

Shoko Ieiri - Addicted Doctor



"You need to go home, rest, and take a day off,"

Arche Type - Summoner / Puppeteer Defensive (Base-Only Hp| 70)

Shoko's core gimmick centers on commanding **sorcerers** and **Yaga's puppets** as a summoned unit. Her primary role is **support-oriented**, focusing on healing and empowering allies rather than direct combat.

Support:

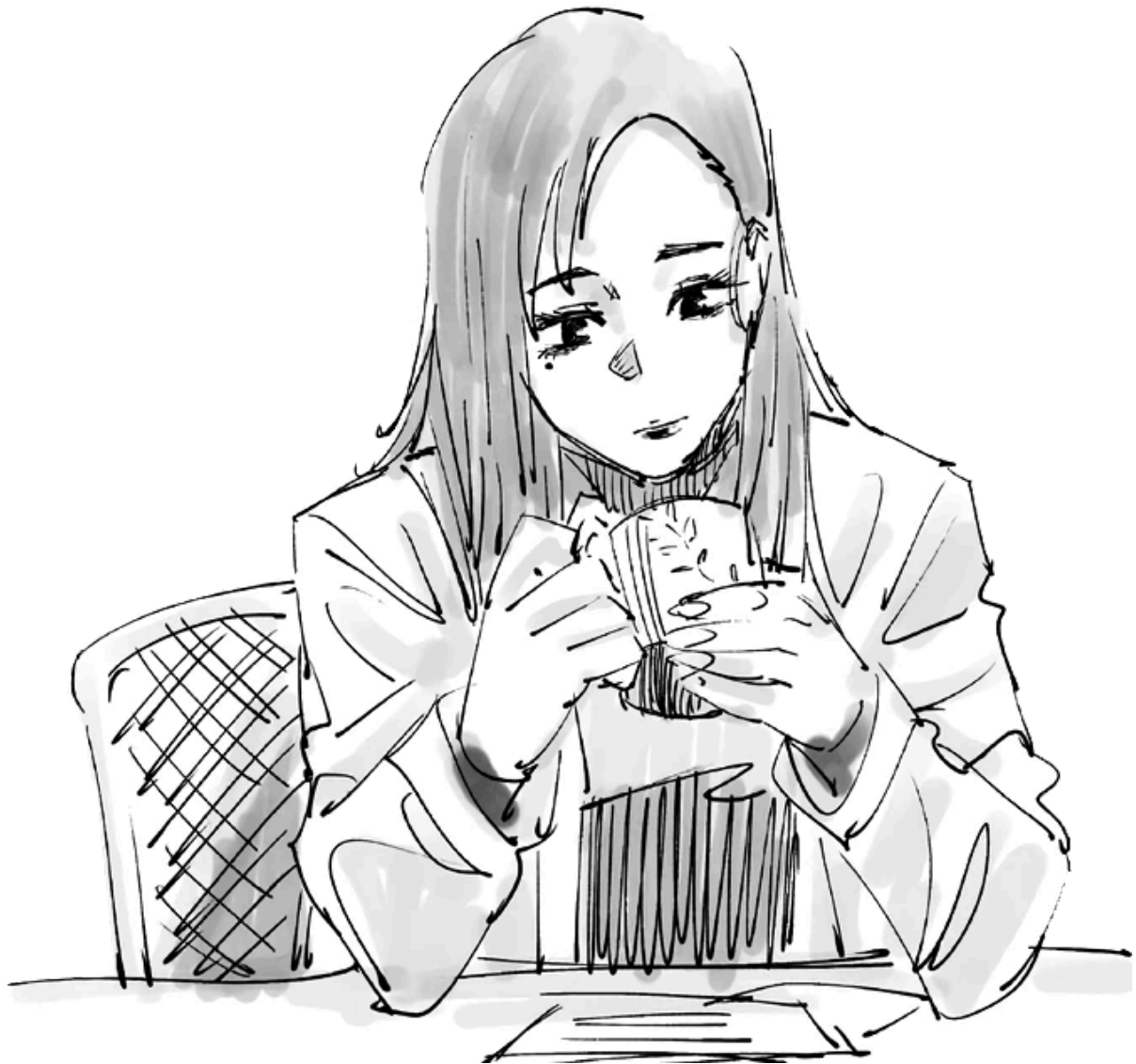
Healing an ally grants both the target and Shoko a **shield (bonus HP)**. If the shield breaks, the **next damage instance is doubled (x2)**. Support has **3 ranks** based on successful activations.

If unused after becoming available, it enters a **10s cooldown**.

Mortem:

Healing a **Cursed Corpse** causes it to slowly dissipate while dealing **3x damage**. If the corpse

dies from this effect, Shoko cannot use another corpse for 2 minutes and **Support is placed on half cooldown.**



Passive - Reverse Cursed Technique

By multiplying negative cursed energy against itself, Shoko generates Positive Energy. This energy heals non-curses and acts as a poison to curses. When activated, a white aura briefly manifests around Shoko's hands, body, or the affected target.

Reverse Cursed Technique (RCT):

Instantly heals players for 10 HP

Deals 2 DOT damage to curses for 4 seconds

Grants 5% Awakening meter per use (Mortem & Support -Only)

[Utility] - Output

Shoko raises her left hand and coats it with **RCT**, causing her next **M1** or **physical based move** to apply the effects of Reverse Cursed Technique. This coating lasts for **10 seconds**.

If Shoko **recasts** the move, she instead coats her **entire body** with **RCT**, healing herself and restoring lost limbs. Any curses that hit Shoko while this effect is active receive the **RCT debuffs** (Lasts for **3 seconds** the **RCT coating**).

Cooldown: **21 seconds** AWK Drain : **3 %**

[1] - Importance

Shoko stands still while pulling out her phone as a sorcerer runs in from behind her, sliding forward and ragdolling anyone caught in the path of the attack while dealing **3 damage**. After the slide ends, the sorcerer stands up in a fighting stance, waiting for orders from Shoko.

If Shoko uses this move while **stunned** or **grabbed**, the sorcerer instead performs a **dropkick**, knocking the target away, damaging both Shoko and the opponent, and giving her space.

Once summoned, the sorcerer has **25 HP**. By holding **[1]**, Shoko gives the sorcerer commands, changing her moveset to the sorcerer's and turning her **M1s** into his **M1s**. When given an action, the sorcerer performs it. If Shoko presses **R** while issuing an action, the command is delayed until she recasts her **R Special**; she can stack commands to the Sorcerer with **2 given commands** done by delaying one and then giving it one and recasting her **R Special**.

The move has a **16-second cooldown** and only enters cooldown once the sorcerer dies or leaves. While the sorcerer is active, Shoko's moveset is

replaced with the following:

2 .A sweep kick followed by a stomp

3. A leap followed by a downward smash that creates a shockwave

4. pulls out a weapon, then dashes forward and slices

After performing an action, the sorcerer waits a bit before he runs away.

[1] + R - Big Favour

If R is pressed during the startup of Importance, Shoko instead calls Yaga, who sends in a cursed doll. The doll is dropped from a drone before jumping out of its container, dealing 5 damage and ragdolling targets it hits.

Once active, the cursed doll behaves similarly to the sorcerer: Shoko gives inputs the same way, without delayed commands, and the doll has additional inputs, such as blocking and movement key binds. The cursed corpse attacks dynamically based on the opponent's actions and responses.

If Shoko recasts her R Special, the cursed corpse performs a haymaker dealing 7 damage. The cursed doll has 10 HP, and if it dies, it explodes, dealing 4 damage. The cursed doll/corpse will follow any target it hits during its summoning or its first attack.

[2] -Burnt Out [Use Again]

Shoko briefly smokes a cigar, reducing all current cooldowns by 3 seconds. This move can be used multiple times in a short window before entering its cooldown. If spammed, Shoko will continue smoking additional cigars.

The move can be used up to 3 times in a row. Exceeding this limit causes Shoko to suffer liver cancer, dealing 20 damage the next time she attempts to smoke. Using RCT to heal herself removes the lung cancer effect.

Cooldown: 15 seconds

Shun



[3] - Letting Loose

Shoko winds up her right arm before walking a short distance and throwing a punch. On hit, the target is struck in the head and sent flying downward at an inclined angle (45° angle of depression), becoming ragdolled. The punch can be dodged by jumping and has less end-lag on block

If used in the air, Shoko instead slams downward, releasing a shockwave while briefly healing herself with RCT for 5 HP.

- Ground Damage: 10

- Aerial Damage: 4
- Blockable: Yes
- Bypasses Ragdoll: Yes
- Cooldown: 14 seconds

<https://youtube.com/shorts/vArG6QKz70M?si=nj0Pt3TGLlx73ZFX>

[3] + R - Test Run

Shoko pulls out either a pencil or an eraser, infusing it with cursed energy (or RCT).

If Shoko M1s during startup, she throws the eraser, which explodes with cursed energy or RCT and has a large hitbox but short range .
If she does not input M1, she instead throws the pencil, which is unblockable and deals high damage and has high range pierces through targets (letting pierce through Enemies into a Sorcerer).

- Cooldown: 17 seconds



[4] - Bad Habits

Shoko pulls out a cigarette, briefly smokes it, then throws it forward. On hit, targets receive **burn damage over time**, dealing **4 damage every 2 seconds for 10 seconds**. Side dashing or dashing removes a cinder players have 4 cinders when hit

If the cigarette hits the ground, it instead burns out and creates a **smokescreen**, blinding players who enter it for **2 seconds**.

- Damage: DoT only
- Blockable: Yes
- Cooldown: **23 seconds**

[Ultimate] - Withdrawal

Shoko pulls out a box of cigarettes before lighting all of them and coating them with RCT. She then throws them upward, scattering them through the air. The falling cinders are infused with RCT; when they touch a target, they deal small damage while instantly healing, but reduce the target's total HP for the rest of the stock.

Each cinder deals 2 damage, with 30 cinders total. Against curses, the cinders apply the RCT poison effect, but at $\frac{1}{4}$ of its normal duration. The cinders can also negatively affect Shoko's own summons.

During this attack, Shoko is free to move, but her 2nd and 4th moves are placed on cooldown. She has i-frames during the first few frames, which are lost once she throws the box upward. The cinders can hit ragdolled targets.

The cinder fall lasts 6 seconds, and the area of effect is the same size as Blood Rain.

Cosmetics

Shoko can be seen with either a lollipop or a cigarette in her mouth. Her M1 attacks leave behind a gray or white trail former for her without her lab coat latter for her with the lab coat.

She also has a cosmetic achievement reward: a lab coat, which can be toggled on or off, similar to Nobara's cosmetic toggle. (Obtained by getting Surgeon)



Achievements

Post-Mortem

Kill a player using a Mortem Cursed Corpse.

Surgeon

Heal allies (includes yourself) to full HP within a single stock.

Old Habits Die Hard
Die from lung cancer.

New Beginnings
Win a fight without smoking a single time.

Blowing Off Some Steam
Defeat Gojo using your third move.
