

# KRATOS

...before you stands an imposing, muscular figure well over six feet tall. The man is bald and bearded his skin pale and his body and face decorated in places with red tribal markings, perhaps daubed in blood long ago. His face is grim, with an unforgiving demeanour that hints at past tragedies. His armour is an eclectic mix of pauldron, gauntlet, girdle and vambrace. In his right hand he grips a hoary battle-axe inlaid with runes. Perhaps he is a calm and reasonable person "...

**T**he Ghost of Sparta is a warrior of few equals. This tragic anti-hero was tricked into slaying his wife and daughter by his patron Ares, the god of war. In revenge Kratos slew Ares and took his place as the god of war, but subsequent betrayal by his father Zeus angered Kratos into butchering the whole pantheon of Greek gods.

Kratos left behind the land of the Greek gods, heading north he eventually settled down and married a woman named Faye (Laufey). Together they bore a son they named Atreus. After her death, father and son embarked on a journey to spread her ashes at the highest peak of the nine realms.

**Lore DC 30:** Kratos' son Atreus is also known by the name Loki.

## ALLIES

Kratos reputation as a proven god-slayer precedes him, as such he has few true allies.

**Atreus:** Kratos' son Atreus is a young and impulsive demigod.

**Mimir:** The severed head of the god Mimir accompanies Kratos offering wise council.

## ENEMIES

While most immortals have a hated rival or two, Kratos seemingly makes enemies out of entire pantheons of gods.

**Greek Pantheon:** Kratos cut a path of destruction through the Greek gods after suffering several betrayals at their hands and may have killed off most of the pantheon including even mighty Zeus himself. Whether the remaining Greek deities have the stomach or means to mount any retaliation against Kratos is unknown.

**Norse Pantheon:** Not content going to war against one pantheon of gods. Kratos has now become embroiled in a feud with the Norse gods as well. He has personally slain Thor's sons Magni and Modi as well as Thor's brother Balder and no doubt a confrontation between Kratos and Thor is imminent.

## KRATOS (INTERMEDIATE-GOD) CR 32

Medium Immortal, CN XP 240k

**Armor Class** 26 (natural), 31 with Shield

**Damage Reduction** 0, **Regeneration** 40

**Hit Points** 850 (20d12x5, +200), **Bloodied** 425

**Speed** 40 ft., Jump 40 ft.

STR	DEX	CON	INT	WIS	CHA
L-30	22	L-30	18	18	22
+10	+6	+10	+4	+4	+6

**Saving Throws** Str +19, Con +19, Wis +19 (Mimir)

**Skills** Athletics +19, Intimidation +15

**Immunity** charm (while raging)

**Resistances** legendary (5/day), magic, physical damage ie. crush/pierce/slash (while raging)

**Senses** passive Perception 14

**Languages** Common, Giant

**Terrain** Nine Realms (currently)

**Morale** High

**Proficiency** +9

## TRAITS

**Bloodbath** Kratos both deals and takes maximum damage while bloodied.

**Class Levels** Level 20 Barbarian (Berserker Path)

- **Brutal Critical** +15 extra dice on a Crit.
- **Danger Sense** Advantage on initiative
- **Rage** +20 damage while raging
- **Reckless Attack** Advantage on attacks, but enemies also have advantage against Kratos.

**God of War** Kratos gains an additional attack

**Intermediate-deity** x5 damage dice (all attacks)

**Legendary Constitution** Kratos can shrug off an attack (5/day). **NB.** This uses Legendary Resistance.

**Legendary Strength** Kratos can perform feats of legendary strength (5/day), using this to hit deals +100 damage. **NB.** This uses Legendary Resistance.

## ACTIONS

**Multiattack:** Kratos gets three attacks per turn, plus one extra offhand attack unless holding the axe

**Blades of Chaos Slash** Reach 15 ft., +22 melee, 17 (5d6) +13 slashing damage plus 17 (5d6) fire damage.

- **Slashing arc** Strikes all targets in a 15 ft. semi-circle (15x30 ft. Area) but damage is halved.

**Leviathan Axe Slash** +22 melee, 22 (5d8) +13 slashing damage plus 22 (5d8) cold damage.

- **2-handed Slash** d10s for damage (inc. cold), the impact bounces medium targets 5 ft. into the air immobilising non-flyers until next turn (STR save DC 27)
- **1-handed Throw** Range 100/300 ft., on a hit can also trip targets (STR save DC 27).
- **2-handed Throw** d10s for damage (inc. cold), the target who is frozen solid (treat as Petrification, CON save DC 27) until the axe is removed. While frozen all hits on the target are critical hits.

• **Axe Recall** treat recalling the thrown axe as a 1-Handed Throw on the return path to Kratos' hand.

**Punch** +19 melee, 11 crushing damage and will Stun for 1 minute on scoring a Crit (CON save DC 27).

- **Kick** As punch but also pushes medium targets back 15 ft., if hit into a wall take 31 (7d8) damage.

## BONUS ACTIONS

**Attack** Kratos makes an extra attack.

**Parry** Kratos parries an attack or spell (single target spells only) with his shield. Spells can be deflected onto other targets or reflected to the source.

## LEGENDARY ACTIONS (5/ROUND)

**Move** (Cost 1) Kratos can move up to 40 ft.

Without provoking opportunity attacks.

**Attack** (Cost 2) Kratos makes an additional attack

**Elemental Wrath** (Cost 3) Kratos uses any cold or fire based spell (of levels 1-5) from whichever weapon he wields, spell effect is multiplied by 5.

- **E.g. Cone of Cold** 60 ft. Cone, 180 (40d8) cold damage (CON save DC 27 for half).

**Finishing Blow** (Cost 4) Kratos kills a stunned or petrified opponent in some grisly manner.

## TACTICS

Kratos cannot use his shield any round he uses the Blades of Chaos or makes a 2-handed axe attack. His choice of weapon is based on how many enemies are foolish enough to melee him.

**Single opponent:** Unarmed Attacks (hoping to stun) leading into a Final Blow.

**Two to Three opponents:** Leviathan Axe unless they are immune/resistant to cold.

**Four or More opponents:** Blades of Chaos unless they are immune/resistant to fire.

## LEGENDARY STRENGTH

The exact parameters are left nebulous but certainly capable of destroying walls of force, tossing a Tarrasque or supporting a million tons.

## MAGIC ITEMS/ARTIFACTS

**The Blades of Chaos (4d Artifact):** This pair of chained +3 adamantite short-swords can attack opponents at range. The blades deal additional fire damage (equal to the base weapon damage) and can also cast any fire spell of 5<sup>th</sup> level or lower (Recharge 5-6).

**The Leviathan Axe (4d Artifact):** This dwarf-forged axe, sometimes known as Laevatin, was created as a giantish weapon to oppose Mjolnir. The +3 handaxe deals additional cold damage (equal to the base weapon damage), has the returning property, and can also cast any cold spell of 5<sup>th</sup> level or lower (Recharge 5-6).

**Guardian Shield (Legendary Item):** This +3 Shield is contained within a heavy gauntlet with the shield itself emerging only upon command. The shield can be used to parry attacks as well as deflect and reflect single-target spells.



