed.

- The battlefield within a 120-foot radius of Yuta transforms into his Domain.

Memory-Blade Manifestation. At the start of each of Yuta's turns while the Domain is active, Yuta manifests a katana from the Domain into his hand. Each manifested katana is bound to one randomly determined technique drawn from the pool of all techniques Yuta has witnessed during the encounter that met the conditions to be copied, regardless of whether Yuta previously stored them using his Cursed Technique: Copy.

This pool includes spells, class features, racial traits, and supernatural abilities that Yuta could have copied at any point during the encounter. Legendary actions, lair actions, and narrative-only abilities cannot be selected. Yuta does not choose the technique bound to the katana.

Domain Multiattack. While Authentic Mutual Love is active, Yuta's Multiattack is enhanced. When Yuta takes the Multiattack action, he makes three katana attacks as normal. In addition, the technique bound to the manifested katana automatically activates when Yuta hits a creature with one of these attacks.

- The technique does not require an action.
- The technique does not require an attack roll.
- If the technique requires a saving throw, the target makes the saving throw as normal.

- If the technique requires concentration, it follows Yuta's normal concentration rules.

This activation represents the Domain's sure-hit effect.

Overflowing Memory. While Authentic Mutual Love is active, Yuta can copy techniques without restriction. Any eligible technique used by a creature within the Domain is immediately added to the pool of techniques that can be randomly selected for Memory-Blade Manifestation. Technique Slots are not used while the Domain persists.

New Legendary Action

Reflected Memory (Costs 2 Actions). When a creature Yuta can see uses a spell, class feature, racial trait, or supernatural ability that meets the requirements of Cursed Technique: Copy and successfully affects Yuta, Yuta records the technique instinctively. At the end of that creature's turn, Yuta immediately uses the recorded technique as part of this legendary action, targeting the original creature or another valid target of Yuta's choice.

Special Weaknesses

Fractured Restraint

Discovery Mechanism. A creature can use an action to observe Yuta's fighting style, emotional responses, and reactions to Rika, making a DC 15 Wisdom (Insight) or Intelligence (Arcana) check. On a success, the creature realizes that Yuta's techniques rely on deliberate

emotional suppression rather than instinct.

Triggering Mechanism. This weakness is triggered when Yuta takes 40 or more damage from a single source or fails a saving throw, and at least one creature that has discovered this weakness uses a reaction or bonus action to verbally provoke, remind, or emotionally pressure Yuta (such as invoking Rika, his past, or his hesitation).

Consequence. Until the end of Yuta's next turn:

- Yuta loses the benefits of Bound Focus.
- If Yuta is concentrating on two effects, he must immediately choose one to end.
- Yuta cannot use Reflected Memory during this time.

This weakness can be triggered once per encounter.

Memory Saturation

Discovery Mechanism. A creature can use an action to analyze the accumulation of techniques around Yuta, making a DC 15 Intelligence (Arcana) or Wisdom (Perception) check. On a success, the creature realizes that Yuta reacts more slowly after repeatedly responding to multiple abilities in quick succession.

Triggering Mechanism. This weakness is triggered when three or more different creatures use techniques, spells, or class features that meet the requirements of Cursed Technique: Copy before the start of Yuta's next turn.

Consequence. Yuta's reaction speed falters until the end of his next turn:

- Yuta loses one Legendary Action from his pool.
- Yuta cannot use Technique Echo or Reflected Memory during this time.

This weakness can be triggered once per round, but no more than twice per encounter.

Rika

Large fiend (cursed spirit), chaotic neutral

Armor Class: 18 (natural armor)
Hit Points: 180 (19d10 + 76)
Speed: 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	8 (−1)	14 (+2)	20 (+5)

Saving Throws: Str +11, Con +9, Wis +7
Skills Perception +7, Intimidation +10
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: psychic
Condition Immunities: charmed, frightened
Senses: darkvision 120 ft., passive Perception 17
Languages: understands Common but can't speak

Bound to Yuta. Rika is magically bound to Yuta Okkotsu. While Rika is within 60 feet of Yuta, she has advantage on attack rolls. If Yuta is incapacitated, Rika becomes incapacitated at the end of her next turn.

Overprotective Manifestation. When a creature within 5 feet of Yuta damages him, Rika can use her reaction to make one Claw attack against that creature.

Actions

Multiattack. Rika makes two attacks: one with her Claws and one with her Bite.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 6) piercing damage.

Crushing Embrace (Recharge 5–6). Rika attempts to seize a creature she can see within 10 feet. The target must succeed on a DC 18 Strength saving throw or be grappled (escape DC 18) and restrained until the end of Rika's next turn. While restrained this way, the target takes 13 (2d8 + 4) bludgeoning damage at the start of its turn.

Reactions

Protective Lunge. When a creature targets Yuta with an attack, Rika can move up to her speed toward the attacker and impose disadvantage on the attack roll.

You don't fight Yuta Okkotsu, you are studied by him. Every technique you use becomes something he understands, something he remembers. He never rushes, never panics, never wastes a move. When the battlefield fills with blades, it's because you taught him how to wield them.