



Guyver

The Bioboosted Armor

*An Adaptation
for D&D 5E
2014 & 2024 Rules*

*Written by
Sean's Gaming Corner*

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About the Guyver

In my original rules writeup I failed to give a run down of what the Guyver is, so I'm correcting that now.

The Biobooster Armor - Guyver, is a manga and anime that involves a young man named Sho Fukamachi who is a Japanese high school student who's life is turned upside down when he and his best friend, Tetsuro, come across the Guyver device. Sho accidentally activated it, which causes the bio-tech device to awaken and engulf him. Since this moment, Sho gains the ability to transform into a Guyver.

The Guyver itself is an advanced suit of space armor that originally was an ordinary piece of equipment for the aliens that

belonged to. But when given to another species, humans, the armor and the human became something far more powerful, and something that they couldn't control.

Labeled "Guyver" by the creators, as this meant "Out of Control" in their language, the aliens fled the world, with some of their bio-technology being left behind in their rush to leave. The inheritors of this lost technology and lore, the Chronos Corp. is bent on world domination and creating monsters called Zoaoids from humans.

These Zoaoids are still in full control of their faculties and can shift between human and Zoaoid forms allowing them to easily blend in.

A long series of battles begins between Sho and Chronos. During this time a rival turned ally, Agito, becomes the second Guyver showing a different appearance than Sho's, darker with two more high frequency swords on the arms.

During their time fighting, several things happen to Sho. First Sho is ambushed by an anti-Guyver zoanoid called Enzyme and dies in the Guyver form as the control metal in the forehead was ripped out causing the powerful bioboosted form to go berserk, breaking down his body into a gooy form that kills the Enzyme zoanoid but is desolved by it's acidic blood.

However he is regenerated from the control metal. He then worked with Agito to take down a Chronos branch from within, but end up face off against a Zoalord, a powerful and psychically embued human who can control zoanoids and possessed of a powerful combat form with it's own unique powers.

Later, his father is turned into an anti-Guyver zoanoid called Enzyme. He rips a chunk out of the Guyver's head forcing the armor into an auto-defense state where it attacked anything perceived as a threat using the full arsenal available.

This eventually leads to Sho bonding with an alien spaceship, that he uses to save all his friends when the master Zoalord, Archangel arrived and easily defeated Sho by turning his own Mega-smasher blast back at him. But once again Sho survived as the ship he had bonded with had backed up his genetic data and mind, and essentially regenerated Sho after this. The ship's control system would eject in the face of Archangel's attack. This pod would create a nigh impenetrable cocoon around Sho as it restored him and gave him a new form: The

Gigantic Guyver.

It's at this point that the more current anime stops while the Manga continues on with Agito eventually wresting control of the Gigantic cocoon from show for a time to enact his own private plan. For Agito, Sho was nothing more than a tool to be used to gain more power.

But Sho proved his will, though all of his ordeals, was far stronger than Agito's and he once again took back the Cocoon from Agito and stripped him of his Gigantic form in mid battle. In his own battle, Sho demonstrated to the Zoalord he was fighting he was the true master of the Cocoon as he put the Gigantic form into an "Exceed" state where the Gigantic form assumed it's true form, that of a 52 meter tall verson of the Gigantic form, with all of it's weapons & powers usable in the form and their power increased in proportion to the size.

In this form, Sho could create a Gravity Implosion, a micro black hole that is totally under Sho's control and something that no foe (as of yet) can stand against.

The Guyver in D&D

It should go without saying that the Guyver is insanely powerful. It is far more into the realm of the Superhero than the Fantasy Hero. The physical strength of the Guyver is already immense. While never explicitly stated, it is guessed that the Guyver form magnifies the user's baseline physical capabilities by 100x what they would be. Though it is believed that the physical boost is to the same level as another Guyver, putting two Guyvers at the same level of physical capability.

Now when you factor in the various

weapons systems of the Guyver, like the particle beam cannon that is it's Mega-Smasher, it stands to reason that this is something that does not fit into any D&D setting...not unless we bring things down to earth, so to speak.

Yes, this means that we gotta nerf the Guyver to make it usable.

Level Balancing

To kick things off, lets go over the initial method used to balance out the power of a Guyver for a D&D character. This starts with an XP penalty. However, milestone advancement kind of throws this out the window, but we'll touch on that in a moment.

When XP is rewarded at the end of a session or encounter, (depending on how your DM/GM handles things), you treat the character as if they were already 1 level higher than they actually are, slowing their progress to the actual next level. Getting to Level 20 using these rules requires an additional 50,000xp.

With milestones this is not so applicable. Instead the GM should consider either putting off the characters advancement to the next level until the next milestone, or possibly halfway to the next milestone.

Other Balancing Methods

A new method of balancing is to allow the player to replace one of their classes features with a Guyver Feature. When the Guyver is gained, the character's background (and it's feat) is removed and replaced with: Guyver Bound. You retain the skills you had gotten from your previous background, along with any item proficiencies. The feat you had is replaced with the following feat (which also serves as

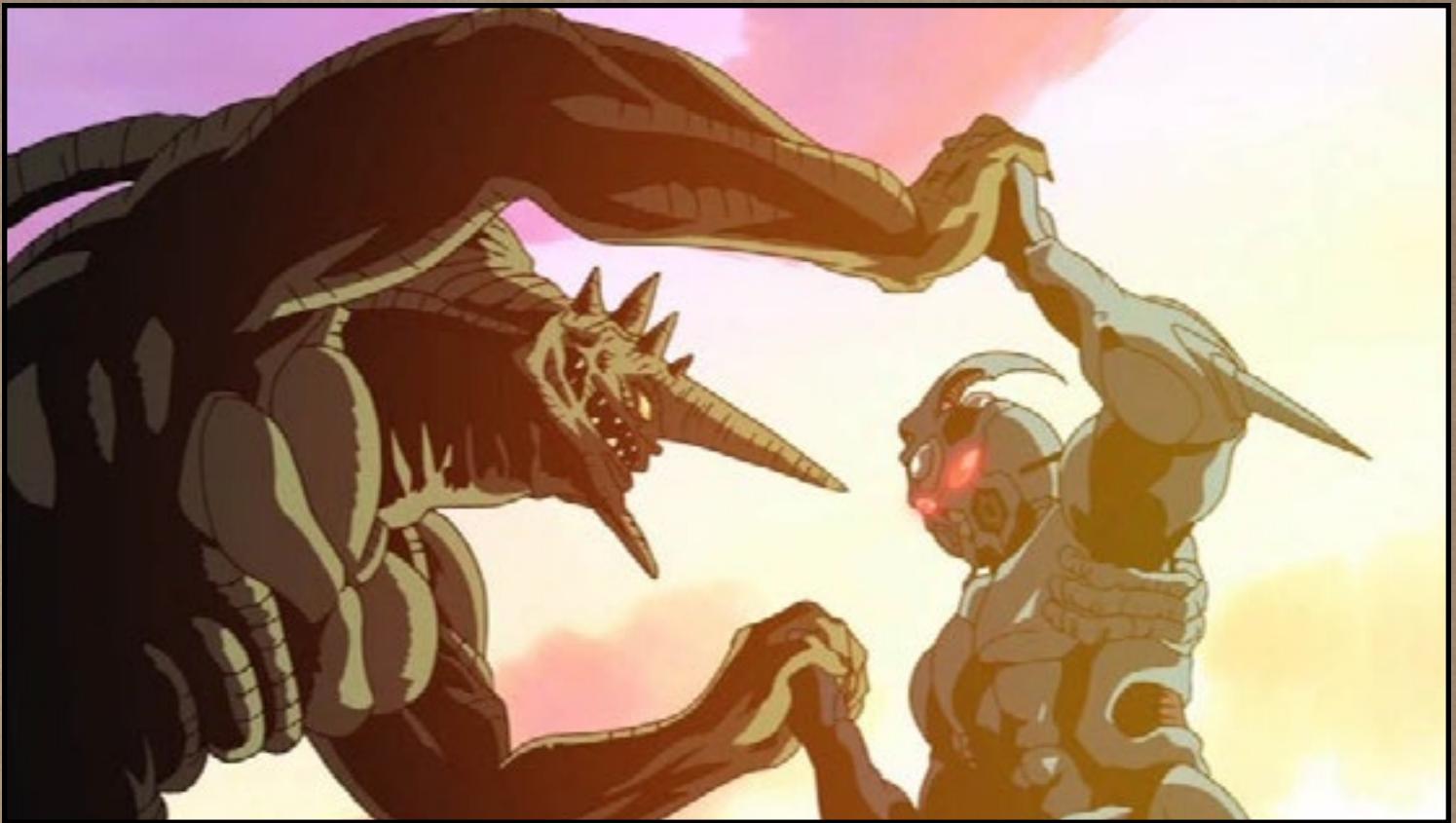
how a player will apply the Guyver):

NOTE: From this point on we're not using the old rules from the first version of the Guyver I did. These rules correct some of my balancing issues in the previous version of these rules.

Bio-Booster Armor [Origin]

You gain the following benefits when you use an action to assume your Guyver Form:

- **Guyver Shift:** The act of transforming into a Guyver does damage to anything in the area adjacent to you. Targets must make a DEX save, vs. a DC of $8 + \text{your CON modifier} + \text{your Proficiency Bonus}$. If the targets fail the save they take $2d8$ Force damage + an additional $1d8$ every 5 levels the character has. No bulky gear can be worn or else it is destroyed or torn from your body (if magical and can't be destroyed by even these unusual means (more on this later)).
- **Guyver Armor:** While in the Guyver form you have an AC of $10 + \text{your DEX or CON modifier} + \text{your Proficiency Bonus} + 2$.
- **Enhanced Physique:** While in the Guyver form you have Advantage on STR checks. You also are considered 1 size larger than you are when determining your Carry Capacity. Your unarmed strikes deal $1d4$ damage (plus your STR or DEX mod), if you already roll a d12 for the die type for unarmed strikes you add a +2 to the damage you deal instead.
- **Guyver Senses:** While armored, you can use a bonus action to detect your surroundings as if you had Blindsight, sensing anything within 30ft of yourself until the start of your next turn.



- **Bio-Points:** You gain a number of Bio Points equal to your proficiency bonus + 1/2 your Level. These points can be spent to make use of anyone of the Guyver's special systems. Bio Points recover completely during a short or long rest. These can only be used in the Guyver form. Bio Points only recover when a power is not being used, and only when you use your Bonus Action to reclaim 1 point. A short or long rest out of the Guyver form will restore all used points as well.
- **Guyver Weaknesses:** While in your Guyver form you have certain weaknesses that foes can discover and use against you.
 - **Acid Vulnerability:** You are vulnerable to Acid damage.
 - **Control Metal Hit:** Requiring a deliberate attempt to target with the roll being at a Disadvantage. If hit, you are "Incapacitated" until the end of your next turn.
- **Control Metal Removal:** Requires you to be helpless, or Restrained, or Stunned. Ripping the metal from your head requires a STR check vs. a DC of $8 + \text{your CON mod,} + \text{your Proficiency bonus.}$ If successful, your body starts to break down and you cannot revert back to your normal state. But in this state your bio-boosted form goes out of control, you loose access to your Guyver powers, but you gain Advantage on all physical rolls you make plus gaining a +1d8 to melee damage you deal. Additional damage doesn't affect you either and does not affect your Death Saves. Instead succeeding simply gives you 1 additional turn to keep fighting after you push through all 3 save attempts. If you fail then that's one turn at the end that you are denied. So if you succeed at 2 but fail at 1, then you get 2 more turns to act. After 3 Death Saves are made and

your extra turns to act are expended
your body breaks down completely
melting into goo and eventually
evaporating.

- **Guyver Form Exit:** When you exit the Guyver form you gain a level of exhaustion.
- **Guyver Power Block:** If you possess any magical powers, like spellcasting or spell-like abilities offered by your class, while in the Guyver form you cannot use these abilities. Inherent powers that are always on, or are more a matter of skill are not affected.
- **Control Metal Restoration After Removal:** So long as the Control Metal is intact after you have had it ripped out, and has not had a magical method of scrubbing it clean of biological residue from it (requiring a deliberate use of magic to specifically do so, it won't get deep into it unless cast just for that purpose) then the control metal can completely regenerate the Guyver body, expending your Hit dice every hour to begin the regeneration process until all HP is restored from this. The effect is spontaneous, occurring over a turn. This restoration can only happen once per day, requiring a long rest before Hit Dice can be expended. If no Hit Dice are available, then there is not enough biological material in the metal to regenerate the user, causing the unit to revert to its inert state, regenerating that form instead. If not enough Hit Dice are available to regenerate all of the user's HP in one go, then the unit must wait a long rest to do so. But at least 1 hit die must be held in reserve to ensure that restoration can occur.
- **Guyver Death Healing:** If the Guyver is put into a Dying state while



transformed, but has not lost their Control Metal, the Guyver will die temporarily, no Death Saves are allowed, instead you shut down as if you were dead. Instead the Guyver immediately starts expending your Hit Dice, one die per Short Rest, regenerating the damage done to you until you are at least 50% health and recovered any lost anatomy (severed limbs or body regrow costing an extra hit die per part). This can take a bit of time if a long rest is needed in order for enough hit dice to be present to regrow a whole body (generally 5 hit dice beyond healing damage).

- **Guyver Powers:** The Guyver form has a number of powerful abilities at its



disposal beyond its offered protection and enhancement. Guyver powers, in the anime/manga, are all available at the start. In the previous rules the powers of a Guyver were unlocked at different levels. Here we are changing things up. Everything is available, but costs you Bio Points to use. You are considered Proficient in all the weapons.

Guyver Power	Bio Point Cost	Description
High Frequency Swords	1	These are spikes in the forearms that extend and vibrate at a super-high frequency to give them an uncanny cutting edge. They deal 1d6 Thunder Damage, with a 19-20 Critical Threat Range. They have the Finesse & Light properties and the Graze mastery (if using the 2024 rules).
Infra-Laser	1	This is a beam fired from the forehead with uncanny accuracy. Damage is 1d8 Fire damage, with a range of 100/200, and is at a +1 to hit when used. It has the Light Property and the Nick mastery (if using the 2024 rules).
Sonic Cannon	2	Fired from the orbs at the mouth region, this high frequency sonic attack batters a foe with pure sound. 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.
-NOTATION- Guyver Shift	---	As mentioned before, this is an attack that occurs when the character transforms into a Guyver, affecting all adjacent spaces and giving targets (including allies) a DEX save. One important element of this is that if bulky items are worn or held, the transformation will destroy those items or hurl them away (especially for magical items). Light armor and items that can touch the skin and would not be bulky are kept (rings, necklaces, bracers, boots, belts are all ok).

Guyver Power	Bio Point Cost	Description
Gravity Globe	varies	<p>One of the more versatile systems of the Guyver, it has 3 specific uses, but only one use can be used at a time:</p> <ol style="list-style-type: none"> Flight [3BP/1BP]: By controlling gravity around you you 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. Shield [1BP]: You can use gravity to protect yourself as per the “Shield” spell. Gravity Cannon [4BP]: A powerful gravity attack that involves creating an orb of condensed gravity and firing it 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.
Knuckle Buster	1	This is a strike that puts some of your gravity power behind your basic unarmed strike. When you use this you add an additional +1d6 to your unarmed strike. This only affects one of your unarmed strikes, but you cannot put more BP to increase this damage.
Accelerated Healing	2	When needed you can focus your energy on rapidly regenerating lost HP. First, 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.



The Mega Smasher

If there's one weapon that requires a huge nerf it's the Mega Smasher. The attack is a bio-particle beam cannon that obliterates everything in it's path, often up to a mile away. This is a bit much for D&D. So we have to do things a bit differently.

The Mega Smasher requires an action to use, and while using it at full power you cannot use your move action. At Full power the Mega Smasher fires a 100ft long, 10ft wide line of pure Force damage.

Targets in the area must make a DEX save vs. a DC of 8 + Proficiency Bonus + CON mod.

On a Failed save, the target takes 10d6+40 Force damage. Its use costs you 6BP, and you can spend more to increase it's damage by an additional 3d6. 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.

A successful save from a target reduces the damage by half.

Additionally for half the BP cost you can fire only one cannon (there are two). This also involves doing only half the damage of the full power Mega Smasher, 5d6 + 20 Force damage. When fired at half power you can still take a move action and are not locked in place. The end effect of killing something with the Mega Smasher at half power is still the same as being used at full power.





Guyvers in a Game

Even if a GM allows a Guyver into a game, they are still potentially quite powerful. Players who are wanting to play a Guyver empowered being should always work with their GM on this. Some game settings just aren't appropriate for them. But some GM's may like the idea of a Fantasy world where powerful Zoalords work in the shadows to turn beings into Zoanoids, and it's up to the Guyver and other heroes to put a stop to them.

One thing mentioned before is gear and what happens when the Guyver transforms. Bulky gear is torn off the Guyver as the bioboosted form needs to enwrap the user. Normal clothing is ok, as are things that can be worn against the skin like rings, bracers, gloves, belts, and necklaces. But armor, except for leather armor, is often too bulky or heavy to be worn. The effect of transforming will blast off anything bulky or being carried by you. As such weapons have to be dropped as well. Allies adjacent to the

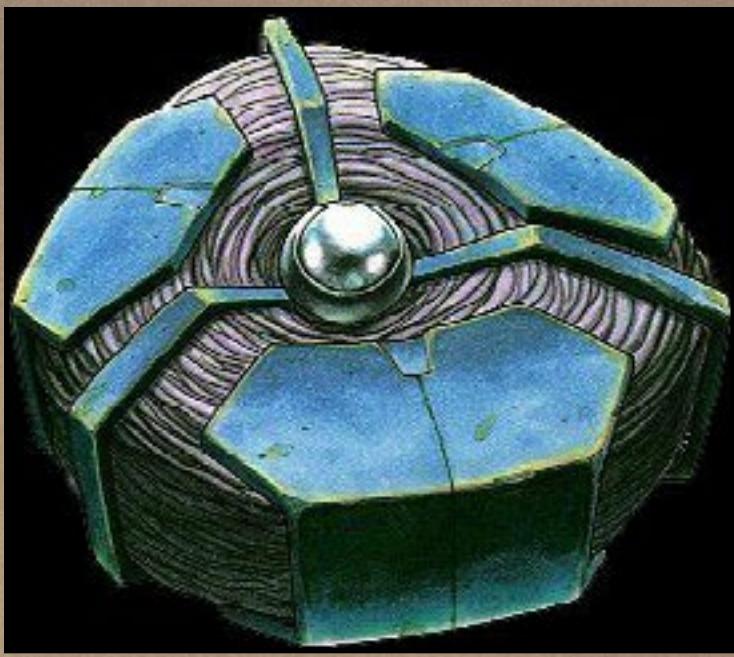
transformation will take damage when you transform, as will the environment.

Then there's the inability to use magic or magic like abilities. It should be explained that the natural abilities of a species like a Dragonborn's resistance to certain elemental damage and ability to use a breath weapon are not lost in the form, and may in fact influence how the Guyver form looks.

However, an Elf cannot use their cantrips, or limited spells that are part of their species since these are more planelly magical, something the Guyver form interrupts the use of. Likewise Gnomes are also impacted with their spellcasting abilities.

However there is one way around the Guyver's inability to allow you to use magic - use something before you transform.

There are other methods that a GM can employ to help curtail the power of a



Guyver until such time that they are at a level that you feel is appropriate for the strength of something.

To start, the Guyver's Knuckle Buster, and Accelerated Healing are to functions that should be available from the start. Generally, the High Frequency Swords and Infra-Laser should appear after Level 2 or Level 3.

The Sonic Cannon is the first heavy hitting weapon that the character can get and should kickin also at around Level 3.

The various functions of the Gravity Globe happens at around Level 5.

Finally the Mega Smasher would occur at around Level 11.

This is all based on similar spells and what Level Wizards would gain them at.

Now you can also allow the Player to make a roll to Will the Guyver to unlock the power for a moment. The DC for these WIS saves is $8 +$ the affore mentioned levels for unlocking something. So if they need to use the Mega Smasher at Level 3, then they

have to make a DC 19 WIS save to pull it off. The GM can also add other factors to this if needed like a desperate need to defeat a powerful foe who has dropped multiple party members, or party is just struggling to deal with them due to bad rolls and lacking in power.

Zoanoids in a Game

Zoanoids are easily handled in much the same way one would use a Were-creature. In the manga/anime, Zoanoids are where the myth of were-creatures, vampires, mermaids and so forth come from. For our purposes in D&D, a Zoanoid is not much different than any other Were-creature, only lacking the weakness to silver, and the vaunted accelerated healing of most were-creatures too.

Some have bio-lasers, or bio-missiles. Some are more specialized creations that serve a single purpose, such as the Enzyme anti-Guyver Zoanoid.

Zoalords are a different matter all together. They are powerful singular foes who can solo a party. They are humanoids who in their normal form possess limited psychic abilities that allow them to control Zoanoids, and possess extra sensory awareness sometimes. This is via the zoacrystal that is implanted into their heads. Transforming into their combat form or the true form of a zoalord, is not much different from a Guyver. Though their powers are more specialized to the individual in addition to pure physical might.

Zoalords are meant to be powerful foes, master villians, and all subservient to a single master Zoalord. This would be Archangel in the manga/anime.

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	STRENGTH	Saving Throw	<input type="radio"/>	
SCORE	Athletics		<input type="radio"/>	
Mod	DEXTERITY	Saving Throw	<input type="radio"/>	
SCORE	Acrobatics		<input type="radio"/>	
	Sleight of Hand		<input type="radio"/>	
	Stealth		<input type="radio"/>	
Mod	CONSTITUTION	Saving Throw	<input type="radio"/>	
SCORE	CON Notes (If Any)			
Mod	INTELLIGENCE	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	WISDOM	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	CHARISMA	Saving Throw	<input type="radio"/>	
SCORE	Deception		<input type="radio"/>	
	Intimidation		<input type="radio"/>	
	Performance		<input type="radio"/>	
	Persuasion		<input type="radio"/>	

WEAPONS & DAMAGE CANTRIPS				
Name	Attack Bonus / DC	Damage & Type	Notes	
CLASS FEATURES				

SPECIES TRAITS	FEATS
TOOLS	

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

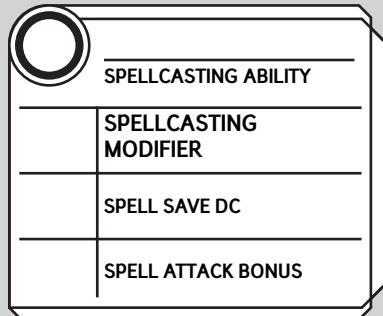
Power	Bio-Point Cost	Power
High Frequency Swords	1	Melee Attack -- 1d6 Thunder Damage, 19-20 Critical Threat Range. <u>Properties:</u> Finesse, Light <u>Mastery:</u> Graze (if using the 2024 rules)
Infra-Laser	1	Ranged Attack -- 1d8 Fire Damage, Ranged (100/200), +1 to Attack Rolls. <u>Properties:</u> 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"> Flight [3BP/1BP]: 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. Shield [1BP]: You can use gravity to protect yourself as per the "Shield" spell. 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.

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**