

-DUNGEONS & DRAGONS 5TH EDITION CONVERSION-

THE BIO-BOOSTER ARMOR: GUYVER



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GUYVER

ENHANCEMENT TEMPLATE

This is a template that can be added to any character race in the standard D&D 5th Edition Player's Handbook.

LEVEL ADJUSTMENT

The character is made more powerful than before, but at a cost. When determining if the character levels up, treat the character as if they were 1 level higher than they actually are. This does slow down advancement, but is for the sake of having more powerful abilities. For attaining level 20, add an additional 50,000xp to what is needed. As you gain levels, the armor increases in power.

BIOBOOSTED FORM

As a full action using the characters normal action and move action, the character may assume their bioboosted armored form. This form provides the following advantages and disadvantages:

ARMOR CLASS

The suit provides armor class 16. It is not metal, and does not impose disadvantage on skill checks. At Levels 5, 10, and 15 you may gain a +1 to your AC as an enchantment bonus. Characters with unarmored defense class features are still considered to be unarmored while using the Guyver, but must choose to either use the Guyver's AC or their unarmored AC.

EXTRA SENSORY PERCEPTIONS

When rolling a Perception roll you have advantage. You also have Darkvision if you do not already possess it. As a bonus action, your sensors can be used to scan a 180 ft area around yourself, ignoring cover, and concealment. At level 4, you can detect magic (like the spell). At level 12, you are able to detect invisible objects/creatures.



BOOSTED TRAITS

While Armored your Strength and Dexterity are increased by +2. If an attribute is already at 20 you gain a +1 to skill checks, saves, and damage instead. Your base unarmed damage is +2 as well. At level 3, you have advantage on Athletics and Acrobatics skill checks.

TRANSFORMATION BURST

When activating the armor it creates sphere of energy around the user. This grants a few specific effects:

- Anyone who moves or is within 5ft (adjacent) to the character suffers 2d10 damage when this is activated, (+1d10 at levels 5, 10, 15, and 20). This effect lasts until the start of the characters next turn.
- Ranged attacks and reach weapons/attacks can have their damage canceled out with a roll of 1d10 + CON modifier + the characters level. If roll is greater than the damage it is canceled out, if not then the damage is reduced by the amount rolled.
- *Drawbacks:* Activating the armor is a move action, and opponents have advantage on attack rolls made against the character while this is in use, and the character is at disadvantage if they try to attack as well (unless they were grappling when activating the armor). Additionally, no bulky items/equipment can be worn. If any medium or heavy armor is worn it is forcefully removed from the body, as are any other objects. (Light armor and objects that can be carried in ones pockets or laying on the skin are not affected.) Such objects, if not enchanted, must be repaired. Enchanted items are thrown off, but straps and such are often undamaged, merely unfastened.

ENCLOSED ARMOR

While armored up, potions cannot be used. Additionally a long rest cannot be taken while armored up, though a series of short rests can be taken. The armor does not protect you from gases or from drowning.

REGENERATION

While armored, the suit provides a degree of regeneration, allowing severed limbs and portions of the body to be regrown. When taking a short rest you may expend a hit die to regrow any lost portions of your body. This does not recover HP when doing so. When recovering HP you add a +2 to your dice roll.

TIRING

The Guyver is draining on the user. It can be used continuously for a number of hours equal to the users CON Modifier +1 (no less than 1 hour). After this time the character gains 1 level of Exhaustion, picking up an additional level for every additional hour it is in use (See Exhaustion, page 291 PHB).

VULNERABILITY

The control metal in the head is a difficult target to hit, but striking it can cause incredible pain to rack the user's body. When an opponent makes a critical hit on the character, the player rolls 1d10 + CON modifier + their character level. If damage of the attack is more than what is rolled then the character is Stunned until the start of their next turn. Additionally, while armored, the character is vulnerable to Acid damage.

MAGIC RESTRICTIVE

While armored, the character is unable to cast spells. This is due to their armored hands being unable to form the proper gestures, as well as their face and voice being distorted and unable to give proper incantations. This does not stop the use of spell-like abilities like the Paladin's ability to use of Divine Smite, or a Monk's ki abilities.

WEAPON SYSTEMS

The Guyver possesses a number of different weapons. At the start, characters can make use of the High Frequency Sonic Sword, and the Infrared Laser. Each additional weapon is unlocked at a certain level (as noted with each weapon). Characters are treated as being proficient with all their weapon systems.



Some weapons require a saving throw. This is equal to the 8 + the character's Level + either the character's INT modifier or WIS modifier (which ever is higher). Additionally, some powers have a limited number of uses. These are recovered after a long rest.



HIGH FREQUENCY SONIC SWORD

This is a blade on each forearm that acts as a short sword dealing 1d6 thunder damage, plus your STR (or DEX) modifier. You may use your bonus action to make a second attack roll using your other HFS sword (as if you were using two-weapon fighting). This second attack is with your normal attack roll (you are not at disadvantage for two-weapon fighting).



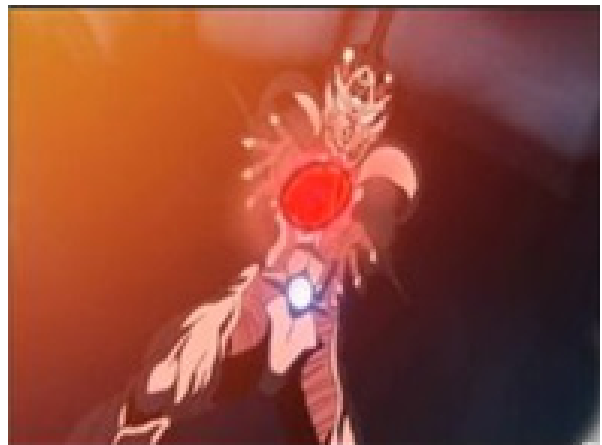
INFRARED LASER

This is a laser that is fired from the head. This ranged attack deals 1d10 fire damage on a successful roll, and has a range of 120. Objects hit by this can be ignited or set on fire. Damage increases by 1d10 at levels 5, 11, and 17.



SONIC CANNON [LVL 4]

This creates a cone effect dealing 3d8 thunder damage to a 15ft cone originating from the Character. Targets affected also must make a Strength save or be pushed back 10ft. A target takes half damage on a successful DEX save. The Sonic Cannon can be used a number of times equal to your 1/2 your character level. You can expend 1 additional use to increase the damage dealt by 1 die (limited to up to +3d8).



GRAVITY GLOBE [LVL 8]

This ability allows you to control gravitational forces to a degree and allows you to perform one of the below options at a time. This can be used a number of times equal to your 1/2 your character level, with all uses being shared.

- **Flight:** The character can fly at a speed equal to its normal ground speed. Once activated, flight can be used for the duration that the armor is active, unless you switch to a different gravity use.
- **Gravity Cannon:** On a successful attack this deals 4d8 force damage to a single target at a

range of 80. You can expend 1 additional use to increase the damage dealt by 1 die (limited to up to +3d8).

- **Gravity Shield:** This creates a wall of gravity around the user. When attacked the user rolls 1d10 + their level, + their CON modifier. If the attack does more damage than the shield, then the damage is reduced by the amount rolled. If the attacks damage does less than what is rolled then it is negated. Gravity shield can be activated as a reaction, and remains in effect until the start of the character's next turn

MEGA-SMASHER [LVL 12]

The ultimate weapon of the Guyver. The mega-smasher is a beam weapon with incredible range and damage qualities. The attack is a line that travels up to 120ft. All opponents caught within the area suffer 4d8 force damage and 4d8 radiant damage for one cannon. The Guyver possesses 2 cannons in the chest and may fire one at a time, or both at once as an action.

When firing both, the damage is doubled. After firing the cannon, to recover a single cannon's use you must wait 1 turn and expend one of your Hit Dice to do so. This recovery is automatic for both cannons if you take a long rest. Targets may make a DEX save for half damage. If both cannons are fired then this save is at disadvantage.



GUYVER DEATH

Now, normally with a Guyver if the host dies and the control metal is intact the host will be regenerated in their Guyver form. And the suit also has a defensive mode that takes over for the user should the head receive damage that would kill a normal person (but leaves the control metal intact).

This is not something that will exist in the D&D version for sake of keeping things simple as its already complicated enough.

When HP is reduced to 0 and you fail all of your Death saves, your character dies. The Guyver pulls away from the body and reforms its inert shape to await a new host.

