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Yoruichi Shihōin

BBEG



Bleach Edition

Yoruichi Shihōin

Medium humanoid (shinigami), chaotic good

Armor Class: 17 (preternatural agility)

Hit Points: 210 (28d8 + 84)

Speed: 50 ft., climb 40 ft., fly 50 ft. (hover)

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

Saving Throws: Dex +10, Con +8, Int +8, Wis +9

Skills: Acrobatics +10, Arcana +8, Insight +9, Perception +9, Stealth +10

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

Condition Immunities: frightened

Senses: darkvision 120 ft., passive Perception 19

Languages: Common; telepathy 60 ft.

Challenge: 15 (13,000 XP)

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

Magic Resistance. Yoruichi has advantage on saving throws against spells and other magical effects.

Flash Goddess. Yoruichi's movement doesn't provoke opportunity attacks.

Flash Momentum. Yoruichi enters a state of Momentum when she hits two or more attacks in a single turn, scores a critical hit, reduces a creature to 0 hit points, or successfully evades an attack using a

Dexterity saving throw.

- While Yoruichi has Momentum, she gains the following benefits:
- She has an additional 2 AC.
- Once, per turn, anytime, Yoruichi can immediately reposition up to 50 feet without provoking opportunity attacks. This reposition does not count against her movement speed.
- Whenever a creature enters Yoruichi's melee range, she can immediately make a Hakuda attack against that creature.

Yoruichi loses Momentum if:

- She takes damage.
- Ends her turn without moving or attacking.
- Becomes stunned, restrained, paralyzed, or incapacitated.

Actions

Multiattack. Yoruichi makes four Hakuda attacks, or she makes three Hakuda attacks and uses Shihōin Lightning (if available).

Hakuda. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. On a successful roll, Yoruichi deals 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) lightning damage.

Shihōin Lightning (Recharge 5–6). Each creature of her choice within 15 feet must make a DC 17 Dexterity saving throw, taking 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one.

Flash-Step Crush (Costs 2 Momentum). Yoruichi moves up to 40 feet to an unoccupied space she can see and makes two Hakuda attack. On a hit, the target must

succeed on a DC 17 Strength saving throw or be knocked prone.

Nerve-Point Suppression (Costs 3 Momentum). Yoruichi targets one creature she can see within 5 feet. The target must succeed on a DC 17 Constitution saving throw or be unable to take reactions and have disadvantage on its next weapon attack roll before the end of its next turn.

Bonus Actions

Shunpo. Yoruichi teleports up to 30 feet to an unoccupied space she can see.

Steal the Distance. Yoruichi takes the Dash action.

Feline Transformation. As a bonus action, Yoruichi transforms into a Tiny cat or back into her humanoid form. While in cat form, her speed is 40 feet, she has advantage on Dexterity (Stealth) checks, and she can't make Hakuda attacks or use Shihōin Lightning.

Reaction

Afterimage. When Yoruichi is hit by an attack roll, she can halve the damage (rounded down). If she does, she can move up to 10 feet without provoking opportunity attacks.

Legendary Actions

Yoruichi 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. Yoruichi regains spent legendary actions at the start of her turn.

Hakuda. Yoruichi makes one Hakuda attack.

Shunpo. Yoruichi uses Shunpo.

Pressure Step (Costs 2 Actions). Yoruichi uses Flash-Step Crush.

Stunning Palm (Costs 2 Actions). Yoruichi uses Nerve-Point Suppression.

Shunkō, Raijin Senkei

When Yoruichi is reduced to 0 hit points, she doesn't die. Instead, she ends all conditions on herself, regains 90 hit points, and her mythic phase begins. If this trait triggers, award a second set of XP for defeating her.

She gains the following:

- Yoruichi's speed becomes 60 feet, and her teleport from Shunpo becomes 40 feet.
- The bonus lightning damage to Hakuda becomes 14 (4d6).
- Yoruichi gains resistance to force damage.
- Yoruichi gains 2 Momentum at the start of each of her turns (instead of 1).
- Yoruichi's saving throw DC becomes 18.

New Action

Raijin Column (Recharge 6). Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point she can see within 90 feet must make a DC 18 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Action

Raijin Step (Costs 2 Actions). Yoruichi moves up to her speed

without provoking opportunity attacks. At the end of that movement, she can make two Hakuda attack.