DUALINK

Guts

BBEG



Berserk Edition

Guts
Guts, The Black Swordsman

Medium humanoid (human), chaotic neutral

Armor Class: 19 (Berserker Armor)
Hit Points: 390 (30d8 + 240)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	26 (+8)	14 (+2)	18 (+4)	12 (+1)

Saving Throws: Str +13, Dex +10, Con +14, Wis +10
Skills: Athletics +13, Acrobatics +10, Insight +10, Intimidation +7, Perception +10, Survival +10
Damage Resistances: Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Resistances: Charmed, Frightened
Senses: Passive Perception 20
Languages: Common
Challenge: 18 (20,000 XP)

Legendary Resistance (3/Day). If Guts fails a saving throw, he can choose to succeed instead.

Brand of Sacrifice. The Brand of Sacrifice carved into Guts constantly draws evil entities toward him. At the start of combat, fiends, undead, monstrosities, and aberrations within 60 feet of Guts must succeed on a DC 18 Wisdom saving throw or suffer disadvantage on the first attack roll they make against a target other than Guts before the start of Guts' next turn.
Additionally, Guts has advantage on saving throws against spells and abilities used by fiends, undead,

monstrosities, and aberrations.

Dragonslayer. Guts' greatsword is saturated with the deaths of countless supernatural creatures. Guts' weapon attacks count as magical. Against fiends, undead, and monstrosities, his attacks deal an additional 10 (3d6) force damage. Creatures concentrating on spells have disadvantage on Constitution saving throws made to maintain concentration against damage dealt by Guts.

Battlefield Predator. Creatures provoke opportunity attacks from Guts even if they take the Disengage action. Additionally, when a creature within 10 feet of Guts falls prone, Guts can move up to half his speed toward that creature without provoking opportunity attacks.

Relentless Momentum. The first time each round Guts takes damage from a creature he can see, he gains advantage on the next melee attack roll he makes against that creature before the end of his next turn.

Hundred-Man Slayer. Guts thrives while surrounded. Whenever a creature misses Guts with a melee attack, Guts gains 1 Hunt Point, to a maximum of 5. Whenever Guts reduces a creature to 0 hit points, he gains 1 Hunt Point. At the start of his turn, Guts loses all Hunt Points he did not spend during the previous round. Guts can spend Hunt Points to fuel abilities and Finishers.

Combat Rhythm (Optional Feature). If Guts hits with at least two melee attacks during his turn,

he can immediately use one Combat Rhythm option at the cost of 1 Hunt Point. He can use only one Combat Rhythm option per turn.

- **1. Cleaving Pursuit.** Guts moves up to 20 feet without provoking opportunity attacks and makes one Dragonslayer attack against a different target.
- **2. Guard Break.** The target must succeed on a DC 21 Strength saving throw or be pushed up to 15 feet and knocked prone. If the target collides with a wall, object, or another creature, it takes an additional 10 (3d6) bludgeoning damage.
- **3. Executioner's Pressure.** Guts forces the target into a desperate defensive position. The target must succeed on a DC 18 Wisdom saving throw or become rattled until the end of its next turn. While rattled, the creature cannot take reactions and its speed is reduced by 15 feet.
- **4. Blood Trail.** Guts tears through flesh with brutal precision. The target takes an additional 13 (3d8) slashing damage and cannot regain hit points until the start of Guts' next turn.

Actions

Multiattack. Guts makes three Dragonslayer attacks, or two Dragonslayer attacks and one other attack.

Dragonslayer. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage. If the target is Large or

smaller, it must succeed on a DC 21 Strength saving throw or be pushed 10 feet. If the target is already prone, restrained, or grappled, this attack deals an additional 13 (3d8) slashing damage.

Hand Cannon (Recharge 5–6). *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 36 (8d8) force damage. The target must succeed on a DC 18 Constitution saving throw or be deafened and unable to take reactions until the end of its next turn. If the target fails the saving throw by 5 or more, it is also knocked prone.

Repeating Crossbow Barrage. Guts unleashes a spray of bolts in a 30-foot cone. Each creature in the area must make a DC 18 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the save cannot take opportunity attacks until the start of its next turn.

Ground Rend (Costs 2 Hunt Points). Guts drives the Dragonslayer through the battlefield in a savage arc. Each creature in a 30-foot line that is 10 feet wide must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) slashing damage, is knocked prone, and the area becomes difficult terrain until cleared. On a successful save, the creature takes half damage and is not knocked prone.

Finishers

Break the Line. If Guts hits with three melee attacks during his turn,

he can immediately use this Finisher as a free action at the cost of 1 Hunt Point. Guts crashes through the battlefield in a relentless advance. He moves up to his speed in a straight line. Each creature in that line must succeed on a DC 21 Strength saving throw or take 22 (4d10) bludgeoning damage and fall prone. At the end of this movement, Guts makes one Dragonslayer attack with advantage.

Pinning Cleave. If Guts hits with three melee attacks during his turn, he can immediately use this Finisher as a free action at the cost of 1 Hunt Point. Guts slams a creature into the environment with overwhelming force. The target must succeed on a DC 21 Strength saving throw or become restrained until the end of Guts' next turn. While restrained in this way, the creature takes 10 (3d6) slashing damage at the start of its turn. A restrained creature can use its action to repeat the saving throw, ending the effect on a success.

Beast Hunter. If Guts hits with three melee attacks during his turn, he can immediately use this Finisher as a free action at the cost of 1 Hunt Point. Guts exploits fear and hesitation. One frightened, prone, restrained, or bloodied creature within reach must make a DC 21 Constitution saving throw. On a failed save, the creature takes 45 (10d8) slashing damage and cannot regain hit points until the end of its next turn. On a successful save, the creature takes half damage.

Bonus Actions

Iron Advance. Guts moves up to half his speed. During this movement, he ignores difficult terrain and can move through the spaces of Large creatures. A creature whose space Guts moves through must succeed on a DC 21 Strength saving throw or be shoved 5 feet to the nearest unoccupied space.

Brutal Grapple. After hitting a creature with a melee attack, Guts can attempt to grapple the target. The target must succeed on a DC 21 Strength saving throw or become grappled. Until the grapple ends, the target's speed becomes 0 and Guts can drag the creature without his speed being reduced.

Legendary Actions

Guts 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. Guts regains spent legendary actions at the start of his turn.

Attack. Guts makes one Dragonslayer attack.

Hunter's Step. Guts moves up to half his speed without provoking opportunity attacks.

Shoulder Crash (Costs 2 Actions). Guts barrels into a creature within 10 feet. The target must succeed on a DC 21 Strength saving throw or take 18 (4d8) bludgeoning damage and be knocked prone. If the target collides with terrain or another creature, both creatures take 9 (2d8) bludgeoning damage.

Suppressing Presence (Costs 2 Actions). Creatures of Guts' choice within 20 feet of him must succeed on a DC 18 Wisdom saving throw or suffer disadvantage on the next attack roll they make before the end of their next turn. Creatures frightened of Guts instead become unable to take reactions until the end of their next turn.

Berserker Armor Awakening. When Guts reaches 195 hit points or lower for the first time, the Berserker Armor fully awakens. Guts immediately uses Ground Rend without expending Hunt Points. In this state:

- Guts gains resistance to all damage except psychic.
- Guts can no longer be charmed, frightened, or stunned.
- Guts loses 2 AC.
- Guts' speed increases to 50 feet.
- Guts gains one additional Legendary Action each round.
- Whenever Guts moves at least 20 feet straight toward a creature and hits it with a melee attack on the same turn, the target must succeed on a DC 21 Strength saving throw or fall prone.

Additionally, Guts begins suffering Armor Corruption (Optional Mechanic).

Armor Corruption

Broken Senses. When Guts reaches 156 hit points or lower:

- Guts becomes immune to the blinded and deafened conditions.
- Guts no longer distinguishes friend from foe.
- Whenever a creature ends its turn

within 5 feet of Guts, it takes 7 (2d6) slashing damage.
- Guts has disadvantage on Wisdom saving throws.

Beast Instinct. When Guts reaches 117 hit points or lower:
- Guts gains advantage on all melee attack rolls against prone creatures.
- Opportunity attacks against Guts are made with disadvantage.
- Guts must move toward the nearest hostile creature if able.
- At the end of each of his turns, if Guts did not deal damage to a creature, he takes 10 psychic damage.

Death Ignored. When Guts reaches 78 hit points or lower:
- Guts automatically succeeds on Strength and Constitution saving throws.
- Guts cannot regain hit points.
- At the start of each of Guts' turns, he takes 10 psychic damage that ignore resistances and immunities.
- Whenever Guts hits a creature with a melee attack, he can move that creature up to 10 feet in any direction.

The Black Dog. When Guts reaches 39 hit points or lower, the Beast of Darkness fully consumes him. His posture twists unnaturally beneath the Berserker Armor as the helm reshapes into a snarling beast. Guts ceases fighting like a warrior and begins fighting like a starving predator. Guts immediately takes the following action, even if it is not his turn.

Black Dog Massacre. Guts moves up to twice his speed without provoking opportunity attacks. During this movement, he can move through occupied spaces and difficult terrain without penalty. The first time he enters a creature's space during this movement, he can make one Dragonslayer attack against that creature. On a hit, the attack deals an additional 18 (4d8) force damage. If the target is Large or smaller, it must succeed on a DC 21 Strength saving throw or be knocked prone. If the target is already prone, restrained, frightened, or bloodied, the attack instead deals an additional 27 (6d8) force damage. A creature reduced to 0 hit points by this attack is violently cleaved apart.

After using Black Dog Massacre, Guts gains the following effects until he is defeated:

- Guts gains advantage on all melee attack rolls.
- Guts cannot willingly move away from hostile creatures.
- Guts cannot be reduced below 1 hit point unless he takes psychic damage.
- Guts loses access to Suppressing Presence and Executioner's Pressure.
- Guts must use all Legendary Actions available each round if able.
- At the end of each of his turns, Guts takes 21 (6d6) psychic damage that ignores resistance and immunity.

Additionally, at the start of each of

Guts' turns, each creature within 10 feet of him must succeed on a DC 18 Wisdom saving throw or become frightened until the end of its next turn. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

Special Weaknesses

Eclipse Trauma. The memories of the Eclipse still rot within Guts' mind.

Creatures can discover this weakness through successful DC 18 Intelligence (History) or Wisdom (Insight) checks, or by provoking Guts with references to Griffith, Casca, the Band of the Hawk, or the Eclipse itself. A creature within 30 feet of Guts can use an action to emotionally provoke him. Guts must succeed on a DC 18 Wisdom saving throw.

On a failed save:

- Guts loses access to Combat Rhythm until the end of his next turn.
- Guts cannot gain Hunt Points until the end of his next turn.
- Guts has disadvantage on attack rolls against creatures other than the provoking creature.
- If Guts is affected by Berserker Armor Awakening, he immediately takes 14 (4d6) psychic damage.

If Guts fails this saving throw while below 30% hit points, he also loses one Legendary Action during the next round. If Guts succeeds on the saving throw, he becomes immune to Eclipse Trauma for 24 hours.