GUTS(O)



,,*My sword has gotten very dull.However it is still three times as thick and deals three times the damage of a normal sword. You better pray you die quickly or this might be painfull.,,*

Alignment : Chaotic Good Race : Human 100% Class : Swordsman

Series-Berserk,Music Theme-Forces (<https://www.youtube.com/watch?v=xj1hWWU8JDE> )

Description:Guts is a Demon hunter and X mercenary,dubbed ,,The Black Swordsman,, he is without a doubt the greatest swordsman on his world,able to go toe to toe with the most powerful of hells demons.

1.Dragonslayer-Deals 30 damage to up to three opponents,if Guts is at 50 hp or below deals 40 damage to up to three opponents instead.(**Counts as a melee attack**).

2.Overpower-If your opponent uses a melee attack for this action,Negate it,and he takes 20 damage,then if the attack was a weapon type attack roll a 1d6 on a 6 it is Sealed.**Counter,Seal**

3.Gutses Endurance-Guts Absorbs up to 20 damage from all sources,then guts gains 10hp(this can go over his 100 hp maximum).**Shield Ability**

4.Canon Blast-Guts deals 50 damage to a single target,then if it dealt damage roll a 1d6,on a 5 or 6,the target is Stunned during his next Action.May only be used once per game. **counts as a ranged attack**.

5.Bombs,Arrows,Daggers-Deals 20 damage to all enemies,can only be used 3 times per game,**counts as a ranged attack.**

6.Impossible Maneuver-Guts uses two of his other abilities(other than Impossible Manuever),the abilities he uses with Impossible Maneuver must not have been used by him during this round.(Guts may not repeat abilities).After using Impossible Maneuver the abilities used by it can not be used in the same combat round,and Guts must skip his next action.

Alternatively Guts can use two Dragonslayer attacks at once,even if they were exausted during this combat round,they are considered Exausted for this combat round if they are used this way.If Guts uses the second variant of this ability,this Ability is Sealed until the end of the game,but Guts does have to skip his next action.The second version of the ability may only be used if Guts is at 50HP or below.**Haste,Seal**

**\*Guts may replace any one of his abilities with Iron Fist-Deal 20 damage Melee,Strikes First.**

**\*Alternate: Reckless Abadon - If Guts takes damage from an attack this Action he takes 20 more,but then he may instantly use one of his not exausted abilities.He deals +20 damage with it this turn,then it is exausted.Shield**

**\*Alt : Demon Brand - Guts can always see and attack invisible Demons and Gods. Passive**



Berserker Armor-Ultimate:1.+2.+3. :Instead of using the last ability in line. Guts enters Berserk Stance.This Stance lasts until the end of the next round.Guts Hits First with all attacks and deals 10 damage more while in this mode,also if he is reduced to 0hp or below while in this mode he is considered alive and can not die until Berserk Stance ends(he dies at the moment Berserk Stance vanishes).Guts can not die by taking damage in this mode,but will die if an effect that does not deal damage forces him to die.**Stance**

Creator-RADONJA(11.9.2015. latest Version)