

Jujutsu Kaisen Crossover Unit Breakdown

Yuji Itadori

The luck unit for this collaboration. I designed him to be a sustainer as I felt that niche for a luck unit hadn't been fulfilled. He has Fire/Human traits as well, to fit in thematically with the character of the anime. His self-sustain art generation is linked to his ability to land a critical strike, and his skill makes it easier if there is some resistance on the enemy. Besides his ability to generate shields and heal allies, he doesn't really offer much in support with his slots or other abilities. For that reason, I felt it was fair to give him quite a decent amount of power in his ability to sustain his team.

Megumi Fushiguro

Designed around his summoning theme displayed in the anime, Megumi is an attacker with an emphasis on skill recovery. He summons a shikigami, or spirit, with his normal arts and skill. He also gains bonus attack depending on the number of summons he has deployed. Since the summons have a duration, getting them out as quickly as possible increases his effectiveness at dealing damage. His true arts gives him a huge boost to skill recovery and refills some of the arts required to start cycling his normal arts. Since the buff lasts for a minute, it gives him time to focus on summoning rather than on the upkeep of the buff. Lastly, his Water/Human typing gives him some allies that can sustain him as Water is more protective of an element.

Aoi Todo

Did someone hear clapping? Aoi Todo is a Earth/Human unit designed to debuff his enemies and provide generous buffs to his allies. The way the unit works is linked directly to his fighting style in the anime. Even though he looks physically strong, Aoi uses quite a large amount of strategy and tactics. His normal arts gives his enemy more resistance to their natural element, but reduces their resistances to all other elements. It also inherits the enemy's weakest elemental type for its damage type. In simpler terms, an example would be: If an enemy is a Water unit, his normal arts would increase their Water resistance, reduce their resistance to Fire, Earth, Dark, and Light, and deal Earth damage. His true arts is a generous defensive buff that makes his allies functionally immune to statuses, critical strikes, all while increasing their regular defense values. His passive abilities allow him to be a great supporting unit in any line up, and provides more arts generation passively and from his allies. He's a team player, bro.

Hanami

The first Spirit unit of the collaboration. Hanami is a Earth/Spirit unit that focuses on overwhelming their opponent if they are poisoned. This is done through reducing the enemy's magic resistance and accuracy, but also by making any healing dangerous to them. This niche hasn't been explored and I thought it fit the character's portrayal in the anime well, as they exhibit a more fatal nature aesthetic. Their strength is tied closely to the amount of Earth units on their team, being an analogy of natural overgrowth that quickly overtakes the area. Naturally, they are resistant to Water types but also Earth types. A great mono-Earth unit with a niche on poison.

Mahito

A patchwork malleable unit, Mahito is a Dark/Spirit unit that gets stronger based on his environment. His passives make sure that he's always resilient to enemy types, and he inherits bonus stats from his allies. As a reward, he becomes a sub-attack unit and arts generator for his team.

Satoru Gojo

Did someone say power creep? If you've seen the anime, I think you can understand why I felt it was justified. Satoru Gojo is portrayed as one of, if not the strongest, sorcerers that has ever lived. Because of that, I thought making him an incredibly strong, self-sufficient attacker would be a perfect fit. First off, his passives are strongly linked to the anime. He basically has infinite power, so I tied that concept to arts generation. He passively gains a ton of arts, and cannot be stopped from gaining it. Additionally, he's untouchable in the anime so I made him immune to all debuffs (not ailments). This is a unique ability compared to the roster of units currently available in Grand Summoners. It makes him incredibly consistent, no matter the stage. Oh, and he has three 5-star equipment slots because why not? His skill has a lengthy cooldown because he becomes immortal for 5 seconds, while also cleansing himself of any ailments. Since it deals no damage or break, it should be timed for certain enemy attacks. His arts and true arts concept is taken from the anime, where he combines two different techniques (red/blue) to make purple, an incredibly destructive ability. In Grand Summoners, he generates red and blue charges with his arts. Once he has one charge of each, he can expel 1 of each to deal a huge blast of damage that ignores an enemies defense. With the amount of arts he generates, as well as his ability to be taken in any stage, Satoru Gojo is an incredibly valuable attacker.