

MAJOR MOTOKO KUSANAGI

Medium humanoid (human), Lawful neutral

Armor Class 27 (natural armor)

Hit Points 230 (20d8 + 140)

Speed 50 ft., climb 30 ft.

STR
24 (+7)

DEX
24 (+7)

CON
24 (+7)

INT
20 (+5)

WIS
21 (+5)

CHA
18 (+4)

Saving Throws Dex +13, Int +11

Skills Acrobatics +19, Athletics +19, Deception +16, History +11, Insight +17, Intimidation +10, Investigation +17, Medicine +11, Perception +11, Persuasion +10, Sleight of Hand +13, Stealth +19

Damage Vulnerabilities lightning

Senses passive Perception 21

Languages —

Challenge 20 (25,000 XP)

Evasion. When subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Martial Arts. The Major has 20 ki points and her unarmed attacks inflict 1d10 + 7 damage. Immediately after taking the Attack action on her turn, she can spend 1 ki point to make two unarmed strikes as a bonus action. Whenever she hits a creature with one of these bonus unarmed attacks, she can impose one of the following effects on that target:

- * It must succeed a DC 21 Dexterity saving throw or be knocked prone.
- * It must make a Strength saving throw. If it fails, it is pushed up to 15 feet away.
- * It can't take reactions until the end of her next turn.

Sneak Attack. Once per turn, the Major can deal an extra 10d6 damage to one creature she hits with an attack if she has advantage on the attack roll.

Super-Wizard Class Hacker. The Major can reproduce non-magical effects equivalent to the following spells more-or-less at will: *dancing lights*, *minor illusion*, *alarm*, *comprehend languages*, *disguise self*, *illusory script*, *silent image*, *blur*, *darkness*, *detect thoughts*, *hold person*, *locate object*, *mirror image*, *suggestion*, *hypnotic pattern*, *arcane eye*, *hallucinatory terrain*, *locate creature*, *dominate person*, *modify memory*, *telepathic bond*, *screaming*, *seeming*.

These "spells" only work on robots and creatures with cyberbrains, illusions created by these "spells" can be perceived only by robots and creatures with cyberbrains, and combat benefits that the Major receives from any of these "spells" that target her (i.e. *blur*, *mirror image*) apply only to attacks by robots and creatures with cyberbrains. The Major's hacking ability is Intelligence, the Save DC vs. her hacks is 19, and her hack attack bonus is +13.

ACTIONS

Multiattack. The Major makes four attacks using any combination of her kick, Seburo M5 pistol, and Seburo C-26a PDW. Any unarmed strikes made as a bonus or legendary action are in addition to this.

Kick. *Melee Weapon Attack:* +13 to hit, one target, reach 5 ft. Hit: 12 (1d10 + 7) bludgeoning damage.

Seburo C-26a. *Ranged Weapon Attack:* +13 to hit, one target, range 100/400. Hit: 32 (5d10 + 7) piercing damage. This damage reflects a 5-round burst, and cannot benefit from sneak attack damage.

Seburo M5. *Ranged Weapon Attack:* +13 to hit, one target, range 30/120. Hit: 17 (2d10 + 7) piercing damage.

Thermoptic Camouflage. The Major can use an action to turn invisible as the spell *greater invisibility*, except that it lasts until she loses concentration or chooses to become visible. While under this effect, the Major does not have any detectable heat signature. This is not a magical effect and cannot be dispelled.

REACTIONS

Uncanny Dodge. The Major halves the damage taken from one attack by a creature she can see.

LEGENDARY ACTIONS

The monster 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. The monster regains spent legendary actions at the start of its turn.

Cloak. The Major turns invisible as the spell *greater invisibility*, except that it lasts until she loses concentration or chooses to become visible. While under this effect, the Major does not have any detectable heat signature. This is not a magical effect and cannot be dispelled.

Leap. The Major jumps up to 50 ft. Moving in this way does not provoke attacks of opportunity.

Snapshot/Kick. The Major makes an attack with her kick or Sebuco M5 pistol.