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Zaraki Kenpachi.

BBEG



Bleach Edition

Zaraki Kenpachi

Medium humanoid (shinigami), chaotic neutral

Armor Class: 20 (natural armor)

Hit Points: 540 (36d8 + 360)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	28 (+9)	12 (+1)	18 (+4)	18 (+4)

Saving Throws: Str +18, Dex +11, Con +17, Wis +12, Cha +12

Skills: Athletics +18, Intimidation +12, Perception +12

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities: charmed, frightened

Senses: darkvision 120 ft., passive Perception 22

Languages: Common, +1 other language

Challenge: 26 (90,000 XP)

Bloodlust Points (BP). Kenpachi thrives on danger and escalating violence, accumulating Bloodlust Points (BP) that fuel his most brutal techniques.

Kenpachi begins with 3 BP. Kenpachi gains 2 BP at the start of each of his turns. Additionally, whenever Kenpachi takes damage from a creature he can see, or hits a creature with a melee weapon attack, he gains 1 BP (each no more than once per turn). If Kenpachi reduces a creature to 0 hit points or scores a critical hit, he gains 1 BP.

Kenpachi can have a maximum of 12 BP at any time.

If Kenpachi starts his turn with no hostile creatures within 30 feet of him, he gains no BP from the start of turn accumulation that turn.

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

Bells of Warning. Kenpachi can't surprise creatures, and creatures have advantage on Wisdom (Perception) checks made to detect him.

Killing Pressure. Each enemy creature that starts its turn within 20 feet of Kenpachi must succeed on a DC 22 Wisdom saving throw or have disadvantage on attack rolls until the start of its next turn. If the creature fails the saving throw by 5 or more, it also can't take reactions until the start of its next turn. Once a creature succeeds on this saving throw, it is immune to Kenpachi's Killing Pressure for 24 hours.

Rended Condition. A creature hit by Kenpachi's cutting attacks must make a DC 22 Constitution saving throw or become Rended for 1d4 rounds. A Rended creature has the following effects:

- Speed is halved.
- Disadvantage on Strength checks and Dexterity checks.
- The first time each round the creature takes damage from Kenpachi, it takes an extra 10 (3d6) slashing damage.

Unshackled Instinct. Kenpachi's weapon attacks are magical. Kenpachi has advantage on saving throws against being stunned, and if he succeeds on such a saving throw,

he can move up to 10 feet without provoking opportunity attacks.

Actions

Multiattack: Kenpachi makes three melee attacks.

Sealed Zanpakutō. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. On a *hit* Kenpachi deals 40 (4d10 + 15) slashing damage. The target must make the saving throw against the Rended condition.

Brutal Backhand. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. On a *hit* Kenpachi deals 38 (5d8 + 15) bludgeoning damage, and the target must succeed on a DC 22 Strength saving throw or be pushed 15 feet and knocked prone.

Killing Intent (Recharge 5–6). Kenpachi focuses his bloodlust into a suffocating wave. Each enemy creature of Kenpachi's choice within 60 feet of him must make a DC 22 Wisdom saving throw. On a failed save, a creature takes 31 (9d8) psychic damage and is frightened for 1 minute. On a successful save, a creature takes half as much damage and isn't frightened. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Killing Intent for the next 24 hours.

Skull-Splitter (Costs 6 BP). Kenpachi makes one Sealed Zanpakutō attack. On a *hit*, the attack deals an extra 36 (8d8) slashing damage. If the target is

Rended, it is also incapacitated until the start of Kenpachi's next turn. A creature that succeeds on the saving throw against Rended is immune to the incapacitated rider of Skull-Splitter for 24 hours.

Bonus Actions

Step In (Costs 2 BP). Kenpachi moves up to 20 feet without provoking opportunity attacks, provided he ends this movement closer to a hostile creature than where he started.

Tear Off the Eyepatch (Costs 6 BP). Kenpachi enters Phase 2: Eyepatch Removed.

Legendary Actions

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

- ***Move.*** Kenpachi moves up to half his speed.
- ***Attack.*** Kenpachi makes one melee attack. If the attack *hits*, Kenpachi gains 1 BP (no more than once per round).
- ***Carve Open (Costs 2 Actions).*** Kenpachi makes one melee attack. On a *hit*, the target must succeed on a DC 22 Constitution saving throw or become Rended (even if it would normally be immune to Rended from succeeding earlier this round).

Eyepatch Removed

When Kenpachi uses Tear Off the

Eyepatch, he enters Phase 2.

Instantaneous Effect: Pressure Spike. Each enemy creature within 20 feet of Kenpachi must succeed on a DC 22 Wisdom saving throw or be frightened until the end of its next turn.

Mechanical Changes:

- Speed: 50 ft.
- Kenpachi's melee weapon attacks deal an extra 10 (3d6) slashing damage.
- Kenpachi gains resistance to force damage.

New Actions:

- ***Heavier Cut.*** *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. On a *hit* Kenpachi deals 42 (6d10 + 10) slashing damage plus 10 (3d6) slashing damage. The target must make the saving throw against the Rended condition.

New Bonus Actions:

- ***Menacing Approach (Costs 2 BP).*** Kenpachi uses Step In. After moving, he can make one melee attack, but that attack deals half damage on a *hit*.
- ***Release Nozarashi (Costs 8 BP).*** Kenpachi enters Phase 3: Nozarashi (he must be in Phase 2 to use this bonus action).

New Legendary Actions:

- ***Heavier Cut.*** Kenpachi makes one Heavier Cut attack.
- ***Quell Retreat (Costs 2 Actions).*** One creature Kenpachi can see within 60 feet must succeed on a DC 22 Wisdom saving throw or be frightened until the end of its next turn. If the creature is

already frightened, it takes 18 (4d8) psychic damage instead.

Phase 3: Nozarashi

When Kenpachi uses Release Nozarashi, he enters Phase 3.

Instantaneous Effect: Shattering Slash. Each enemy creature within 15 feet of Kenpachi must make a DC 22 Dexterity saving throw, taking 70 (20d6) slashing damage on a failed save, or half as much damage on a successful one. Creatures that fail the save are also Rended for 1 minute.

Mechanical Changes:

- Armor Class: 21 (heightened killing pressure)
- Reach: Kenpachi's melee weapon attacks have reach 10 ft.
- Kenpachi can score a critical hit on a roll of 19–20 with melee weapon attacks.
- The extra damage a Rended creature takes from Kenpachi increases to 14 (4d6).

New Actions:

- ***Nozarashi.*** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. On a *hit* Kenpachi deals 48 (6d12 + 10) slashing damage plus 10 (3d6) slashing damage. The target must make the saving throw against the Rended condition.
- ***Cleave the Line (Recharge 5–6).*** Kenpachi slashes in a 60-foot line that is 10 feet wide. Each creature in the line must make a DC 22 Dexterity saving throw, taking 63 (14d8) slashing damage on a failed save, or half as much damage on a successful one. A

creature that fails the save is also knocked prone.

New Bonus Actions:

- ***Relentless (Costs 3 BP).*** Kenpachi ends one effect on himself that is causing him to be slowed, restrained, or grappled.

New Legendary Actions:

- ***Nozarashi.*** Kenpachi makes one Nozarashi attack.
- ***Gut-Check (Costs 2 Actions).*** Kenpachi makes one Nozarashi attack. On a *hit*, the target must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn. A creature that succeeds on this saving throw is immune to Gut-Check for 24 hours.

Bankai, Oni Unleashed

When Kenpachi reaches 10% HP, he enters Phase 4.

Instantaneous Effect: Rage Unbound. Kenpachi gains 100 temporary hit points, and each enemy creature within 30 feet of him must succeed on a DC 22 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Rage Unbound for 24 hours.

Mechanical Changes:

- Speed: 60 ft.
- Damage Resistances: Kenpachi gains resistance to psychic damage.

- Kenpachi's heals for half the damage his melee weapon attacks deal.
- Kenpachi has advantage on Strength checks and Strength saving throws.

Overstrain: At the end of each of Kenpachi's turns, he takes 20 force damage, which can't be reduced or prevented.

New Actions:

- ***Oni Rend.*** *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. On a *hit* Kenpachi deals 60 (9d10 + 10) slashing damage plus 14 (4d6) slashing damage. The target must make the saving throw against the Rended condition.
- ***Red Mist (Recharge 6).*** Kenpachi tears through everything in reach. Each enemy creature within 15 feet of him must make a DC 22 Dexterity saving throw, taking 63 (14d8) slashing damage on a failed save, or half as much damage on a successful one. Creatures that fail the save are also Rended for 1 minute.

New Bonus Actions:

- ***Blood-Soaked Step (Costs 3 BP).*** Kenpachi uses Step In. After moving, he gains 20 temporary hit points (these temporary hit points don't stack).

New Legendary Actions:

- ***Oni Rend.*** Kenpachi makes one Oni Rend attack.
- ***Unstoppable (Costs 2 Actions).*** Kenpachi moves up to his speed without provoking opportunity attacks, and he can move through the space of any creature of Large

size or smaller. The first time he enters a creature's space during this movement, that creature must succeed on a DC 22 Strength saving throw or be knocked prone.

- ***Executioner's Smile (Costs 3 Actions).*** Kenpachi targets one creature he can see within 60 feet. The target must succeed on a DC 22 Wisdom saving throw or be frightened until the end of its next turn and become Rended for 1 round

Special Weaknesses

Eyepatch Timing

Discovery Mechanism: A character proficient in Insight or Arcana can attempt to anticipate the moment Kenpachi removes his eyepatch by reading the rhythm of his killing pressure. This requires a successful DC 20 Wisdom (Insight) or Intelligence (Arcana) check during combat.

Consequence: If the weakness is discovered, the first time Kenpachi uses Tear Off the Eyepatch, one creature within 60 feet that can see him can use its reaction to force Kenpachi to make a DC 20 Constitution saving throw. On a failed save, Kenpachi is stunned until the end of his next turn. This consequence can be exploited once per encounter.

Overfed Bloodlust

Discovery Mechanism: A character who sees Kenpachi spend BP on Skull-Splitter, or who sees him gain BP from trading blows, can attempt to infer that he becomes less

dangerous when denied close combat. This requires a successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check.

Consequence: Once discovered, if Kenpachi starts his turn with no hostile creatures within 30 feet of him, he loses 3 BP instead of being starved of accumulation, and he has disadvantage on the first attack roll he makes that turn. This consequence can be exploited once per round.

Cracked Restraint

Discovery Mechanism: A character who witnesses Kenpachi take damage from Overstrain can attempt to recognize the pattern of self-destruction. This requires a successful DC 20 Intelligence (Medicine) or Wisdom (Insight) check.

Consequence: Once discovered, when Kenpachi is in Phase 4 and takes Overstrain damage, one creature that can see him can use its reaction to make one weapon attack or cast a cantrip against him. If that attack *hits*, Kenpachi's Overstrain damage increases to 30 force damage at the end of his next turn (instead of 20). This consequence can be exploited once per round.