

CHARACTER NAME	LEVEL	ARMOR CLASS	HIT POINTS	HIT DICE	DEATH SAVES
BACKGROUND	CLASS	SHIELD	CURRENT	SPENT	SUCCESES
SPECIES	SUBCLASS		TEMP TEMP MAX MAX	MAX	FAILURES

XP

PROF. BONUS	DUNGEONS & DRAGONS			
INSPIRATION	INITIATIVE	SPEED	SIZE	PAS. PERCEPTION

Mod	<b>STRENGTH</b>	Saving Throw	<input type="radio"/>	
SCORE	Athletics		<input type="radio"/>	
Mod	<b>DEXTERITY</b>	Saving Throw	<input type="radio"/>	
SCORE	Acrobatics		<input type="radio"/>	
	Sleight of Hand		<input type="radio"/>	
	Stealth		<input type="radio"/>	
Mod	<b>CONSTITUTION</b>	Saving Throw	<input type="radio"/>	
SCORE	CON Notes (If Any)			
Mod	<b>INTELLIGENCE</b>	Saving Throw	<input type="radio"/>	
SCORE	Arcana		<input type="radio"/>	
	History		<input type="radio"/>	
	Investigation		<input type="radio"/>	
	Nature		<input type="radio"/>	
	Religion		<input type="radio"/>	
Mod	<b>WISDOM</b>	Saving Throw	<input type="radio"/>	
SCORE	Animal Handling		<input type="radio"/>	
	Insight		<input type="radio"/>	
	Medicine		<input type="radio"/>	
	Perception		<input type="radio"/>	
	Survival		<input type="radio"/>	
Mod	<b>CHARISMA</b>	Saving Throw	<input type="radio"/>	
SCORE	Deception		<input type="radio"/>	
	Intimidation		<input type="radio"/>	
	Performance		<input type="radio"/>	
	Persuasion		<input type="radio"/>	

<b>WEAPONS &amp; DAMAGE CANTRIPS</b>				
Name	Attack Bonus / DC	Damage & Type	Notes	
CLASS FEATURES				

<b>SPECIES TRAITS</b>	<b>FEATS</b>
PROFICIENCIES	
ARMOR <input type="radio"/> Light <input type="radio"/> Medium	
TRAINING <input type="radio"/> Heavy <input type="radio"/> Shields	
WEAPONS	
TOOLS	

## 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.

### 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.

## 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 Prof. 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).

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

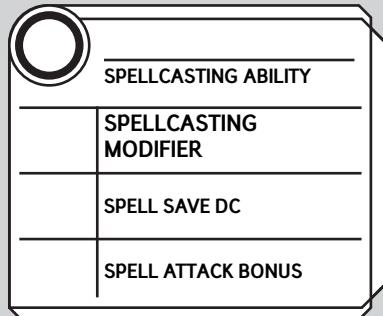
Power	Bio-Point Cost	Power
High Frequency Swords	1	Melee Attack -- 1d6 Thunder Damage, 19-20 Critical Threat Range. <u>Properties:</u> Finesse, Light <u>Mastery:</u> Graze (if using the 2024 rules)
Infra-Laser	1	Ranged Attack -- 1d8 Fire Damage, Ranged (100/200), +1 to Attack Rolls. <u>Properties:</u> 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"> <li><b>Flight [3BP/1BP]:</b> Gain the benefit of the "Fly" spell, at will, limited to yourself for 3BP. You also can employ it as a reaction to gain the benefits of "Feather Fall" instead for 1BP.</li> <li><b>Shield [1BP]:</b> You can use gravity to protect yourself as per the "Shield" spell.</li> <li><b>Gravity Cannon [4BP]:</b> 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.</li> </ol>
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.

## 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 its 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.)



# DUNGEONS & DRAGONS

SPELL SLOTS					
Level 1	○○○○	Level 4	○○○	Level 7	○○
Level 2	○○○	Level 5	○○○	Level 8	○
Level 3	○○○	Level 6	○○	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).**



## CANTRIPS, PREPARED SPELLS, POWERS

**EQUIPMENT****DUNGEONS & DRAGONS****APPEARANCE****PERSONALITY**

Alignment \_\_\_\_\_

**BACKGROUND****Magic Item Attunement**  
  
**NOTES****WEALTH**