Equipment D6 / Guyver Bio-Booster Armor



GUYVER UNITS

The Guyver units are biomechanical organisms created by an alien group called by many names, such as the Ouranos, the Advent or the Creators. It is intended as a "bio-booster" suit, which bonds with a host and modifies and enhances them in various ways, and was standard equipment for the Creators. The units themselves can be used as an environmental hazrad suit, spacesuit, and also a combat system that utilizes various kinds of weapons. In its unbonded form, it looks sort of triangular with three chitinous plates at the three angles, muscular but metallic fibers between the plates in a circular form, and the control metal in the center of the object. When someone touches the control metal, the unit activates and unravels the plates and muscles, as it wraps itself around the entire host and begins the modifications to their body. At first the organism looks like something out of a horror movie, wrapped around the host in an uneven mass like a creature devouring them, but then it forms itself into the full Guyver unit with armor plates, muscular tirrues between those plates, and fine details and lines all about the suit with multiple orb-like devices scattered about its exterior. The Guyver can be equipped or unequipped anytime the host desires, looking like a mass of unraveling muscles and tendrils when it moves on or off the host. When unequipped, the host has none of the Guyver's abilities (listed below), but instead has two sets of bumps upon their back on the shoulder blades. These bumps are implanted by the guyver and allow the host to call the Guyver at any time as needed. though the Guyver's regenerative abilities are quite powerful (see below), it is unknown if a unit's control metal would regenerate a host if they died with the armor unequipped.

The Creators themselves are a great unknown, with what few records remaining indicating that they came to Earth and were responsible for creating all life on the planet in an attempt to create the perfect biological weapons, of which the result was the human race. Humans were intended to be the basis for making Zoanoids, powerful creatures that are an alternate form to base humans who have been properly "optimized". The Creators once experimented with a human by giving it a Guyver unit, and discovered that the unit gave the human much more power and abilities than the Creators usually gained from it, as well as making the human immune to the inherent mind control tehy had instilled within them. This first bio-boosted human ran amok, until the Creators used a remover unit to unequip the unit and restore it to its original form, erasing the host data from the control metal. The term 'Guyver' was the phrase used in their language to describe what the human had become, meaning 'Nonstandard', or 'Out of Control'.

Eventually, the Ouranos would leave Earth for reasons unknown. Time would pass and humans would evolve and change. Eventually the Zoanoids would reappear and secretly rise to power under Arkanfel, the first and most powerful of the Zoalords, and they would rediscover relics left behind by the Ouranos, namely a handful of their ships and a few leftover Guyver units. These units would fall into the hands of people who would discover the existence of the Zoanoids and their plans for the world, and begin battling them in attempts to save the world.

This story plays out in various animations and manga from Japan under the Guyver title. These stats are presented for players and GMs to apply as they see fit. In a Star Wars game, the Guyvers could be left behind by an ancient and unknown alien race or faction, perhaps even predating the Old Republic, maybe being a creation of the infinite Empire or a faction they battled against. Given their biomechanical, almost cybernetic nature, they could perhaps be a creation by the Yuuzhan Vong during the time of the New Jedi Order or a time afterwards, or maybe an experiment by another faction utilizing Yuuzhan Vong biotechnology and powerfully advanced technologies from another source. Or it could be completely organic in nature and a new powerful weapon produced by the Vong, now in the hands of the playersd who are mercilessly hunted by them as they attempt to reclaim it. In a setting such as that, Zoanoids could also be used as agents altered by Yuuzhan Vong biotech to be their powerful but secret agents in the New Republic/Galactic Alliance who attempt to undermine them from within. A Guyver or group of Guyver's could begin working for the Republic to route them out, but could also be limited by the politics and red tape involved in the New Republic before it was taken down by the Vong.

The possibilities for using a Guyver unit in Star Wars are literally limitless!

Model: Ouranos (The Advent/The Creators) Bio-Booster Armor
Type: Biomechanical enhancement armor unit
Scale: Character
Skill: Powersuit operations (or perhaps Biomechanical operations?)

Cost: N/A
Availability: 4
Game Notes:
-ENHANCEMENTS: +3D Strength, Dexterity, Perception and all related skills.
-ARMOR: +2D to Strength to against all damage (including bonus above, +5D!).
-ENVIRONMENTAL SUIT: The Guyver units allow hosts to be fully functional in hazardous environments of all kinds. Where a certain kind of atmosphere would prove fatal to normal people, the Guyver can filter such gases to be breathable, or if need be, shut them out completely and rely on an internal air supply and filtration system that replenishes oxygen for the host and can allow them to breath and function indefinitely in dangerous environments, even in the cold depths of space. Combined with the Gravity Controller for space flight, space life is made very easy for a Guyver host.
-HYPER-SENSE: The host of a Guyver can percieve in every direction while the armor is equipped, as there are two orb-like bio-mechanical devices on either side of the head. These allow the host a sort of 'all-around' vision. Also, the Guyver allows x-ray vision, as well as the ability to percieve various energy wavelengths, such as infrared and ultraviolet, but these are all visual based. These grant +2D to the Search skill, as well as any other dice rolls for spotting things, even things that people would not normally percieve with the naked eye.
-ENHANCED JUMPING: A Guyver host's jumping distance is three times the usual distance for their species.
-SONIC EMITTERS: These are orb-like devices near the mouth of the head. They can act as voice amplifiers (loud-speakers) and can also nullify any effects that neutralize sound in a given personal area (as well as possibly cause such an effect itself!). The most devastating effect they can produce is a sonic blast that can vaporize Zoanoids and other living creatures in a single blast! 1, Range: 1-5/15/30m, Damage: up to 8D.
-MEGA-SMASHER: This is considered the Guyver's most powerful weapon, a pair of fire-linked particle cannons contained under the chest plates. The plates open by the muscle-like tissue linking the Guyver's plates together, revealing a sort of bluish soft membrane underneath. These membranes then discharge to produce the Mega-Smasher's blast. 2 Fire-linked, Range: 1-10/30/100m, Damage: 10D (8D if only using one side). The blast also encompasses the entire front 'fire-arc' of the character, discharging in a rough cone-shaped area for the short range, then continuing outwards in a rough straight line into medium and long range. However, the Mega-Smasher has a slight delay before firing, and will always go LAST in any combat round, and many times a Guyver host in combat has had to set up its opponent with a feint before using the weapon.
-HEAD BEAM: This is a small orb-like device on the forehead, just above the Control Metal. It can be aimed by moving the host's head at a target then discharging the beam. Fire Control: (Equals Dexterity of the host), Range: 1-4/12/24m, Damage: 6D.
-HIGH-FREQUENCY WAVE-VIBRATION SWORDS (Vibro-Swords): Strength +3D (Maximum damage has no limit!)
-GRAVITY CONTROL ORB: This is another orb-like device, located at the

'belt buckle' of the Guyver unit. It grants the Guyver the ability to control gravity around it to an extent, allowing it to fly (Space Speed: 3, Atmospheric Speed: 260m; 750kmh) and to create miniature singularities (black holes) that it can fire at a target and guide by thought, usually called the Gravity Cannon. Fire Control: (equal to Willpower dice of the host), Range: 1-5/15/30m, Damage: 10D (if it comes into contact with energy shields, it negates them and loses damage dice equal to the shield dice, then does the rest of the damage to the target).

-REGENERATION: While the Guyver is equipped to the host, it has amazing regenerative abilities, of the unit and the host both. Any weapons or portions of the Guyver unit will repair themselves over time, with weapons regenerating within 1D hours if fully destroyed. If the host takes damage as a Wound, Incapacitated, Mortally Wounded or Death result, each damage status takes 1D+1 rounds to regenerate to the next step up, then takes another 1D+1 rounds, and so on. Death takes 1D+1 minutes, though. If death was the result of extreme damage and loss of body tissue (like the brain?), then the return from death takes 2D+2 minutes, and the host will not regain conciousness until FULLY regenerated (from mortal wounds, incapacitated and normal wounds, etc.). If an entire limb has been removed, it will fully regenerate within 1D hours. The Guyver has been known to regenerate a host even after their head has been smashed in with over 50% of the brain being destroyed, returning the host to conciousness within minutes.

-AUTOPILOT: If the host is ever incapacitated (unconcious or dead), the guyver unit can go into autopilot to defend itself and the host if attacked, as the Guyver unit itself is somewhat sentient. While the host regenerates, the Guyver has base skills in combat of 5D. It will continue fighting as long as it is provoked, and its actions will be nothing less than lethal intentions, to neutralize any threat as quickly as possible. While in Autopilot, the Guyver has full access to all of its abilities and weapons.

-CONTROL METAL: This is the key component to the Guyver units, another semi-orb-like device in the forehead with a sort of circular LED light visible on it. The Control Metal is what keeps the Guyver from overwhelming the host and destroying its body (which would turn it into a mad, raving monster as it degenerates and dissolves as it dies) while mentally linking it to that host and giving it control over the Guyver and its abilities. It also records all biological data of the host, from genetics, birthmarks, and even their entire memories, so that it can fully restore them if they are ever destroyed or damaged to the point they should have died (See REGENERATION). The Control Metal also allows the host to communicate with Ouranos/Advent/Creator ships (and assumedly other technology of their creation) and control such devices as desired.

-WEAKNESS: The Control Metal is also the Guyver's weakness. If it is ever destroyed, the Guyver will dissolve around the host, causing them immense pain and turning them into a raving monster that automatically attacks the nearest living organism, trying to kill it. In this state, all of its abilities deteriorate at a rate of -1D per round (but its energy weapons are already useless, it must rely on close combat).

When an ability reaches 0D, it has dissolved and disappeared, and when it's last abiliy disappears, the Guyver host is dead, having dissolved with the rest of the unit.

OTHER RELATED INFORMATION

The Guyver Units, also known as the Unit-G,are mysterious symbiotic bio-mechanism that bond with a host, thus enhancing the host's own capabilities. The Guyver Unit was designed as an all-purpose environment suit for its Creators (believed to be a group of aliens of different species). Although referred to as 'armor', the guyver changes many aspects of the hosts internal systems replacing parts and even removing unnecessary organs. And not only does the Unit-G increase the powers of a human being when he/she wears it, more than when the Creators themselves wore the armor, but it also frees them from the will and telepathic commands of the Creators themselves. This led to the naming of "Guyver", which in the Creators langauge means "Out of Control".

While extremely hardy, there are a number of things that can damage or destroy a Guyver. The various Enzyme-type Zoanoids were specifically developed to exude a type of acid that dissolves the Bio-Booster Armor. A battle-trained, experienced Zoalord has enough pure power to destroy a Guyver, as do some of the Hyper Zoanoids. Finally, the Creators developed a tool called the 'Unit-Remover'. It actually deletes host data from the Control Metal, forcing the Guyver to return to its inactive state. The condition of the human host after being subjected to the Remover's effects is unclear. Unlike the Zoanoids, the Guyver is humanoid in form - mostly because all known hosts are human. The Guyver would have been used by the command crew element of Creator spaceships and in later chapters, Sh? uses his Control Metal to speak telepathically with one of the craft.

A Guyver Unit itself is semi-sentient and can act on its own to a limited extent if its host is unable to direct it. In this mode, it will usually take no action except to defend itself from what it perceives to be a threat. Guyver I was in this mode when he first assumed his bioboosted form, when he was regenerated by the Control Metal in Kronos headquarters and when he killed the Zoanoid his father had been turned into. It is presumably also this semi-sentience that prevents the host from disengaging the armor if they have sustained injuries that would prove fatal without the Guyver's protection and ability to rapidly heal from damage. Guyver I has demonstrated the ability to regrow approximately 50% of the host's brain and skull in a

matter of minutes.

The first Guyver was an experiment by the Creators aeons ago. They were curious as to how their newly developed weapons would react to their standard armament (Guyver Unit). However, the Guyver (dubbed Guyver 0) attacked the Creators, destroying one of their ships. The human would not remove the armor when ordered to. The Creators programmed the humans to be telepathically controlled by them and so, as this human would not listen, the bio-booster human was named 'Guyver' (a word meaning "out of control" in the Creators' language, though other versions give it as "beyond the norm" and Bioboosted Armor Guyver gives the meaning as "not to specification"). They gave the 'Unit Remover' to Archanfel who then proceeded to remove the Unit from the human and incinerate him.

ABILITIES

As the human race was developed as a weapon, the unit gives humans super-strength, incredible speed, strong armor and various weapons and abilities:
-Sonic Emitters: The two orbs at the Guyver's mouth that produce highly destructive sound waves known as the "Sonic Buster" (Sh?ha Bakuha). Literally means "opening vibrating metal spheres".
-Mega-Smasher: Two high-power particle cannons contained beneath the Guyver's chest armor. It should be noted that the Mega-Smasher is considered, in Guyver canon, to be the most powerful particle beam weapon in existence on Earth. It has been shown heavily gouging Mount Minakami, as proof of its raw power. The upgraded version in the Gigantic version of the armor are even more powerful at 100 times the power of the Mega-Smasher. The Gigantic version of the Mega-Smasher is called the Giga-Smasher. In Bioboosted Armor Guyver, the Mega-Smasher is shown to require a significant amount of time to recharge after being fired. Its original name literally means "entire chest particle cannon".
-Head Beam: A multi-directional laser mounted just above the Control Metal on the Guyver's head. In the 2005 anime series, Lisker explains it utilizes excess body heat.
-High Frequency Wave-Vibration Swords: Blades that extend from the Guyver's forearms. These blades vibrate at an extremely high frequency allowing them to cut through almost any material with ease. Also known as Sonic Swords. Its name literally stands for "high vibration wave swords."
-Gravity Control Orb/Controller: The Gravity Controller siphons gravitational energy from a higher dimension. Two main uses include giving the Guyver the ability to fly and to unleash destructive gravity waves in the form of a directed "Gravity Cannon", also known as the "Pressure Cannon" (J?atsuh?). It could also be used to block attacks like a small temporary shield.

-Hyper Sense: Each Guyver displays two metallic orbs on either side of its head. These orbs give the Guyver the ability to sense electromagnetic fields outside of their direct line of physical sight. The manga often displays this as an outline of whatever body the Guyver is sensing. It also appears to have some thermal sensing properties. This ability was demonstrated early by Guyver I and has gone unnamed until its recent usage by the unknown female Guyver. The Gigantic exhibits two sets of these organs.
-Control Metal (Seigy? S?chi/K?sei Kinzoku): It is located on the Guyver's forehead, this metal button-like sphere regulates the energy flow between the organism and the host's body, as well as preventing the alien parasite that the Guyver system is based on from literally eating its host alive. It also stores the genetic structure and memories of its host, so that if the host is injured or killed, it regenerates that host from even the smallest bits of genetic material. If the Control Metal is destroyed, the Unit absorbs its host. The Control Metal has tentacles that reach into the host's brain and is the hard wiring of the Unit that allows the host to use the systems of the Guyver. During the joining with the Guyver, the host's body is changed permanently. The Guyver leaves two growths on the back of the host that act as a form of 'transceiver' to Guyver while also being able to sense other Guyver hosts nearby. When the host calls for the Guyver, a signal is sent and the Guyver is activated. When not needed, the armor is stored in what can best be described as a sub-dimension; it follows the host constantly so as to be instantly available when needed. When the Guyver is called by its host, its appearance causes a destructive burst that damages anything within a few feet of the host's body.

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