



CHARACTER NAME		<div>LEVEL</div> <div>XP</div>	ARMOR CLASS	HIT POINTS		HIT DICE	DEATH SAVES	
BACKGROUND	CLASS		SHIELD	CURRENT	TEMP	SPENT	SUCCESSIONS	
SPECIES	SUBCLASS						MAX	MAX

PROF. BONUS

INSPIRATION

DUNGEONS & DRAGONS

INITIATIVE

SPEED

SIZE

PAS. PERCEPTION

Mod

SCORE

STRENGTH

Saving Throw

Athletics

Mod

SCORE

DEXTERITY

Saving Throw

Acrobatics

Sleight of Hand

Stealth

Mod

SCORE

CONSTITUTION

Saving Throw

CON Notes (If Any)

Mod

SCORE

INTELLIGENCE

Saving Throw

Arcana

History

Investigation

Nature

Religion

Mod

SCORE

WISDOM

Saving Throw

Animal Handling

Insight

Medicine

Perception

Survival

Mod

SCORE

CHARISMA

Saving Throw

Deception

Intimidation

Performance

Persuasion

PROFICIENCIES

ARMOR ☐ Light ☐ Medium

TRAINING ☐ Heavy ☐ Shields

WEAPONS

TOOLS

WEAPONS & DAMAGE CANTRIPS

Name	Attack Bonus / DC	Damage & Type	Notes
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CLASS FEATURES

SPECIES TRAITS

FEATS

GUYVER FORM

GUYVER SHIFT

Deal damage to anyone adjacent to you.

- DEX Save DC = 8 + CON Mod + Prof. Bonus.
- On Failure, 2d8 Force damage, +1d8 per 5 Levels.
- Bulky worn/held items/gear are damaged/destroyed, or if item is magical it is hurled off the wearer (light armor & normal clothing is not affected).

Guyver Armor

While transformed, AC = 10 + DEX Mod or CON Mod + Proficiency Bonus + 2.

GUYVER ARMOR CLASS

Enhanced Physique

While transformed, Advantage on STR checks. Considered 1 size larger when determining Carry Capacity. Unarmed strikes deal 1d4, or 1 die type higher, or if at d12 add a +2 to damage.

Guyver Senses

While transformed, use a bonus action to detect surroundings as if you had Blindsight (up to 30ft), until start of next turn.

Bio-Points

Equal to Prof. Bonus + 1/2 your Level. Recovers points only when no powers are being used, & when a bonus action is used to reclaim 1pt. A Short/Long rest recovers all pts when out of Guyver Form.

Bio Pts

Max

DUNGEONS & DRAGONS

Alternative Rules for unlocking Guyver Powers includes level gain, where certain powers are unlocked at different levels, but under tense or desperate situations, the character can try and force-activate a power they have not gained yet.

GUYVER POWERS

Power	Bio-Point Cost	Power
High Frequency Swords	1	Melee Attack -- 1d6 Thunder Damage, 19-20 Critical Threat Range. <u>Properties:</u> Finesse, Light <u>Mastery:</u> Graze (if using the 2024 rules)
Infra-Laser	1	Ranged Attack -- 1d8 Fire Damage, Ranged (100/200), +1 to Attack Rolls. <u>Properties:</u> Light <u>Mastery:</u> Nick (if using the 2024 rules)
Sonic Cannon	2	Functionally allows you to use the "Shatter" spell with a few changes. First, the spell targets a 15ft cone, second it has no range and emanates out from you. Spending more Bio Points, per its cost to use, allows it to be used at higher levels. Saves are vs. 8 + Proficiency Bonus + CON mod.
Gravity Globe	Varies	3 specific uses, but only one use can be used at a time: <ol style="list-style-type: none"> 1. Flight [3BP/1BP]: Gain the benefit of the "Fly" spell, at will, limited to yourself for 3BP. You also can empy it as a reaction to gain the benefits of "Feather Fall" instead for 1BP. 2. Shield [1BP]: You can use gravity to protect yourself as per the "Shield" spell. 3. Gravity Cannon [4BP]: Fired at a foe as an action (requiring an attack roll). It has a range of 80ft. If the attack hits, it deals 4d10 Force damage and the target must make a STR save vs. 8 + Proficiency Bonus + CON mod. If they fail the save, the impact pushes them 10ft back and prone, otherwise they are only pushed back 5ft. If more BP is spent to use at a higher level, then the damage increases by 2d10.
Mega Smasher	6	Uses an action to fire at full or half power. Fullpower has a 100ft long 10ft wide line. Targets in the area make a DEX save vs. DC 8 + Proficiency Bonus + CON Mod. If Failed, target takes 10d6+40 Force Damage. Targets reduced to 0 HP are disintegrated into nothing, leaving not even ash behind. Targets can only be revived by a True Resurrection or Wish spell. 6 additional BP increase damage by 3d6. A successful save gives 1/2 Damage. You can pay 3BP to fire only 1 cannon (half power), doing half the damage. When firing at full-power you cannot take a move action, but at half-power you can move.
Knuckle Buster	1	Increase unarmed strike damage by +1d6 to one of your unarmed strikes.
Accelerated Healing	2	As a bonus action, expending 2 BP grants you the ability to expend 1 Hit Die to heal lost HP. You can expend more BP to heal more. However, it's always important to hold onto at least 1 Hit Die to just in case you are about to die and need the Guyver form to restore you.

GUYVER WEAKNESSES

!Acid Vulnerability!

While transformed you are vulnerable to Acid Damage.

!Control Metal Hit!

Requires a deliberate attack roll at Disadvantage. If hit, you are "Incapacitated" until the end of your next turn.

!Control Metal Removal!

You must be helpless, or Restrained, or Stunned. Ripping the metal out requires a STR check vs. DC 8 + your CON mod + your Pof. Bonus. On success, your body breaks down, loose all powers, but take no damage, cannot revert back to normal. BUT, gain Advantage on all physical rolls, +1d8 melee damage. Damage taken does not affect Death Saves. Death Saves allow for extra actions after 3 turns, in which you can act normally (a successful roll allows +1 turn). After all turns are expended, the character dies.

!Guyver Form Exit!

On exiting the transformation, gain 1 level of "Exhaustion."

!Guyver Power Block!

While transformed, you cannot use spellcasting or spell-like abilities with the exception of Species powers (unless they grant the use of spells).

Control Metal Restoration (After Removal)

So long as the control metal is intact, and has not been cleaned of biological material via a deliberate use of magic to do just that (normal cleaning won't cut it, it must deliberately target the bio-material left inside it). Otherwise, will regenerate your body completely, expending 1 Hit Die per hour until all HP is restored. If run out of Hit Dice, a long rest delays the restoration. If no Hit Dice to start the restoration, then resurrection fails and device reverts to it's original inert state (keeping 1 Hit die ensures restoration can happen).

Guyver Death Healing

If killed while transformed, but no loss of Control Metal, death becomes temporary- no Death Saves allowed. Instead, expend Hit Dice per Short Rest to regenerate damage until 50% HP is recovered. Lost anatomy uses 1 Hit Die to regenerate. If Hit Dice are expended from this, a Long Rest is needed to recoup Hit Dice to continue the regeneration. (Regrowing a whole body from just the head uses 5 Hit Dice.)



SPELLCASTING MODIFIER

SPELL SAVE DC

SPELL ATTACK BONUS

SPELL SLOTS

Level 1

000

Level 4

000

Level 7

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Level 2

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Level 5

000

Level 8

Level 3

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Level 6

00

Level 9

Expended Spell Slots recover completely after a Long Rest.

Wizard: Arcane Recovery -- Finish a Short Rest, recover spell slots with a combined level equal to 1/2 your Wizard level (max Level 6).

Current

Dice//Points

Max

Current

Dice//Points

Max

CANTRIPS, PREPARED SPELLS, POWERS

[illegible]



EQUIPMENT

Magic Item Attunement

- ☐
- ☐
- ☐

NOTES

WEALTH



APPEARANCE

PERSONALITY

Alignment _____

BACKGROUND