

# Guyver: Bio-Booster Armor

## Introduction

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The 'Guyver' Unit (or Unit-G) is a living biological armor system that greatly increases the strength and speed of its host while providing the wearer with a wide array of weapons and sensors. The Unit-G was created by a mysterious race called simply 'the Creators' who came to earth to create the ultimate biological weapon and ended up with mankind. The Unit-G was standard equipment for them, but when used on a human subject, the results were phenomenal and the unit was named 'Guyver', meaning 'out of control' or 'beyond the norm' in their language.

In its base form, the Unit-G appears as a small, round metallic device housing stringy biological material. Once activated, the device coats its host (the person that touches it) and hardens into the Bio-Booster Armor.

The Bio-Booster Armor, when not in use, disappears, and the only obvious marks left are two patches of small tumor like growths. Two or more guyvers can communicate through these growths. They are also used to call the Bio-Booster Armor.

When the Bio-Booster Armor is called, it goes through a dimensional shift which causes damage to anything within the host's immediate vicinity with the obvious exception of the host him- (or her-) self. While the blast has a small area-of-effect, it can be somewhat lethal if you are trying to hold onto the guyver while the shift is made. The damage done by the shift is enough to create small craters in the ground.

The metal device in the forehead of the Guyver Bio-Booster Armor is what keeps the biological material that forms the Bio-Booster Armor from going rogue and 'eating' the host as in the case of Guyver 2 and later Guyver I. The armor can heal itself and its host of any wound and can even regenerate the entire host body if the Control Metal is in one piece.

## The world of the Guyver

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In recent times, mankind has once again discovered the awesome power of the guyvers. The first 3 guyvers were discovered by the Kronos corporation in Japan. Kronos is not exactly a company with clean work ethics as it's actually a front for genetic engineering whose aim is conquering the world. To do so, it has been genetically engineering monsters it calls 'Zoanoids' until it came across the first 3 guyver units. These units later fell into different hands after a Rogue zoanoid stole them. The first fell into the hands of Sho Fukamachi who became Guyver-1. The second was given to a Kronos agent named Risker, who was later killed after Guyver-1 destroyed his control metal. The 3rd unit was given to Agito Makashima, the adopted child of the CEO of Kronos Japan. Together, Guyvers 1 and 3 were able to destroy Kronos Japan and thwarted their influence there. Guyver-1 is currently believed to be fighting his own war against Kronos following the death of his father while the whereabouts of Guyver-3 is unknown.

The Guyver: the Bio-boosted Warrior RPG is set after the destruction of Kronos Japan by Guyvers 1 and 3. Although hurt by the loss of their Japanese branch, they are quickly trying to recover the loss. Furthermore, it seems that more Unit-Gs are starting to show up and that there are many more than just 3. Now the race is set to find the new guyver units and destroy them if necessary before anyone else can get their hands on them before more guyver-rebels emerge like Sho Fukamachi or Agito Makashima.

All players (unless one of the other supernaturals) are people who have accidentally or purposely stumbled upon one these new guyver units. Now they have the problem of Kronos and their hoard of Zoanoids after them- will they try to escape or fight back the hoards. Of course, this just the beginning of many more problems that will come into the character's life....

## Character creation

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The below are the 9 steps necessary to creating a guyver character. This includes what changes are made to the Creation system used in previous World of Darkness games such as Vampire: the Masquerade, Werewolf: the apocalypse, and so on.

## 1) Character Concept

This is also a period of time where you will want to think about your character is like itself. You won't be spending all of your life locked in battle with zoanoids or Rogue guyvers. If it helps, this is the format I use for writing characters:

### Appearance:

This the character's physical appearance. How tall, heavy, muscular, or attractive is your character. Is there anything distinctive in the character's appearance like a scar or favorite piece of clothing? Also what sort of clothing does your character wear (an old t-shirt, flannel, and ripped-up jeans or dresses with flowers on them?).

### Background:

The nitty-gritty. What kind of child-hood did your character have and what things have happened to you to mold your personality. What kind of family do you have? What kind of school did you go to? You were commonly picked on or were you a school hero?

### Personality:

What does your character act like? Is there things that the character absolutely despises or hates like racial slurs or Barney dolls? Also what kind of morals does your character have and how do he/she treat the opposite sex?

### Guyver appearance:

Guyvers come in all shapes, sizes, and colors. There are 3 basic design types:

**Guyver 1** - The standard appearance of most guyvers as first shown by Sho Fukamachi and Agito Makashima. This design is somewhat muscular and single vibro-swords at the elbow, although some guyvers show different Vibro-sword configurations including pop-out Vibro-katanas, dual-blade vibro-swords, and even Vibro-axes.

**Guyver 4** - This is becoming a more common model. Instead of elbow mounted vibro-swords, they originate at the wrists. Single blade. Guyver 4 was the first such unit like this.

**Guyver 8** - This model is completely different than the other two basic units. This unit has a muscular build of a Zoanoid or Arnold Schwarzenegger. It is also typical for this type to have both the vibro-swords mentioned in the designs above. But it's weakness is that it has a high center of gravity and is easily knocked down. Guyver 8 was the first such unit to manifest itself this way.

### Property:

This is a no-brainer. What kind of stuff does the character around with him or notable objects that have sentimental value.

### Storyteller notes:

This is the final bit. It explains, in total, how the character could be used as an NPC. Also try to include what languages the character speaks and possible places/continents that the character could be used at.

## 2) Pick an Archetype

Archetypes are similar to clans/tribes/traditions/guilds/kith and what not that are used in the various WoD games. These were originally written for my storyteller RPG, Anime Nation, but since that's in Limbo I'll use them here. This would help give guyver characters more detail although a few of them are up to individual Storyteller to use.

## 3) Pick attributes

This is the same as the other WoD games. There are 3 types of attributes: physical, social, and mental. You have 7 to assign to one column, 5 to assign to another, and finally 3 to assign to the other column. No single attribute can go higher than 5, although a reason should be given by the player as to how they got a 5 in any one attribute.

## 4) Pick abilities

Now you get to mess with your abilities- talents, skills, and knowledges. You Have 13 to spend in one column, 9 to spend in another, and 5 to spend in the final column. Like attributes, no one ability can go higher than 5 points (and the player should have a reason for having a level 5 ability also).

#### 5) pick your backgrounds

Backgrounds represent material, status, or followers that the character has accumulated, inherited, or earned in their lifetime. These aren't very many, but I'll be adding onto them in the near future.

#### 6) Willpower & power ratings

jot down your willpower and power. Willpower is the same as all the other world of darkness games and guyvers start with 4. On the other hand, Bio-Power is unique to the guyver.

#### Bio-Power:

Simply put, Bio-Power is the measure of the guyver host's control over the immense bio-energy that gives the bio-boosted armor the powers it has. Every time a guyver uses one of his special powers, it must spend one temporary point of Bio-power (marked as the squares under the Bio-power rating on the Guyver character sheet). All guyvers start with 3 points in the bio-power trait. You can regain temporary Bio-power points with rest, one night restoring all lost points.

#### 7) Power points

You can pick you guyver powers. These are unique to the guyver itself and allow many of the staples of the anime\manga series such as vibro blades, sonic cannons, and the all powerful Mega-smasher. You have 6 power points to spend on whatever combination of guyver powers you want. If the Storyteller wants are more cinematic\high powered game, 9 points would be more appropriate. Guyver powers are described in full later on.

#### 8) Freebie points

Well, that was fun, wasn't it. Now you have 15 Freebie points to knock yourself out with.

The below is the chart for freebie point costs:

Attribute:	5 per point
Ability:	2 per point
Bio-Power:	5 per point
Willpower:	2 per point
Guyver powers:	3 per point
Backgrounds:	1 per point

#### Experience points

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Guyver characters have the below costs for increasing stats through experience:

Attributes:	5 x the current rating
Ability:	3 x the current rating
New ability:	5
Power (stat):	5 x the current rating
New powers:	5 x the point cost (round fractions up)
Willpower:	2 x the current rating

#### Guyver-mode

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The guyver offers its host many incredible powers (described in the next chapter) just by switching into 'guyver-mode'. In just switching forms, the guyver can cause damage from the dimensional shift that takes place when the armor is activated. This damage is equal to the character's power rating and effects everything within a number of feet also equal the character's power rating. It's also somewhat loud and explosive, making changing quietly without getting someone's attention problematic. While in the bio-boosted mode, the character gains a +3 to all of its physical attributes (Strength, Dexterity, and stamina) and the regeneration power. While in this state, characters also have a +2 dice bonus on intimidation rolls on mundane humans due to the guyver's appearance (The likely reaction being 'Oh shit, it's a monster!'). Also, add an extra bruised ('okay') and hurt ('-1') wound level which are marked to the side of the character sheet (listed later on) and the guyver can perform 2 actions per round instead of just one. Not quite as bad as the Garou (who double their physical attributes in the Crinos form), but close.

### Damaging the Control metal:

As everyone should know, the control metal is what keeps the guyver's bio-boosted armor from eating its host alive and acts a conduit for the armor's bio-energy. Damaging or destroying the control metal is possible if the character is at the crippled damage stage (-5) or through a called shot (+3 difficulty). With even the slightest amount of damage, the guyver will be wracked with what feels like a severe migraine (which translates into a +2 penalty for the difficulty of all actions). Another hit will knock the control metal out, instantly killing the guyver. If the character is smart enough to run away and go out of guyver mode, the unit will repair itself in a number of days equal to the amount of damage caused to it as long as the guyver stays out of guyver mode.

Because they would prefer to reclaim the missing units, All zoanoids are commanded never to damage the control metal. This can be done either decapitating the guyver or rip the control metal out of the guyver either of which is easy to accomplish. Following the disaster of the 1st guyver regenerating itself in Kronos' Japan branch, Kronos scientists are ordered to clean off any re-captured down to molecular levels. It's unknown at this time if Kronos has succeeded in re-distributing a guyver unit.

### Guyver powers:

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The guyver unit can do amazing things that the human body is incapable of without the use of magicks or being one of the supernatural races. It can sprout vibro blades, move at lightning fast speeds, and the all powerful Mega-smasher. Note that the majority of these abilities are fictional and not from the guyver anime/manga. I have split the powers into four categories: weapons, physical powers, sensory, and dimensional powers. Each is listed with a power point cost, which is how many points it cost to buy with the initial \_6\_ power points each player has to spend on powers. These can also only be used in guyver-mode save for the sensory powers, which may be used in the character's normal form.

### Free powers:

There are some powers that all guyvers have that characters don't have to pay for with their starting power points. These are:

- Vibro-sword
- Laser blaster
- Regeneration
- Gravity control
- Guyver telepathy

### Purist solution:

If you are one of those cranky people that don't like seeing an anime/manga series altered out the wazoo, All guyvers have the following powers: super strength, pressure cannon, mega-smasher, and all of the freebie powers. Those are the ones that Sho Fukamachi (Guyver I) is likely to have. Agito Makashima (guyver 3) has also sported a force-field and the twin-blade feature in addition to that used by Guyver I.

### Gaining powers after Character creation:

It \_is\_ possible to gain additional powers after your character's initial creation Game wise, You can buy them at a cost 5 x the power point cost in experience points (round fractions up). Storyline wise, there are several excuses possible for the new power: practicing, accident (if focus my power enough I might be able to use <insert power name>), genetic experiments, and so on. A mentor is also a good idea, but it seems from the anime/manga series that the first 3 guyvers are the only known guyvers.

### Power format:

The below is the format I have used to describe each of Guyver powers described in this Role-playing game:

#### Activation cost

This is how many temporary bio-power points are needed to activate the guyver power. If left N/A, that means that there is no need to spend bio-power when used.

#### Power point cost

All starting character gain 6 power points to spend on whatever powers they wish in whatever combination. Character may also buy new powers later at a cost of 5 x power point cost in experience points.

### Weapon powers:

These all have a common trait- they are the attack forms and weapons given to the wearer of the Bio-boosted Armor. These include Vibroblades, energy blasts, and so on.

### Quick note on energy blasts:

The energy blasts- the laser blaster, pressure cannon, and Mega-smasher are some of the guyver's most powerful weapons for a reason. for each success, use the below chart for damage:

success	wound level	damage
1		1
2		3
3		5
4		6
5		7
6+		9 (+2 each extra success)

This damage can be soaked, with each each success reducing the amount of wound levels lost by one. Energy blasts can also be dodged, with each dodge success removing 1 full success.

### Vibroblade:

power	point cost:
Sword	free
Katana	1
Twin blades	1
Battle axe	2

Vibroblades are the basics for close-combat weaponry for the guyver units. They are ultra-sharp, given strength by micro-vibrations and capable of cutting through Stone, steel, and Zoanoid carcasses. Each one is different in its own ways.

### Vibro-sword

The basic weaponry of all guyver units. This sword is usually found mounted on the forearm region of the guyver's arms and there is one on each forearm. May also be used externally like other hand-held weapons, although not as effective as the Vibro-Katana or vibro-axe. They measure about 1 to 2 feet in length.

### Vibro-Katana

This is a variant of the vibro-sword, in that the character's right arm Vibro-blade can be pulled off (unsheathed?) and used externally like a hand-held weapon. This version is called a Vibro-katana do to the physical similarities it has with the Japanese sword and its length. Measures 2.5 to 3' in length when unsheathed and does the same amount of damage as a vibro-sword if kept elbow-mounted.

### Twin-blades

First used by Guyver 3. The Guyver has 2, not 1, vibro-sword on each arm. This allows the guyver to cause more damage than the single-blade in the elbow position. If used externally, the damage is the same as for normal Vibro-swords.

### Vibro-axe

A rarity, the Vibro-axe is kept folded externally inside the guyver's arm. It stays there until it is summoned, causing a large hatchet to pop out. The vibro-axe itself is reinforced to the character's arm and is used like any other hand-held melee weapon.

weapon	Difficulty	Damage
vibro-sword	6	str+3
Vibro-katana	6	Str+5
Twin-bladed	6	Str+5
vibro-axe	7	str+6

### Claws

power point cost: 1

Another close combat weapon, a guyver unit with it can cause his fingers to sharpen into claws. These claws do str+2 damage and have a difficulty of 5. They may also be used to help in climbing situations and decreases the difficulty by 2 points. Furthermore, the claws are strong enough to punch through steel and concrete, making climbing up a concrete wall or building possible.

#### Reinforced Knuckles

power point cost: .5

Your guyver's fists have a harder, with larger amount of armor than usual around around their fist. This power is always in affect and increase damage through punching by 1 die.

#### Knuckle Smasher

Activation cost: 2

power point Cost: 2

Requirement: Reinforced Knuckles

The Knuckle smasher is the most lethal close-combat power the Guyver has. It allows its host to build up a field of kinetic energy around their fist and expel it in a single bombastic punch capable of blowing holes through 5' of reinforced steel. For damage, roll the character's power rating and add each success to the character's strength for the total damage done. As usual, you can always try to soak or dodge.

#### Laser blaster

Activation cost: 1

power point cost: Free

This is a close-range burst of small laser beams that can be shot from the guyver's control metal on its forehead. It is found on all guyver units and will also operate itself automatically if a hostile enemy comes close to the host's control metal. Costs 1 temporary point of power per use.

#### Sonic Cannon:

Activation cost: 2

Power point cost: 3

The Sonic cannon produces a sonic wave that disrupts the concentration of the target. Unless dodged, the target's difficulty for any action afterwards is at +2 difficulty on top of the damage inflicted by the blast (which is equal to the laser blaster).

#### Sonic Jamming

Activation cost: 2

Power point cost: 4

Requires: Sonic Cannon

This is a variant of the Sonic cannon and allows the user to use the Sonic Cannon to jam the powers of other Guyver units or the bio-weapons of Zoanoids. Not even Vibro-Swords will work when Sonic Jamming is in effect. In order to work, Each of the involved participants must make resisted roll of either bio-power or willpower (difficulty 6 or the trait's rating. Each success over the defending giving the power a duration of 2 rounds x the number of successes.

#### Pressure cannon

Activation cost: 2

Power point cost: 2

Requirement: Gravity Control

The pressure cannon allows the guyver to focus gravitational energy and kinetic force into a ball of destructive force. This blast is focused through the character's hands and shot out similar to fireballs in the video game Street fighter II. Requires 1 point of power per use. Damage is as for the other energy blasts but begins with 1 automatic success, making it more lethal than the laser blaster.

#### Flash Fire

Activation cost: 2

Power point cost: 3

requirement: Pressure cannon

The user powers up the pressure cannon as normal, but the blast becomes super heated, turning it into a rather effective fireball. The damage done is the same as the pressure cannon with the added bonus of causing the target to catch on fire. In addition to the normal damage, the target also takes a full wound level per round from

the fire until he/she can put themselves out (which would take a full round).

#### Mega-smasher

Activation cost: 3

Power point cost: 5

The most power weapon the guyver has, the Mega-smasher can cause immense amounts of damage to everything in its path. Damage is the same as with the earlier versions but starts with 3 automatic successes. This is a largely a one-shot deal as it causes the character to become exhausted (additional -1 penalty to any roll until the character gets sometime to rest) and requires 5 points of power. This makes it unavailable to starting characters.

#### Dimensional Bomb

Activation cost: 3

Power point Cost: 5

Requirement: Dimensional gate

The Sole contestant for the mega-smasher's title as 'most powerful guyver weapon', the dimensional bomb takes the initial damage caused by the dimension shift that conjures the guyver armor and magnifies it by 20. The result a humongous blast of energy similar to the a bomb, effecting everything within a 20 foot radius of the guyver. The damage for it is same as the other energy blasts and starts with a 2 success head start. So far, no Guyver in recent time has mastered the dimension bomb.

#### Physical Powers:

Unlike weapon powers, physical powers effect the guyver's body or in some cases ( like healing touch) a recipient. These range from the guyver's well known regenerative abilities to hopping up large distances to curing a person from the common cold.

#### Regeneration

power point cost: free

This is an ability all guyvers begin with. It requires no power expenditure and regenerates one wound level each round. It can also regenerate its host if the control medal is still kept intact. This power also improves the character's immune system, making him immune to all colds and viruses. Poisons, drugs, and alcohol will have no effect on him. The only substance that the guyver can't regenerate immediately is acid and other corrosives, which takes 3 rounds to regenerate instead of one.

#### Super strength

Activation cost: 1

Power point Cost: 1

This power allows a guyver to increase his strength temporarily by spending one temp. power point. To determine how many points of strength are earned, roll your character's power rating versus a difficulty of 6. Each success temporarily increases your guyver's strength by 1 point.

#### Super Reflexes

Activation cost: 1

Power point Cost: 2

This power can increase the guyver's number of attacks per round. To determine how many attacks, roll your power rating versus a difficulty of 6. Each success earns one extra attack for that \_round\_. Cannot be used in combination with other powers in the same round other than close-range abilities like Vibroblades and claws. requires 1 point of temp. power.

#### Gravity control

Power point Cost: free

This power allows the guyver unit to control the effects of gravity around their bodies. This allows two effects:

- \* The guyver can fall long distances without taking damage. Roll power versus a difficulty of 6 with each success added to the number of successes earned for soaking the fall damage.

- \* guyver to jump incredible heights, either horizontal or vertical. The exact amount is 5' per success scored by rolling the player's power rating (diff. 6). This can be used in combat to cover large portion of space easily.

- \* The guyver can levitate for small periods of time. This isn't enough to fly, but enough that it could levitate off a building.

### Heavy Armor

power point cost: 1 per point

This requires no power points to activate, as it immediately changes the guyver's appearance, causing it to look bulkier with each point add. Each point of heavy armor gives the character a bonus die to add to it's Stamina attribute when soaking damage. Note that for each point over 2, the character faces a -1 difficulty to all dexterity-based rolls due to the armor's weight.

### Spiked Armor:

Power point cost: 2

Requires: 2 pts of Reinforced Armor

The Guyver becomes a walking pin-cushion as spikes grow out of it's armor. Add +2 damage to brawl or melee attacks.

### Alter form

Activation cost: 1

power point Cost: 2

This power allows the Guyver to alter his form as he seems fit. With it, you could mold body parts into melee weapons and alter its general appearance (increasing or decreasing height and mass for instance) but the power can not change the substance of the character's armor (for instance, you could make a sword blade out of your right arm, but not a vibro-sword). These changes will stay in effect as long as the player stays in guyver mode and will return if the character later goes back into G-mode later. It's also possible that the guyver could also add additional limbs or mimic various weapons with this power. Storytellers should feel free to impose whatever penalties they feel on players who want to abuse this power such as putting a duration on it (possibly 2 turns x the # of successes upon rolling the character's power rating). Each change costs the character a temp. point of power.

### Alter Substance

Activation cost: 1

Power point Cost: 2

Requirement: Alter form

This is a more developed version of the alter form power, as it allows the guyver to change the composition of his body. Some of the possible changes could be turning into water to get through cracks in a wall, turning into pure steel (+2 dice to soak damage), etc The only downside to this power is that it has a duration of 2 turns x the number of successes scored upon rolling the character's Power rating. Like Alter form, this guyver power requires spending a point of temporary power.

### Healing touch

Activation cost: 1

Power point Cost: 1.5

Through this power, a guyver can channel its bio-energy to heal damage and wounds. This requires 1 point of temporary power and the number of wound levels restored is equal to the number of successes you can score by your character's power rating. Note that this will only effect mortal people (non-guyvers) and not yourself. Also it will only heal wounds, not sickness, poison, or disease which is the domain of the purge illness power.

### Purge illness

Activation cost: 1

Power point cost: 1

Requirement: healing touch

This power is similar to healing touch but it deals with things that attack the body from within, such as colds, drugs, alcohol, diseases, poisons, and other lethal substances. This power requires rolling the character power rating against a difficulty depending on the type of ailment the target is suffering from:

Ailment	Difficulty
Minor sickness\caffeine	4
Alcohol, minor drugs (marijuana), Major colds, Natural poisons	6



Serious drugs (Cocain), 8  
Severe illnesses (pneumonia),  
Terminal illnesses (tumors, 10  
brain damage, AIDS)

#### Force field

Activation cost: 1

Power point Cost: 2

This power allows a guyver to focus its bio-energy into a force field. To determine how effective it is, roll the guyver's power rating versus a difficulty of 6. Each success earned add 1 die to soaking damage for that round. The force field power is particularly effective against Energy weapon, with each success earned through soaking taking away a full success from the attacker's roll. Combined with heavy armor, this can be incredibly effective. On the downside, it only lasts as long as the character keeps it active which causes it to go down if the guyver tries to use another power or attacks.

#### Redirect Attack:

Activation cost: 1

Power point cost: 3

Requires: Force Field

This power allows the user who is currently using the Force field power to redirect an attack at any other object. The attack is considered to do 1/2 the normal damage to it's new victim who has the ability to dodge at -2 difficulty. The other 1/2 of the attack will damage the user, who's force field is now too weak to block anything. This will only work on anything lower than mega-smasher magnitude.

#### Quick silver

Activation Cost: 1

Power cost: 1

Requirement: super reflexes

This power allows the guyver to run to upwards of 150 or more mph (roll power rating vs. 6. Each success is an extra 30 Mph). Although it has no effect in combat (other than closing the distance in between an opponent), it can be used to easily outrun or catch up with an opponent and makes a good companion to gravity control. Optionally, a guyver using quicksilver may add 2 dice to the damage done by a physical attack. Remember that no two powers, unless they are always active (Vibroblades, claws, and reinforced knuckles). Quicksilver also requires some running space and can be hazardous to use if done with lots of things in the way (crowded rooms, rush hour traffic, department stores, etc).

#### Bio-Drain

Activation cost: none

Power point cost: 2

This power allows the character to drain the energy of any other character and convert it into Bio-energy for the user. This would functionally allow a guyver to siphon power from other guyvers or Zoanoids. In order to do this, the characters involved should make a resisted power roll. If the guyver using the power wins, each success siphons 1 temp. point of power over the number of successes the defender produced. On the downside, a Guyver with this power would have to physically grapple with its intended target to use the power. All bio-power points earned are temporary and point that exceed the character's Bio-power trait will funnel off at a rate of 1 per hour.

#### Redirect Energy

Activation cost: special

Power point Cost:2

Requires: Bio-Drain

This allows the user to redirect the energy from one thing into another living thing, including Guyver, humans, and other supernaturals. Physical contact With the intended recipient must be maintained for 30 seconds. The user must first possess the Bio-Drain power to use this power.

Alternatively, this power can also be used to heal a wounded guyver in battle at times where they've taken too much damage for their regenerative abilities to repair it. The amount restored is equal to 2 wound levels per temporary bio-power point spent.

#### Sensory powers:

These allow the guyver to do things beyond the 5 human senses- sight, touch, hearing, smelling, and taste. These powers also include powers that can disrupt the senses of others.

#### Heightened senses

Power point cost: 1

When 'turned on', the guyver character's natural senses are brought to superhuman levels. All attempts at ambushing the character will fail and stealth rolls against the guyver are at a +2 penalty.

#### Guyver Telepathy

Power point Cost: free

Through the tumor like growths on their backs, any guyver can contact another through them. It basically allow them to speak without talking-useful in dangerous situations. must be in guyver form to use.

#### Zoanoid sense

Power point cost: 1

This works like a sort of danger sense whenever zoanoids are in the area. Whenever a Zoanoid, hyperzoanoid, or Zoalord comes within 50 meters of the character, he/she will have a 'funny feeling' like a zoanoid is nearby.

#### Guyver sense

Power point cost: 1.5

Same as Zoanoid sense, but works only for detecting other guyver units- sorta like the quickening for highlander.

#### Low-light vision

Power point cost: .5

Requirement: Heightened senses

Allows the guyver to see normally in little or no light, eliminating penalties due to lack of light.

#### Therm o-vision

Power point Cost: .5

Requirement: Heightened senses

Similar to low-light vision but it allows the guyver to see in the infrared spectrum a la predator. In case of crossover games, it would allow guyvers to see through predator invisibility and invisibility that is caused through bending light.

#### Smoke Screen

Activation cost: 1

Power point cost: 1

A very useful power, this allows the user to create a heavy mist covering a 20 foot area by using the guyver's bio-energy to increase the moisture in the air. Visibility with out any sight enhancement powers nearly impossible (+2 to all difficulties for any action). Very useful for creating chaos among combatants or escaping combat.

#### Black Out

Activation cost: 1

Power point cost: 2

Requires:Smoke Screen

This allows the user to create a black out of a 12 foot radius by using bio-energy to negate the sunlight in the area of effect. No vision enhancing powers will be able to see through this area and no attacks may be made with out a 50% possibility of not hitting extended target. Very useful for escaping combat.

#### Fatal Flaw:

Power point cost: 2

Requires: Heightened vision

Allows the user to detect any flaw in their enemy's fighting style after 3 consecutive rounds of combat. The user then gets one shot attack at -2 difficulty.

#### Forced Recall

Activation cost: 2

Power point Cost: 5

Requires: Guyver Telepathy

This is a very advanced power possessed by only a chosen few that have mastered many powerful guyver abilities. Through the telepathic link, a Guyver unit may force another unit to recall its bio-armor. In order to accomplish this, both fighters involved must make a resisted power or willpower roll (the attacker using power and the defender using willpower with the opposite's trait as the difficulty. IE the attacker would use the defender's willpower as the difficulty). If the attacker succeeds, the victim can't call on his guyver unit for a number of rounds equal to the attacker's number of successes over the defender's.

Dimensional powers:

The Bio-booster armor of the guyver itself exists in a dimensional pocket and the below powers allow characters to manipulate that strange area beyond human understanding. Because guyvers are still in their first generation, very few have mastered the dimensional powers or that they exist. Due to what they are capable of, Dimensional powers are optional.

Dimensional pocket

Activation cost: 1

Power point cost: 1

With this power, characters can create a small region in dimensional space to place objects in. The hole opened is not large enough to allow the character himself into but can fit inanimate objects into it. They can then pull that item out whenever they please without cost of initiative or attacks for the round if engaged in combat. This is the basis for almost all dimensional powers.

Dimensional Gate

Activation cost: 1

Power point cost: 2

Requirement: dimensional pocket

This is Dimensional pocket on a larger scale and allows a guyver to 'step sideways' as the Garou call it into the Umbra. The difficulty for this depends on the area the guyver is in and the weakness of the Gauntlet. For more details, see either the Werewolf or Mage rulebooks. This gate is large enough for a small group- maybe 5 to 8- to enter the umbra.

Teleport

Activation cost: 2

Power point cost: 3

Requirement: Dimensional pocket

Similar to dimensional gate, Teleport allows the guyver (and only the guyver) to teleport himself to a different location as seen in most science fiction and fantasy. The difficulty to do this depends on how far the guyver wants to go:

Distance	Difficulty
0' to 20'	4
20' to 50'	5
51' to 100'	6
101' to 500'	7
500' to 1000'	8
1001' to 2000'	9
2001'+	10

If the power roll fails, the character has teleported into the wrong place. Worse, if the character botches he will find himself teleported either a mile in the air or underground- either way the character is dead. Note that if used in combat (say to pop up in back of an adversary), it takes up a full action for that round.

Dimensional compass

Power point cost: .5

Guyver with this power will know exactly what direction they are heading in. Handy to have when traveling or lost.

Power list:

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The below is a full list of all the current guyver powers, their point cost, and how many power points it costs to use it (activation cost).

Name	Power	Point cost:	Activation cost:	Damage:
Weapon powers:				
Vibroblade				
Sword		Free	NA	Str+3
Katana		1	NA	Str+5
Twin-blades		1	NA	Str+5
Axe		2	NA	Str+7
Claws		1	NA	Str+2
Reinforced knuckles		.5	NA	Str+1
Knuckle smasher		2	1	Special
Laser blaster		Free	1	Special
Sonic cannon		3	2	Special
Sonic jamming		4	2	Special
Pressure cannon		3	2	Special
Flash fire		3	2	Special
Mega-smasher		5	3	Special
Dimension Bomb		5	3	Special

Physical powers:

Regeneration		Free	NA
super strength		1	1
Super reflexes		2	1
Heavy armor		1 p. armor	NA
Spiked armor		2	NA
Gravity Control		Free	NA
Alter form		2	1
Alter Substance		2	1
Healing Touch		1.5	1
Purge Illness		1.5	1
Force field		2	1
Redirect Attack		3	1
Quicksilver		1	1
Bio-Drain		2	NA
Redirect Energy		2	Special

Sensory powers:

Heightened sense		1	NA
Guyver telepathy		Free	NA
Zoanoid sense		1	NA
Guyver Sense		1.5	NA
Low-light vision		5	NA
Therm o vision		5	NA
Smoke Screen		1	1
Black Out		1	1
Fatal Flaw		2	NA
Force Recall		5	2

Dimensional powers:

Dimensional pocket		1	1
Dimensional gate		2	1
Teleport		3	1
Dimensional Compass		5	NA

## Zoanoids: the foot soldiers of Kronos

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The Zoanoids are a race of biomorph creatures that were developed by the Kronos Corporation. Kronos believes that Zoanoids are the next evolutionary step for humanity, a philosophy it has believed in since the initial discovery of the creator's memoirs. Kronos' main goal seems to be turn humanity into Zoanoids (as well as take over the world in the process).

There are 3 classifications for Zoanoids: zoanoids, Hyper-Zoanoids, and Zoalords. Generic Zoanoids are the cannon fodder in the guyver animes, such as gregole, who are constantly being slaughtered by the guyvers. The hyper-Zoanoids are one step up, being the best of the best of the zoanoid soldiers. The Zoalords are the most powerful kind of zoanoid, capable of controlling lesser Zoanoids with only a thought. There only a handful of Zoalords in the world, often serving as commander or CEO of a Kronos branch.

All zoanoids have two forms like the guyver hosts: A normal human form and their zoanoid form. In their Zoanoid form, they have the full stats of the type that they are. In normal, human mode, they have a 3 in their physical attributes until they biomorph. So far, I've only listed the 10 types used in the first 3 anime volumes (or episodes 1-6) and no Zoalords. New types are welcomed :)

### common Zoanoids types

The 5 below are the most commonly used zoanoid types, mass produced for use by most branches of Kronos throughout the world. Note that Zerububuth and Enzyme are still new and are in limited production.

#### Gregole

##### Commentary:

The Gregole type is one of the more commonly used Zoanoid types. Developed at Kronos Japan, it possesses a large amount of muscle and soft tissue that protects it from most blows. Gregoles, along with Ramotiths, are the common Zoanoids in production.

##### Appearance:

Gregoles look something along the lines of a humanoid Rhinoserus, With a Large unicorn like horn popping out of the center of its forehead as well as a few other, smaller horns. It's fingers are laced with sharp razors (str+2 damage) and its skin is usually a dull-grey. Gregoles are 235cm tall and weigh 250kg, on average.

##### Stats

##### Attributes:

Strength 7

Dexterity 3

Stamina 5

Intelligence 2

Perception 2

Wits 2

##### Abilities:

Brawl 3, dodge 2, athletics 2, alertness 3, Drive 2, intimidation 3,  
plus 7 dots for any non-combat abilities

Armor: 1

Health levels: Ok (x2), -1 (x2), -2 (x2) -5, inc.

Attacks: 1

Damage: horn tackle (diff: 6, dmg: str+2), or claw (diff. 5, dmg: str+2)

Willpower: 4

power: none

##### Special abilities:

Gregoles have none special powers

## Vamore

### Commentary:

Vamores are the walking artillery units of the Zoanoids. They possess a pair bio-lasers in each of their shoulder pods capable of punch through steel with little trouble. They, physically, are not as built up as the Gregole or Ramotith types but are somewhat more intelligent and faster than the other common Zoanoids.

### Appearance:

Vamores look similar to tall wingless bats with short brown fur and large ears. The most obvious feature is the large pods that rest on their shoulders. These pods hide their sole weapon, a pair of bio-blaster lasers. Vamore are 210cm tall and weight 122kg.

### Stats

#### Attributes:

Strength 5

Dexterity 4

Stamina 4

Intelligence 3

Perception 2

Wits 3

#### Abilities:

Alterness 3, Athletics 2, Brawl 2, Dodge 3, Drive 2, intimidation 2, plus 7 dots for any non-combat abilities.

Health levels: Ok (x2), -1 (x2), -2 (x2), -5, inc.

Attacks: 1

Damage: punch

Willpower: 5

power: 4

#### Special abilities:

Bio-lasers (same effect as the guyver power 'laser blaster')

## Ramotith

### Commentary:

Ramotith, like many of the other Zoanoids, were first developed at Kronos Japan. The Ramotith type is, as with the gregole type, the most commonly used Zoanoid by Kronos due to the ease of creating them. They possess a large amount of muscle mass, although not quite as much as the Gregole units.

### Appearance:

The Ramotith was obviously developed by splicing the genes of a human and an ape, as its Zoanoid form looks like a giant ape with large, bat-like ears. Their fur color varies from each zoanoid, but purple seems to be the most common.

### Stats

#### Attributes:

Strength 6

Dexterity 3

Stamina 5

Intelligence 2

Perception 2

Wits 3

#### Abilities:

Alterness 3, Athletics 2, Brawl 2, Dodge 3, Drive 2, intimidation 3 plus 7 dots for any non-combat abilities.

Health levels: Ok (x2), -1 (x2), -2 (x2), -5, incapacitated

Attacks: 1

Damage: Unarmed combat (same as humans)

Willpower: 4

power: none

Special abilities:

The Ramotith type possesses no special powers.

Zerububuth

Commentary:

This unit was developed by former head of Kronos Japan, Genzo Makashima. Following the initial version's (and its creator's) death, Kronos has decided that it had an adequate performance to be worthy for mass production.

Appearance:

It's likely that Makashima developed the original Zerububuth from crustaceans- namely lobsters or crabs- as it has a very similar appearance. Its armor and particularly its armor are particularly strong compared to the Gregole type and its acid dispensers have proven effective weapons against the Guyver units.

Stats

Attributes:

Strength 8

Dexterity 4

Stamina 5

Intelligence 2

Perception 3

Wits 2

Abilities:

Alertness 3, Athletics 2, Brawl 3, Dodge 3, Drive 2, intimidation, plus 7 dots for any non-combat abilities.

Armor: 3

Health levels: Ok (x3), -1 (x2), -2 (x2), -5, incapacitated

Attacks: 2

Damage: Unarmed attacks

Willpower: 4

power: 5

Special abilities:

Acid sprayer

The Zerububuth is equipped with special acid dispenser on its forearms. This acid, if it hits, is hard to regenerate (3 rounds to regenerate 1 wound level). Each use requires 1 point of power and the amount of damage is similar to Guyver energy weapons.

Enzyme

Appearance:

Enzyme physically could be described as a cross between a giant grizzly bear and some sort of insect. Its head has insect-like eyes and long tail with a sharp point capable of gutting a Guyver. Its layer of fur varies from zoanoid to zoanoid but white seems to be one of the most common varieties. Its fingers end in 10" claws as well.

Commentary:

The first Enzyme was Genza Makashima, former head of Kronos Japan before its destruction. Displeased by his failures, he was condemned by the higher-ups (namely Commander Gyro) to be used as the guinea pig for the

first enzyme. The enzyme zoanoid is one of the strongest in existence and has been the only zoanoid to ever to destroy a guyver (although sho fukamachi later regenerated and helped destroy Kronos Japan). Unlucky for the world, Kronos Japan had enough time to send the data on the Enzyme zoanoid type to Kronos' main HQ. Now several Kronos branches have begun using them. Of all the Zoanoids, Enzymes are particularly effective against rogue guyvers due to the acid they produce in their claws, tail, and fangs. Melee combat is ineffective (Vibroblades will desolve as will whatever other part that comes in contact with it). The laser blaster also has proven ineffective but the pressure cannon and mega-smasher has no problem blasting them away.

Stats:

attributes:

Strength 7

Dexterity 3

Stamina 5

Intelligence 2

Perception 3

Wits 3

Abilities:

Alterness 3, Athletics 2, Brawl 4, Dodge 3, Drive 2, intimidation 3, plus 7 dots for any non-combat abilities.

Armor: 2

Health levels: Ok (x3), -1 (x2), -2 (x2), -5, incapacitated

Attacks: 2

Damage: claws (diff: 5, dmg: str+2), tail (diff:6, dmg:str+3)\*

\* the tail can be used either like a whip or like a spear, do to its sharp point

Willpower: 4

Power: 4

Speacial abilities:

Acidic skin, claws, tail, and fangs

As meanted above, melee attacks against the Enzyme zoanoid will result in taking damage (1 wound level).

Furthermore, all of its attack forms are laced with acid and are hard to regenerate (3 turns per wound level).

HyperZoanoids

The hyperzoanoids could be described as the second generation of the original zoanoid types. Each one is faster, stronger, and tougher than the lesser zoanoids, save possibly for Enzyme.

Following the defeat of the Hyperzoanoid team 5 in the destruction of Kronos Japan, several of the other Kronos branches are considering mass production of the hyperzoanoids. This is particularly likely now that more Guyvers are showing up and stronger forces are needed to suppress any new Rogue guyvers.

Thancrus (Thann-Cruss)

Appearance:

Thancrus is a very strange looking hyperzoanoid. It's head is semi-triangular, with one point pointing forward and a pair of small tentacles underneath. Its body is covered in a leathery skin, usually white, and its forearms are replaced with a pair of Vibroblades. Thancrus hyperzoanoids stand 220cm tall and weigh 183kg.

Commentary:

As you might guess, it was created for melee-combat which it excels at. It is easily the fastest of the five hyperzoanoids and its blades are capable of cutting through most material, even guyver armor.

Stats:

attributes:

Strength 6



Dexterity 6  
Stamina 5

Intelligence 3  
Perception 3  
Wits 3

Abilities:

Alterness 3, Athletics 2, Brawl 2, Dodge 3, Drive 2, intimidation 3, melee 3, plus 7 dots for any non-combat abilities.

Armor: 2  
Health levels: Ok (x3), -1 (x2), -2 (x2), -5, incapacitated  
Attacks: 2  
Damage: vibroblades (diff: 6, dmg: str+3)

Willpower: 4  
Power: 4

Special abilities:

Vibroblades

The Thancrus hyperzoanoids each possess a vibroblade instead of forearms similar to that of the guyver. Each do str+3 damage and have a difficulty of 6.

Gaster (Gas-tore)

Appearance:

The gaster hyperzoanoid is likely the descendant of the Vamore type. It possess large pods on its shoulders, each holding the bio-missiles and explosive liquid sprayer it is known for. Body colors vary from zoanoid to zoanoid, but red seems to be a common color. They also are a bit faster than the other hyperzoanoids to make up for its lack of armor and strength. The gaster hyperzoanoid stands at 217cm and 192kg

Commentary:

The gaster Hyper zoanoid, like the older vamore type, is makes for the hyperzoanoid's heavy artillery unit. It's bio-missiles, although limited in number, can do extensive damage to everything in its path. On the downside, it is also the most vulnerable of the hyper zoanoids due to the flammability of its liquid dispensers (as seen in episode 4 of the anime). Several Kronos scientists have considered removing them and adding more missiles, so its possible that a few gaster variants exist.

Stats:

attributes:

Strength 5  
Dexterity 4  
Stamina 5

Intelligence 3  
Perception 3  
Wits 4

Abilities:

Alterness 3, Athletics 2, Brawl 2, Dodge 3, Drive 2, firearms 3 (dexterity+firearm for the liquid sprayer), intimidation 3, plus 7 dots for any non-combat abilities.

Health levels: Ok (x3), -1 (x2), -2 (x2), -5, incapacitated  
Attacks: 2  
Damage: unarmed combat or special attacks

Willpower: 4  
Power: 4

#### Special abilities:

##### Bio-missiles

The Gaster Hyperzoanoid is best known for the 18 needle-like missiles it carries on its shoulders. Each missile is capable of doing 5 dice of damage and can be fired in volleys of 3 per round. It would be intelligent to dodge.

##### Explosive liquid sprayer

In addition to its missile array, the gaster can show a spray of explosive liquids that blows up when it hits oxygen. It does a base of 8 dice of damage. On the other hand, the liquid sprayer is also a weakness since if the shoulder pod is damaged, it will instantly kill the hyperzoanoid.

#### Derzerb (Der-Zerb)

##### Appearance:

The Derzerb Hyperzoanoid looks somewhat similar to the Gregole model but twice as big looking. Its skin is a very light grey (almost white) and is covered in thick skin. Its unicorn-like horn is longer than the Gregole type's around 2' long. Derzer hyperzoanoids stand 317cm tall and weigh 324kg.

##### Commentary:

Derzerb is physically the strongest of the 5 hyperzoanoids, capable of lifting mack trucks like paper weights. While this is a good advantage to have, it is the slowest of 5 hyperzoanoids.

##### Stats:

###### attributes:

Strength 8

Dexterity 2

Stamina 6

Intelligence 2

Perception 3

Wits 3

##### Abilities:

Alertness 3, Athletics 2, Brawl 4, Dodge 3, Drive 2, intimidation 3, plus 7 dots for any non-combat abilities.

Armor: 4

Health levels: Ok (x3), -1 (x3), -2 (x2), -5, Incapacitated

Attacks: 2

Damage: unarmed combat

Willpower: 4

Power: 4

#### Special abilities:

##### Flame thrower

Derzerb Hyperzoanoids can spit fire from their mouths similar to dragons or flame throwers. This does the same amount of damage as the guyver's laser blaster and is considered an area effect weapon.

#### Elegan (Eil-agen)

##### Appearance:

Elegan looks similar to a humanoid eel or snake. Its body is covered by a thick layer of leather and possesses six 10' long tentacles, each of which it controls through telepathy. Its neck is especially long, reaching about 2' and its eyes are a pupil-less yellow. Elegan hyper zoanoids stand at 312 cm and 217kg

##### Commentary:

The elegan hyperzoanoid is known for its ability to conduct electricity. More effectively, it can conduct Bio-electricity through its tentacles and barbecue whatever it's holding with 2 million volts. It can also levitate (I won't call it flying) small distances.

Stats:  
attributes:  
Strength 6  
Dexterity 5  
Stamina 5

Intelligence 3  
Perception 4  
Wits 4

Abilities:  
Alterness 3, Athletics 2, Brawl 3, Dodge 3, Drive 2, intimidation 3,  
plus 7 dots for any non-combat abilities.

Health levels: Ok (x3), -1 (x2), -2 (x2), -5, incapacitated  
Attacks: 2  
Damage: tentacles (str- squeezing. str-1 if used as a whip)

note: Elean can use its tendrils to entangle its victim. If done so, make a resisted strength test (difficulty 6). For every additional tentacle it can get around the target, add 1 to the target's difficulty. If the target is successful, it gets out of any tentacles it has wrapped around it.

Willpower: 5  
Power: 5

Special abilities:  
Electricution  
If the elean has at least one tentacle around its prey, it can perform the electricution ability it is known for. Damage is equal to a laser cannon and follows the rules for guyver energy weapons (see guyver powers).

Levitation  
The elean hyperzoanoid can also levitate small distances off the ground. In the anime, elean only levitated a few inches off the ground.

Zn-tore (Zentor)  
Appearance: Zn-tore is the most insectoid looking zoanoid of all. He is covered in a thick exo-skeleton and his head has a pair of sword-like horns on the side. The most pronounced feature on his body is the red sphere-like thing on his forehead, which allows it to shoot large blasts of energy.

Commentary:  
In the original team 5, Zn-tore was the team's leader. Now that the Hyperzoanoids are seeing limited production this isn't always true but it seems that most Zn-tore types develop leadership abilities and a higher amount of intelligence than the others. This often makes them the leaders of most units. As with the original Zn-tore, they are well known for their heavy bio-blaster on their foreheads.

Stats:  
attributes:  
Strength 6  
Dexterity 4  
Stamina 5

Intelligence 4  
Perception 4  
Wits 3

Abilities:  
Alterness 4, Athletics 2, Brawl 4, Dodge 4, Drive 2, intimidation 3,  
Leadership 3, plus 7 dots for any non-combat abilities.

Armor: 3  
Health levels: Ok (x3), -1 (x3), -2 (x2), -5, incapac.  
Attacks: 2  
Damage: unarmed combat

Willpower: 6  
Power: 7

Special abilities: Anti-energy armor Zn-tore's armor is highly effective against energy weapons, such as the laser blaster, pressure cannon, and mega-smasher. Each soak success deducts a full success from the energy weapon rather than from the number of wound levels it does.

#### Heavy Energy blaster

Zn-tore can fire large blasts of energy from his forehead gem, capable of causing massive damage (such as when the Hyperzoanoids attacked his school in episode 4 of the anime). The damage for it is considered equal to the pressure cannon.

#### Other Zoanoids:

The 10 above are just a small portion of the zoanoid army. Supposedly, there are over 50 different Prototypes and one-shots running around in various Kronos Laboratories. If you want to do stats for those too, I recommend looking around for a Werewolf: the apocalypse supplement called 'Freak Legion'. Freak Legion details the fomori, monstrous creatures developed by the Pentex Corporation (sound familiar?) and how to make your own.

#### Guyvers in the World of Darkness

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The world of darkness is a nearly infinite setting for almost any possible type of creature- vampires, werewolves, magicians, ghost, faeries and even guyvers. The below are my recommendations on how to possibly use them in the WoD.

#### Kindred:

Guyvers have no part in kindred society and they have little interest in them. Interestingly enough, guyvers and kindred blood do not mix. If a kindred tries to blood bond a guyver, the kindred's blood will splurt out (painfully) through one of the guyver host's blood vessels. Furthermore, guyver units will not connect to a kindred do to the fact that the guyver desires a 'living' host, even if the kindred has a full load of blood.

#### Garou:

The garou and guyvers have a very strained relationship. It's quite possible that pentex, a corporation that is controlled by the wyrm, is the main backer for Kronos. Guyvers probably look like a minion of the the wyrm in their eyes, but the changing breeds often find that the two of them are on the same side.

As noted earlier several times, The werewolf supplement Freak Legion (which deals with Fomori) would be perfect for making Zoanoids. Damn shame I don't have it...

#### Mages:

Most likely the technocracy would have kittens if it found out about the existence of a guyver (especially the progenitors- ooh! a biological weapon that turns its host into a nearly indestructible force). Otherwise the marauders would try to put a dress on it, the nephandi corrupt it, and tradition mages would argue with each other or try making allies out of it.

#### Wraiths:

These two very rarely ever converse with each other. Let's just leave it at that.

#### Changelings:

The children of the dreaming have enough trouble without worrying about guyvers. The two usually remain neutral.

#### Other beings:

Most of them- immortals, gypsies, mummies, and so on- would remain neutral.

Sample character: Leon Matsuhimo

The below is a sample character for those who aren't quite 'sure' how to make their guyver. As with the character sheet, I'd recommend copy\pasting this into a seperate text file if you desire to print it.

(-----Guyver: Bio-Booster Armor-Character Sheet-----)

Name: Leon Matsuhimo Archeytp: School boy  
Player: Guyver type: G-1  
Chronicle:

(----- ATTRIBUTES -----)

<b>PHYSICAL</b>	<b>SOCIAL</b>	<b>MENTAL</b>
Strength: @@@@00	Charisma: @@@@00	Perception: @@0000
Dexterity: @@@@00	Manipulation: @0000	Intelligence: @@@@00
Stamina: @@@@00	Appearance: @@0000	Wits: @@@@00

(----- ABILITIES -----)

<b>Talents</b>	<b>Skills</b>	<b>Knowledge</b>
Acting 00000	Animal ken 00000	Anatomy 00000
Alertness @@@@00	Drive @0000	Beaureacracy 00000
Athletics @@0000	Ettiquette @0000	Computers @@0000
Awareness 00000	Firearms 00000	Culture 00000
Brawl @@@@00	Lechery 00000	Enigmas @0000
Cooking @0000	Melee @@@@00	Investigation 00000
Dodge @@0000	Performance @@0000	Finance 00000
Empathy @@0000	Research 00000	Law 00000
Expression @0000	Security 00000	Linguistics @0000
Intimidation 00000	Survival @0000	Medicine 00000
Leadership 00000	Stealth @@0000	Occult 00000
Streetwise 00000	Technology @0000	Science 00000
Subterfuge 00000	Throwing 00000	Study @@0000

(-----)

**BACKGROUNDS**

Resources (2) \_\_\_\_\_  
Mentor (2) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**GUYVER POWERS**

Vibro-katana (1), Super Reflexes (2),\_\_\_\_  
Low-light vision (.5), Heavy Armor (1),\_  
Pressure Cannon (3) \_\_\_\_\_  
\_\_\_\_\_

(-----)

**MERITS\FLAWS:**

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**WILLPOWER**

@@@@000000  
←←←←←←←←←←

**BIO-POWER**

@@@@000000  
←←←←←←←←←←

**HEALTH LEVELS:**

Bruised Ok ← ←  
Hurt -1 ← ←  
Injured -1 ←  
Wounded -2 ← ←  
Mauled -2 ←  
Crippled -5 ←  
Incapacitated

Summary: attributes: 7\5\3, abilities: 13\9\5, powers: 6

(-----)

#### APPEARANCE:

Leon is a young man of Japanese-American descent in his early 20s. He is tall (6'3") and of a medium build. He shaves his head regularly down to a 1\2" height in dyes it different colors on regular intervals to whatever color he feels like, usually a dark navy blue (his real hair is actually a medium brown). He also wears a pair of wire-frame glasses and an oversized red leather jacket along with a pair of worn-out boots and jeans. He also usually lugs around a backpack containing whatever novels he's reading at the moment, recent mangas, a drawing pad, and his school books.

#### BACKGROUND:

Leon grew up in America (Seattle to be exact) the son of a Japanese company man and his American accountant. His childhood was not exactly a pleasant one as his father was a very cold and harsh man. His father, not being one to have his son grow up in the decadent land of America had him shipped over to a Japanese boarding school at 10 despite his mother's arguments. Treated like shit by his fellow pupils because he was half-American and had an American first name, Leon got into a lot of fights. Despite pleading to his father to let him come home to America, his father, now a vice-president, ignored his son. The years that went by were harsh ones with Leon accumulating bruises on almost a daily basis.

Alone and miserable, Leon was eventually taken under the wing of an older student named Hirokazu. Hiro was the son of a martial artist and started showing Leon some pointers. The inevitable effect was that Leon started to slowly fight off the boys that would bother him until they eventually stopped and started telling their teacher "the gaijin boy is beating me up" and the teachers, also prejudiced, would make his life a living hell. This continued up until he was 15, when he had enough of it all and ran away from the school. He was caught and his father heard wind of it and flew to Japan to discipline his son personally. He was surprised when his son gave him the same bitter treatment he had given him. Leon also promptly hit his father in the face, breaking several of his teeth, when he tried to beat him for his 'supposedly' dishonoring him. Since then, the two have never spoken.

After later graduating, he went on to college to live as a quiet student after winning a grant for a science-fiction story he wrote. He was planning to become a manga artist when he 'accidentally' came across a Guyver unit while sitting outside reading a novel outside of his dorm.

He is still nervous about his being a host for a Guyver unit and tries to live a normal life as well as he can. He gets a normal allowance of money from his mother, whom he sends post cards, pictures, and calls long-distance at least one to two times a month. His father never speaks to him, but Leon usually flings a small curse at him in Japanese on all of his post cards. Aside from drawing and collecting science-fiction manga, he practices kempo and tries what he can to keep fit while studying. He often takes lessons from a Hiro's father, whom he has spent a good portion of his allowance on when he has the time. His favorite manga are post-apocalypse sci-fi such as Riot, Gunnm (which he has sworn to get all of), Akira, and Mother Sara as well as some cyberpunk stuff.

Also keep in mind that Leon has yet to meet up with Kronos, has never seen a Zoanoid, or any of the other Guyvers.

#### PERSONALITY:

Leon is a quiet young man, not particularly the type you'd expect to be an aspiring manga artist, martial artist, or Guyver. Although he may seem to be calm all the time, he can be extremely dangerous to everything around him when angry. He is particularly soft when it comes to racial slurs and most people that fling them at him wind up with bloody lips and broken noses. Otherwise, he's fairly polite to people as long as they are so to him.

#### GUYVER APPEARANCE:

Leon's armor in bio-boosted mode is a dark-crimson red with black patches here and there. It looks the same as the other G-1 units with a vibrosword that pops out of his wrist. Leon's sword, in particular, is reminiscent of a Katana. Leon is still unsure of his use of the Guyver and has only used it twice since he stumbled upon it. He will only activate it if there's no other way out of it or it is in danger.

#### PROPERTY:

Leon is a college student, although his mother's money and his grant give him enough money that he doesn't have to work yet. He has a motorcycle and enough money for mangas and gas whenever he needs them. He also has an old 486 in his room and a Bokken he practices with every now and then.

#### STORYTELLER NOTES:

Leon and his dad do not get along. It's possible that Matsuhimo-san could also be a high-ranking member of

Kronos USA (in my current chronicle, he's Kronos Seattle's Vice-president and soon-to-be CEO). Leon could be used in games set in either Tokyo or Seattle (possibly there to see his mom) if the characters need back-up of some sort. He still knows very little about his powers as a guyver and how to summon it (He does it now through focusing on it, not screaming 'guyver' outloud like Sho and Agito do).