

## GUYVER THE BIO-BOOSTER ARMOR

### Character Enhancing Template, LVL 1

So, let's start with what a guyver is going to be in the Starfinder game setting. In the anime/manga the armor is a symbiotic biological enhancer, increasing physical capabilities, granting protection and weaponry. In Starfinder the guyver would function much the same as it did in the anime. However, there is a need to restrict what the armor can do to a degree. There's ups to the armor, and downs as well.

#### Symbiotic Bonding

The armor bonds with the user, altering them so that they can call the armor from its extra dimensional storage space. This holds only the armor and nothing else. Only the host of the guyver can summon it forth from this space where it instantly envelops the user. Individuals who are bonded with a guyver can communicate telepathically with each other (and they can choose to ignore or block such communications if desired).

Once bonded with the armor, it requires nourishment from the user, bio energy. In game terms this comes down to what counts as this nourishment. What this will be is a reduction of xp that is earned.

- Over all earned xp is reduced by 5% when earned.
- Suit powers can be upgraded by spending xp. The cost varies based upon the weapon system of the suit.
- Activating the armor requires a move action, or a reaction.

#### Armor Class

The suit offers the following basic AC stats.

**Level:** 1, Increasing the level costs the current level x100 in xp.

**KAC:** +4, +1per level

**EAC:** +3, +1 per 2 levels

**Max DEX:** +5


**Armor Check Penalty:** -2

#### Armor Systems

The guyver confers a number of unique system capabilities to the user from the outset, but only while the suit is in use of course.

- **Enhanced Strength:** The armor serves to augment the user's strength. Power of this is dependent upon the level of the armor. You can carry 10 bulk more than the character's normal STR score without being encumbered or overburdened. Your unarmed damage increases from 1d3 to 1d8. Additionally your unarmed attacks are treated as being lethal and you suffer no penalties for fighting unarmed.



- **Sensors:** The guyver doubles the range at which the user may make perception checks. Perception checks can also be made to detect with a full-action to actively scan a 180ft area around themselves to detect the presence of anything around them, this works through walls unless such walls can block sensors. These sensors are the two silvery orbs on the sides of the guyver's head.
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- **Dark Vision:** The guyver grants the user the Dark Vision capability allowing them to see up to 80ft away.
  - **Contained System:** The guyver protects the user from certain hazardous environments. The suit can filter oxygen out of water. The suit also protects against underwater pressures and gravity increases of at least 3x normal gravity. The suit also protects the user in the vacuum of space, but an oxygen source is still needed.
  - **Regeneration:** While the armor is active it can heal injuries and regrow lost portions of its anatomy. However, this takes time and the armor cannot regenerate damage quickly while the user is focused on fighting. This ability immediately seals off piecing's in the armor to avoid decompression, however actual healing of damage and regenerating limbs takes time. Out of combat when you spend Resolve to recover Stamina you also recover lost HP. This amount is equal to the Guyver's armor level. Regrowing lost anatomy is only capable in the armor, and occurs over the same rest period when a Resolve point is spent, but is one part at a time, so any more regenerated body parts requires another Resolve point to be spent. It is also possible for a guyver to survive death, but only under certain conditions.
  - **Gravity Globe:** This is an orb at the waist of the Guyver, like a belt buckle. This allows the character to control gravitational forces around themselves, and grants the user the benefits of the Flight spell. The user must concentrate to fly and cannot use their Sonic Cannon, Gravity Cannon, or Mega Smasher while flying. The armor's level affects the equivalent caster level, though Flight only applies to the user. Armor must be at level 3 to unlock.

### Weapon Systems

The guyver possesses a number of in built weapons that make it unnecessary to use others. One of these deals with the very ability to transform and the damage it deals to the environment around the character. Some weapons cannot have their damage increased by spending XP, and instead their damage is based upon the level of the armor. NOTE – All of a guyver's weapons have the Penetrating quality, and weapon level is equal to the armor's level (when unlocked).

- **Blast Field:** This weapon occurs only when the guyver transforms. This affects only adjacent opponents, allies, and any bulky equipment that is being worn and carried. Thus when transforming the character cannot be holding any backpacks, using any bulky armor, or having any weapons on your person, or in your hands can be damaged or even destroyed. This field even damages the area where one stands. Anyone adjacent to the character must make a Reflex save, DC being equal to your attack roll. If they succeed they take no damage. If they fail the target takes 2d10 (energy) damage per level of the armor. Objects that are bulky, or being

held have the potential to take this same damage (and are thrown free from the body). Normal clothing or body armor that is like normal clothing won't be harmed, but their benefits do not stack with the guyver's as the guyver's armor takes precedence (worn items of this nature are shunted to the guyver's pocket dimension).

- **High Frequency Blades:** First weapon of the armor. These are arm blades (often between one to three blades, though this number does not alter the damage done). Exceptionally deadly, these blades can cut through almost anything except for other similar HF blades. While inactive the blades are short spike like blades on the forearms. When active they grow to 2ft long. Due to their placement they are extremely useful to have if grappled since the user can easily employ them.



Unlocked at Level 1

1d6 S damage

Critical – Severe Wound

Special – Analog

Upgrade Cost – Level x 215 to increase damage by 1d6 (max of 7d6)

- **Infrared Laser:** This is a focused beam fired from the forehead. The beam is highly accurate due to its firing location in above the armor's control medal in the forehead. This beam is generated through excess body heat of the user. It is highly accurate due to its placement on the head. However as a laser it is subject to the same limitations and vulnerabilities that laser weapons can suffer.



Unlocked At Level 1

Range 120ft

Critical – Burn 1d6

1d8 F damage

Special – +1 to hit

Upgrade Cost – Level x 215 to increase damage by 1d8 (max of 7d6), or Level x 330 to increase critical damage by 1d6 (max of 3d6)

- Sonic Buster:** A short range sonic attack that is emitted from the orbs at the user's mouth covering. The sonics in this attack occur at such a frequency that matter can be made to disintegrate through continuous use. The sonic buster can be used continuously on enemies stuck with in it's area of influence.



Unlocked at Level 5

1d10 So damage

Critical – Deafen

Special – 15ft Cone (Reflex save vs. Attack roll -2), Limited Firing (Full Action to use)

Upgrade Cost – Level x 350 to increase damage by 1d10 (max of 8d10)

- Gravity Cannon:** A powerful gravitational blast that creates a black hole like orb that is fired at an opponent and smashes whatever it hits. These cannot be rabid fired or sustained like the sonic buster. When it hits, what ever it hits is destroyed through a localized implosion of space leaving a perfect sphere or hole where it hits (so long as the material isn't able to withstand the damage).



Unlocked at Level 5

Range 60ft

Critical – 1d6 K damage

2d10 K damage

Special – Knockdown; Limited Firing (Full Action to use)

Upgrade Cost – Level x 350 to increase damage by 1d10 (max of 8d10), or Level x 330 to increase critical damage by 1d6 (max of 3d6)

- Mega Smasher:** A massively powerful particle laser weapon akin to any starship weapon. It requires a full-action to use at full power, or even at half power! Its use depends on whether or not the character will fire one shot at full power or conserve the energy to use at half power for two shots. The chest plates of the armor open to reveal the beam emitters, of which only one panel can be opened or both if needed (no hands are needed to open the panels either).



Unlocked at Level 1

Range 500ft, or Short range in starship combat.

Critical – Burn 3d8 damage, but not against starships.

6d8x10 F damage, or 6d8 if used against a Starship

Special – Double Line (or 1 line for just a single shot, Reflex save vs. Attack roll -5), Limited Firing (Full Action to use), Limited Usage (1 shot at full power, or 2 shots, each at half power), Recharge (After firing both lasers, you may either rest for 1 hour, or you may expend 1 Resolve point per laser to regain a use of it)

--NOTE--

The mega smasher is so immensely powerful that it does not upgrade like the rest of the armor's weapons and remains at one level of power output.

**Weaknesses:** For its power, the guyver does have weaknesses that can be exploited.

- While the armor can remain on constantly, while it is up the user cannot eat or drink.
- The control medal in the head of the guyver maintains the guyver's bio booster power is a major weakness of the guyver. When the character is hit with a critical, the opponent may choose to either deal damage per a critical hit, or they may deal normal damage and target the character's control metal. When struck the character is left in a debilitated state. First, the character is left "Dazed" until they succeed at a Fort save (DC = to the normal damage rolled, -2 per additional attempt you may have to make). Second, once the save is made you remain "Off-Target" until you are able to spend a Full-Action regaining your senses.
- Instead of a normal coup de grace against the character, an opponent may instead choose to rip the control metal from the head of the user. This results in the bio-booster material of the armor to go rogue turning the PC into a brutish monster that attacks anyone, or anything (essentially recover all of the PC's HP/stamina, and treat them as a monster that only makes melee attacks but increase the dice in damage rolled by 2x).
  - Once a control metal is removed – unless all bio material is cleaned from it – the user will completely regenerate their body (1hp per hour, body if fully restored after all HP is recovered). If all bio-material is removed from the control metal, however, it will then form a new guyver unit to merge with a new host.
- Once merged with a host, a guyver cannot be safely removed except via the use of an extremely rare item known as a Unit-Remover. Its range is limited too only 30ft, however, a successful attack roll with the item will instantly force a guyver unit to retract from the user and form its initial unbonded unit form. If the previous user bonds with the unit, or a new one, the benefits they have built up are carried over as the new unit as it will pull from the user's memories and cellular memory.

