

Guts (as of Issue 347)

Medium humanoid (human, variant), chaotic neutral, Barbarian 10/Fighter 10

Armor Class 19 (Berserker Armor), 17 (unarmored)

Hit Points 235 (9d12 + 10d10 +112)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Strength +11, Constitution +11

Skills Athletics +11, Animal Handling +6, Perception +6, Survival +6, Intimidation +5

Resistances bludgeoning, piercing and slashing (while Raging)

Senses Passive Perception 16

Languages Common

Challenge 17 (18,000 XP)

Durable. Whenever Guts spends Hit Dice, the minimum number of hit points gained from the die roll is equal to 10.

Unarmored Defense. While not wearing Armor, Guts' Armor Class is 17.

Reckless Attack. When Guts makes his first attack in a turn, he may choose to do so recklessly. If he does so, he gains advantage on all melee weapon attacks for that turn, but attack rolls against him have advantage until the start of his next turn.

Danger Sense. Guts has advantage on Dexterity saving throws against effects that he can see (traps, spells, etc). He loses this feature while he is blinded, deaf or incapacitated.

Fast Movement. While not wearing heavy armor, Guts's speed becomes 40.

Mindless Rage. While raging Guts cannot be frightened or charmed. If he is charmed or frightened before he enters a rage, the effect is suspended for the duration of the rage.

Feral Instinct. Guts has advantage on Initiative Rolls. Additionally, if Guts is surprised at the beginning of combat, and he isn't incapacitated, he can act normally on his first turn, but only if he enters a Rage before doing anything else on that turn.

Brutal Critical. Guts rolls one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Great Weapon Fighting. Whenever Guts rolls a 1 or a 2 on a damage die for an attack with a melee weapon that he is wielding with two hands, he can re-roll the die and must use the new result, even if it is a 1 or a 2. The weapon must have the two-handed or versatile property for Guts to gain this benefit.

Action Surge (1/rest). Guts may take one additional Action on top of his regular Action and possible Bonus Action.

Indomitable (1/long rest). Guts can re-roll a saving throw that he fails.

Improved Critical. Guts' weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete. Guts gains a +3 bonus to Strength based skills and saves that doesn't already include his Proficiency bonus. Additionally his long jump distance increases by 5 additional feet.

Defensive Fighting Style. Guts' Armor Class increases by 1 when he is wearing armor.

Great Weapon Master. Guts can make a single melee attack as a bonus action after killing or scoring a critical hit against a creature. Additionally, before making a melee attack with a heavy weapon that he is proficient with, he can choose to take a -5 penalty to the attack roll. If the attack hits, he gains a +10 to his damage roll.

Branded Swordsman. Because of Guts' Brand of Sacrifice, and fiend within 60ft of Guts can use its action to deal an amount of necrotic damage to Guts equal to the creature's Challenge Rating. Additionally, the brand attracts evil creatures, and makes any creature of evil alignment hostile against him.

Iron Prosthetic. Thanks to his special prosthetic, Guts can wield any metallic weapon. Without it, he cannot wield weapons that require two hands to use.

Single-Eye. Because of his wound suffered during the Eclipse, Guts has disadvantage on ranged attack rolls, and Wisdom (perception) checks that rely on sight.

ACTIONS

Extra Attack. Guts may attack twice when taking the Attack Action.

Oversized Weapon. Guts has disadvantage on all attack rolls with the *Dragonslayer*.

Dragonslayer. *Melee Weapon Attack:* +14 to hit. *Hit:* 25 (4d6 + 11) points of slashing damage or 53 (8d6 + 11) slashing damage on a critical hit.

Repeating Crossbow. *Ranged Weapon Attack:* +8 to hit, one target; range (/). *Hit:* 6 (1d8 + 2) points of piercing damage.

Concealed Cannon. *Ranged Weapon Attack:* + 8 to hit, one target, range (20/40). *Hit:* 25 (4d10 + 2) points of bludgeoning damage.

Intimidating Presence. Guts forces a target a creature within 30ft of him that can see and hear him to make a DC 13 Wisdom Saving throw. If the creature fails, they become frightened until the end of Guts' next turn. On subsequent turns, Guts can use his action to prolong the frightened condition until the end of his next turn. This effect ends if the target ends its turn out of line of sight of Guts, or more than 60ft away from Guts. If the creature succeeds, they cannot be effected by this feature again for 24 hours.

BONUS ACTIONS

Rage (4/long rest). For 1 minute, Guts gains the following Statistics:

- *Advantage on Strength-based checks and Saving Throws*
- *+3 bonus to damage dealt by Strength-based melee attacks (included in statistics)*
- *Resistance to physical damage (included in above statistics)*

Guts' rage ends early if he has not attacked or taken damage since his last turn. Additionally, when Guts enters a Rage, he can choose to Frenzy. Doing so allows him to make a single melee weapon attack as a bonus action on each of his turns after this one. When his Rage ends, he suffers one level of exhaustion.

Second Wind (1/rest). Guts regains 15 (1d10 + 10) Hit Points.

EQUIPMENT

Dragonslayer

Weapon (large greatsword) Very Rare

Long ago the king ordered a special sword to be made that could kill a dragon. The master smith Godo knew that the only weapon that could kill such a beast would be one that is too massive, thick heavy, and rough to be called a sword. The king took the weapon's unbelievable size as a joke and ordered to have Godo killed. The smith successfully escaped with the weapon where he hid it away from the world, until it fell into the hands of Guts, the only known man strong enough to wield it. After slaying over a thousand supernatural enemies, it was cursed with the last hateful words of its victims, allowing it to damage any supernatural being.

Attack rolls with this massive sword gain a +3 bonus to attack and damage rolls.

Because of its massive size, the weapon dice for this weapon is 4d6. However, small creatures cannot wield it, and medium creatures who attempt to wield it have disadvantage on attack rolls. Large or larger creatures can wield it without disadvantage.

Repeating Crossbow

Light crossbow, two-handed, ammunition

This unique crossbow was invented by the young artificer Rickert. It can hold up to 20 bolts before needing to be reloaded and can be fastened to Guts' Iron Prosthetic.

Concealed Cannon

Tiny cannon, ammunition, loading

Another unique invention of Rickert, this concealed cannon has gotten Guts out of trouble on several occasions. Because of its easily concealed nature, the first attack that Guts makes with the Concealed Cannon against a creature has advantage.

The Berserker Armor (Beast of Darkness)

Sentient Armor (plate, chaotic evil), artifact (requires attunement by a creature on non-lawful alignment)

Curse. This armor is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the armor, keeping it within reach at all times.

Whenever a hostile creature damages Guts while the armor is in his possession, he must succeed on a DC 16 Wisdom saving throw or go berserk. While berserk, Guts must use his action each round to attack the creature nearest to him. If he can make extra attacks as part of the Attack action, he uses those extra attacks, moving to attack the next nearest creature after he fells his current target. If Guts has multiple possible targets, he attacks one at random. Guts is berserk until he starts his turn with no creatures within 60 feet of him that he can see or hear. Alternatively, an ally who is proficient in the Arcana skill, can use the Help Action to allow Guts to use his reaction to make a DC 16 Wisdom saving throw, ending the berserk effect.

Unfettered Strength. While berserk, Guts can feel no pain and can push his body past his physical limitations achieving superhuman speed and strength. While berserk, Guts is treated as if under the effect of the *haste* spell.

Iron Teeth. When Guts sustains wounds in battle, the berserker armor will drive iron spikes into his flesh to reinforce his bones and allow him to continue fighting. While Guts is berserk and below his Hit Point Maximum, he gains 1d12 + 4 temporary Hit Points at the start of each of his turns. Additionally, he does not fall unconscious when at 0 hit points, though he still makes Death Saving Throws at the start of each of his turns.

Infernal Loss. Each time Guts goes berserk, there is a chance that he gains one of the following flaws:

% dice result	Flaw

1 – 20	Guts becomes colorblind.
21 – 40	Guts falls unconscious for 1d10 x 10 hours, and cannot be awoken.
41 – 60	Guts has disadvantage on Wisdom (perception) checks that rely on hearing.
61 – 80	No loss.
81 – 90	Guts has disadvantage on Wisdom (perception) checks that rely on taste.
91 - 100	Guts becomes incapacitated and spends 1d10 minutes screaming or weeping.

Sentience. The Berserker Armor houses a sentient entity that is born from the inner demons of its wearer. While attuned, the armor takes the shape of this entity. This entity has an Intelligence of 12, a Wisdom of 11, and a Charisma of 19. It has hearing and darkvision out to 60ft and can communicate telepathically with its wearer. Its voice is harsh and deep.

Personality. Due to its symbiotic nature with its wearer, the Berserker Armor's personality is often a pure reflection of the wearer's inner darkness. In the case of Guts, it has taken the shape of a hell hound, molding itself in the image of the beast, and feeding off of Guts' hatred and lust. This has caused the Berserker Armor to take on a hostile attitude for all living creatures and views all creatures (including its wielder) as weak and subordinate, unless the wearer can convince it otherwise.

It is a bloodthirsty item, seeking the utter destruction of its wearer's foes at any cost and will often incite a Berserker Rage within its wearer to accomplish this end. It delights in violence of all kinds and will tempt and goad the wearer to giving in completely to its dark and violent nature.