Guyver and Zoaform Customization Supplement

This supplement is to be used with the Guyver Jump, giving you vast customization options.

Do note that much of what's here is inspired by stuff from the Guyver Fanfic site so credit to them, but nothing is an exact copy. Because of this, a lot of it is very powerful, so use caution when designing your Guyver, and remember to fanwank responsibly.

A word of warning, the upgrades get very OP, very fast.

Check the fansite for the complete original info.

Also 'unit' and 'armor' are used interchangeably.

This supplement can be used separately for each Guyver or Zoanoid, granting the appropriate amount of CP each time.

Guyver

You gain 1000CP for use in the Guyver section only, if you possess a Guyver Unit.

All options, unless stated otherwise, are 10CP each.

Each tier requires the previous tier unless otherwise noted.

An option marked with a '● Extra' does not require other purchases.

An option marked with a '+' requires only the previous purchase marked as above.

Height
(Free)
You may freely choose the amount that your armor adds to your height, anywhere from 6 inches to 2 feet

Weight
(Free)
You may freely choose your total weight while in your armor, anywhere from 600 pounds to 900 pounds.

Power Generating Methods

This is how your Guyver Generates power for its various abilities.

Bio Boost (Free)

The standard way the Guyver Unit generates energy. This is dependent upon the host, with the amount produced being dependent upon the original power of the host.

Though, if the host is in safe enough condition to deactivate the unit then it is possible to fully recharge in moments by reactivating, as that re-engages the main Bio-Boost process and thus fully recharges the unit in a instant but this leaves the host vulnerable for the time it takes between transformations.

SSL (Supra Space Link) 50CP

A unique power generating method that utilizes energy from a higher spatial dimension, referred to here as "Supra Space" or "Higher Space". When installed in a Guyver, it can multiply the energy produced by the host by a factor of 5x. This device also gives the ability to temporarily boost the power of any ability by a factor of 2x. This boost can also be used by the Gigantic, being boosted accordingly.

1. Multiplication factor of 10x, with a boost factor of 5x
2. 20x, 10x
3. 40x, 20x
4. 50x, 25x

CPM (Cyclonal Power Matrix) 10CP each

A self contained version of the SSL power system, this method creates a limited siphoning of higher spatial energy and channels that energy according to the host's will. Its power producing rate is about 1/3 to 1/2 that of the SSL, but with the added benefit of localized energy, allowing ALL the energy produced to be geared toward a single ability. Each one is the size of a large marble.

ZPEG

A method of generating energy similar to the SSL. Essentially a zero point energy generator, it works by destabilizing the spatial vacuum, causing a rapid inush of energy that propagates a wave throughout the entire vacuum, producing virtually limitless energy, requiring only an initial influx of energy to start the process.
Differentiated from the SSL as the power generated is created using dimensional physics and does not draw power from a higher spatial dimension. This means that abilities that prevent dimensional manipulation cannot prevent it from working.

Physical Strength
This is your physical strength, measured in men (i.e. humans).

1. 100 (Free)
2. 200
3. 500
4. 1000
5. 2000
6. 3000

Stamina
This measures how long you stay active for. This is measured against a standard Guyver

1. 10x normal
2. 25x normal
3. 50x normal
4. 100x normal
5. Unlimited

- Extra-You do not need to rest or eat while using the unit and will not starve even with the unit deactivated, but will still experience mental strain and require periodic sleep.
- +You no longer experience any mental strain and no longer require sleep.

Speed
This is broken into several sections.

Reflex Speed
This determines how quickly you can react to events and threats. This is compared to a standard Guyver.

1. 2x normal
2. 10x normal
3. 500x normal
4. 1000x normal

Ground Speed
This is how fast you can run, measured in mph.

1. 250 (Free)
2. 500
3. 1000
4. 3000

5. 7500

Ground Acceleration
This is the amount of G's the armor, and thus you, can handle and also determines how quickly you can go from 0 to your max speed, measured in G's.

1. 22 (Free)
2. 45
3. 100
4. 300
5. 700

Air Speed
This is how fast you can move while flying, measured in mph.

1. 300 (Free)
2. 600
3. 900
4. 1200
5. 3000
6. 9000
7. 15000

Air Acceleration
This is the amount of G's the armor, and thus you, can handle while flying and also determines how quickly you can go from 0 to your max speed, measured in G's.

1. 45 (Free)
2. 90
3. 200
4. 400
5. 600
6. 900
7. 1500

Hyper Sensors

Range
This determines your sensor range, measured in meters. You possess a near omniscient awareness of your environment within your range.

1. 100 (Free)

2. 500
3. 100
4. 1500

- Extra-You now have a secondary sensor, which is hair like polymorphic material. Other than enhanced sensory perceptions, allowing you to sense any energy type and gravitational fields, it is now to a very high sensitivity, increasing your range to 10 km, though you focus your senses to increase your range to 50 km. This can instead be a secondary set of Hyper Senses on your head. You can also use the hair as a whip-like vibrational sword weapon, with a variable range of up to 30 feet. The polymorphic material can also fire a hail of dart-like vibrational strands in almost any direction. 10CP extra increases this to 100 kilometers.
- Extra-HUD Overlay. Provides you with tactical information and keeps track of both friend and foe activity.
- You can now perceive different layers of reality or utilize quantum wormholes to scan a distant location that would otherwise be beyond the range of your senses.

Durbility

This is how strong your armor is, compared to a standard Guyver, which is at least 20x that of steel.

1. It is now 50x that of normal.
2. 100x normal.
3. You can now endure a 1 kiloton explosion.
4. 5 kiloton
5. 10 kiloton
6. 25 kiloton
7. 50 kiloton
8. 100 kiloton, which is the minimum output of a Mega Smasher attack.
9. You can now endure half the max power of a Mega Smasher.
10. You can now take a Full power Mega Smasher attack.
11. You can now endure a 1 gigaton explosion, or a Giga Smasher Attack.
12. You can now take a 10 gigaton explosion.

- Extra-Your Armor can now learn from damage to make it resistant to that attack, and eventually immune as it self adapts, though the time the rakes increase based on the power of the attack. This comes with an automatic immunity to Enzyme Acid.

Shields

Body Shield

Defense can be further augmented by a continuously generated body shaped shield aura, that allows you to survive twice what you could unshielded. It can reinforce your physical integrity when necessary, i.e., if you have a hole blown through your stomach, you would still be able to move and fight.

1. Blast Field Shield
   The blast field is a phenomena of Guyver dimensional manipulation technology produced by a Guyver Unit transitioning between higher space and normal space. The effect of which is used by standard units to protect the host from harm while the unit equips. You can now manipulate the dimensional barrier to produce this effect without having to transition your unit to or out of higher space. Consequently, you can use it as a shield at will and can maintain it indefinitely since its power comes from higher space and not from the unit itself, giving you 2x the defensive ability of your normal shield. It also destroys anything it contacts with the effectiveness of a Mega Smasher.
2. Gravity shield
   The blast shield itself, due to its dimensional nature and design purpose, now allows you to generate a secondary Gravity Shield, which has 2 the defense of the blast shield. This also lets you better withstand gravitational attacks. The shield has the secondary ability of multiplying your gravitation abilities by 2. You can also use this shield to absorb power from gravitational attacks. By increasing your gravitational power you can use the Gravity Shield to manipulate space/time for either a destructive warp effect, or to create a time dilation effect that can be used to slow opponents, with a range and intensity dependent on the power level of the Gravity Shield.
3. Tri Shield
   By combining the power of both shields you can create a third and final shield, which has 4x the shield strength of the Gravity Shield.
4. Directional Pressure Cannon Shield
   This allows you to create and maintain a Pressure Cannon as a directional shield with 6x the defensive power, which you can focus the power of the other shields through to produce a directional defensive field that multiplies its defensive power by 32 times, by absorbing the energy and safely dissipating it.
5. Tri Gravitational Blast Shield Attack
   This final upgrade, allows you to use the total power of all three shields you have to channel and store gravitational energy from both yourself and any external source What this allows you to do is to create an omnidirectional outward blast of energy that you can call upon at will for either defense or offense. This can create a weapon of mind boggling destructive potential, and a shield of unmatched protective power, allowing you to both withstand and administer an attack 100x what your Tri-Shield can at max power. The shield can be used constantly but the attack takes 3 seconds between uses.

- +One Last Hurrah (100 CP)
  This attack takes the total energy potential, and rest mass from all your shields, your armor, your body, and the environment around you in a 10 meter sphere, including the energy from space/time and higher space within that area, converting it all into pure energy and multiplying it. Due to time dilation this will appear to instantly create a void around you, but from your perspective it will take 1 minute to charge, giving you plenty of time to cancel the attack by harmlessly shunting your armor and all the energy into higher space, though it will leave you weakened and completely vulnerable. If you let it fully charge, it will unleash all that energy in an instant. The ensuing cosmic event will possess a power of 500x that of your shield. Nothing will survive, not your enemies, not

your friends and not you. Due to the multidimensional nature of the attack, it will affect things on a conventional level. Everyone destroyed won't just be gone, their everything will be gone. Even the space/time will be damaged creating a very short lived but massive vacuum, crushing everything into a single point. The range of this attack is dependent upon the energy input, but has a minimum range of 500 meters.

- Extra-Stealth System
  Your shield system now grants you the ability to turn invisible or appear to be just about anything, like a chameleon. This later ability is further enhanced with the ability to project holograms. You can also project immaterial holograms and can even make one powerful enough to handle anything up to a Hyper Zoanoid. You can program these holograms with instructions or control them yourself if you have the processing power available to you.

Regeneration
How quickly your armour regenerates both itself and you. This is compared to a standard Guyver.

1. 2x
2. 5x
3. 10x
4. 40x
5. 50x
6. 100x
7. 400x
8. 1000x

- Extra-You can now absorb almost any form of energy directed at you at a rate of 10 gigajoules per second making the subject you very difficult to damage.
    1. Rate is now 25 gigajoules per second.
    2. Rate is now 50 gigajoules per second.

Your armor can also filter out oxygen from the surrounding environment to allow survival in otherwise hostile environments such as areas filled with poisonous gases or underwater and can make one breath of air last for twenty minutes.

1. One breath now lasts 60 minutes.
2. It now lasts 2 hours.
3. 6 hours
4. 12 hours
5. 24 hours
6. 3 days

Head Beam

Can be fired with both extreme speed and accuracy at any target within your field of vision. Can also be fired in a continuous beam that can easily slice through most materials such as steel I-Beams.

Range
This determines both its atmospheric range and its max vacuum range.
Necessary attributes are automatically upgraded to make this range viable. Standard Guyver range is 60 meters atmospheric and 1.5 kilometers in a vacuum.

1. 2x normal
2. 10x normal
3. 20x normal
4. 50x normal
5. 100x normal

Accuracy
50 CP
This gives your head beam the ability to both narrow its beam to microscopic level, or to widen it to twice your shoulder width. Can also be fired as a narrow beam, a flat wide beam, a cone shaped beam, or a sharp tipped beam.

1. Can now narrow it to atomic scale, or to 9 meters wide.
2. Now narrowed to quark size, or to 30 meters.

Fire Rate
How many shots you can fire every second.

1. 1 shot per second.
2. 2
3. 3
4. 9
5. 15
6. 30
7. 60
8. 120

- Extra-You can now channel more energy to transform the head beam into a laser like plasma beam with 2500x the power.
- +Power is increased to 5000x
- +Power is increased to 10,000x
- Extra-Extra Orbs. This gives you extra beam orbs
    1. 1 extra beam orb.
    2. 2 extra orbs.
    3. 3 extra orbs.
       These orbs can be anywhere on your head.

Quantum Beam Orbs: These enhanced beam orbs can generate a beam with up to 100x your normal power output, giving it the destructive power of a standard Guyver's pressure cannon. This can be boosted to 250x, allowing you to quickly fire multiple Mega Smasher level beam attacks. The quantum energy beams can also be adjusted at will to induce different effects upon targets, ranging from a simple laser-like burn through to a death ray-like effect that causes the target to either vaporize or explode.

1. Quantum enhancement is now 200x.
2. 350x
3. 500x

Gravity Control Orb
This ultimately determines your gravitational power, compared to a normal Guyver.

1. 2x the gravitational power.
2. 5x
3. 10x
4. 20x
5. 50x
6. 100x

- Extra-Extra Gravity Orbs
    1. 1 extra gravity orb.
    2. 2 extra gravity orbs
    3. 3 extra gravity orbs.
    4. 4 extra gravity orbs.
- Extra-(Free) By buying at least 10x gravitational power and at least 2 extra gravity orbs, you gain the ability to fire a triple Mega Pressure Cannon attack from both hands simultaneously. This also lets you direct Mega Smash level attacks on at least six targets at a time. When you combine the power into a single triple blast combo, the destructive energy delivered equals at minimum the power of a Gigantic Guyver's full double Hyper Smasher.
- Extra-(Free) By buying at least 50x gravitational power and at least 4 extra gravity orbs, you can fire single handed Pressure Cannons at 5x your normal rate. This also lets you direct Mega Smash level attacks on at least 15 targets at a time, and combine the power into a single triple blast combo, the destructive energy delivered equals at minimum 5x the power of Gigantic Guyver's full double Hyper Smasher.

Pressure cannon
A handheld gravity orb that produces the equivalent impact force of an armor piercing tank shell and has a range of 30 meters.

1. Range is increased to 40 meters.
2. 50
3. 100
4. 150
5. 200
6. 300

Fire Rate

1. 3 Pressure Cannons shot in rapid succession.
2. 6
3. 9
4. 12
5. 15

- Extra-Your Pressure Cannons are now augmented with an explosive fiery plasma energy charge that makes the shots act as armor piercing plasma energy bombs with three times as much destructive power.
- Extra-You can now fire Gravity Bullets, golf ball sized gravity spheres, that have 1/5 the power of your Pressure Cannon.
    1. Your Gravity Bullets now have half the power of your Pressure Cannon.
    2. Your Gravity Bullets are now as powerful as your Pressure Cannon.

Kinetic/Gravitational Momentum Organs

The unit has organs located on both forearms, and lower legs which allow the transfer of gravitational energy from the gravity control orb into these organs to allow you to punch or kick harder than normal, according to your gravity factor. This also allows you to instantly boost your momentum by a factor of 10. The process is not automatic and you must channel that energy yourself.

1. The momentum boost is now 20x.
2. 40x
3. 60x
4. 80X
5. You can now instantly boost your momentum to its max, granting instant acceleration to your punches and kicks.

- Extra-The boost process is automatic, only taking a thought of will.
- Extra-You now have momentum organs on every limb and joint in your body, allowing you to boost all your actions.

Enhanced Gravitational Power 50CP
(All following abilities are free)

You C.M. now contains a piece of an experimental Zoacrystal that contains an artificial quantum singularity which is the primary source of the gravitational power. You also gain 12 body crystals. The body crystals are secondary gravitational control devices that help channel and control the immense gravitational energy. This grants you all the combined gravitational powers of a Gigantic Guyver and a Supreme Zoalord, but at a much higher power level.
This enhances your abilities in several way, as well as granting you new abilities.

- Gravity Shield

1. Your shield can be used to affect space/time around yourself for up to your maximum sensor range. Effects range from simple gravitational shock waves to slowing time 1/100 to 1/1000 normal, the latter effect allows you to appear incredibly fast to targets within the affected area.
2. You can create a powerful enough gravitational energy charge to create wormholes for teleportation and for short bursts faster than light travel, as well as direct it for extremely powerful attacks.

- Stealth System

1. It can now be used to distort a target's sensory perceptions, able to create false images of yourself and surrounding objects.

- Quantum Phasing

1. You can now do this by warping space/time enough to move the molecules of an object around yourself as you pass through, though this may be fatal to a living being, most normal matter would appear to become liquid as the object passes through. This can allow you to "telefrag" enemies.

- Lightning Shield-You can use gravitational power to ionize the surrounding atmosphere and channel the resulting charge for either defence, in the form of an electrified shield, or offense, either a directed bolt of energy that can be combined with a gravitational attack or released physically to enhance the effect of any physical blows upon a target, and when combined with gravitational powers this attack magnifies your punches and kicks to 4x their normal power. The power of this ability varies with input but can produce the equivalent power of your Mega Smashers.

- Gravity Control Orb

1. Your control over gravity is increased, allowing you to manipulate gravitational energy at distances up to several kilometres from herself. This lets you instantly change the direction of an attack, as well as its power level, at will. This lets you turn a simple pressure cannon into a guided projectile and suddenly increase its power to that of a black hole attack. This powerful ability is limited only by your power and imagination.

- Pressure Cannon

1. You can now generate Pressure Cannons 5x more powerful

2. The subject can channel her total gravitational power into a single large pressure cannon making it 5x larger and proportionately stronger.
3. Wave Blast-You can focus your pressure cannon attack to produce a vertical shockwave like gravity blade that can slice through most targets like a vibrational sword, before expanding and blasting against an object like a normal pressure cannon. The highly focused nature of this attack and your ability to direct a substantial amount of gravity energy into it, makes it an extremely lethal attack. You can also produce a hail of approximately 20 per second, similar to a Zoalord's gravity bullet attack, with half the power of a standard Guyver's pressure cannon each. You can also use the Gravity Shield to amplify the power and flexibility of this weapon to the point that with enough gravitational energy you can create a true black hole attack.
4. Pressure Cannon Punch-You can produce a Pressure Cannon and then place it in front of your fist to add its power to a punch, capable of assisting in penetrating an opponent's defenses for a 1-2 blow effect.
5. Mega Pressure Cannon-You can channel your bio-energy and body shield energy to supercharge a pressure cannon and boost its destructive power to x5.

- Kinetic/Gravitational Momentum Organs

1. You can focus your own gravitational power, as well as the energy from the Gravity Shield, to boost the power of your blows for extreme effect, the upper limits of which can equal a Mega Smasher equivalent of raw kinetic energy. The power of your blows is so great that even without physical contact the force of the blow can project through the air like a cannon blast.
2. Hyper Punch-You can combine your shield energy through your Kinetic Momentum organs and through your fist to create a powerful energy enhanced physical attack either as kick or a punch that is at most 1/4 the max power of your shields

- God Rays-You can create a gravitational vortex in front of yourself that you can then release the full power of your Mega Smashers into. You can then either release all the energy in a single powerful ball of destructive energy, equal to 10x your Mega Smashers power output, and/or redirect the energy through a wormhole and hit your target from virtually any angle and distance at will.

- Gravity Absorption-You now have a greatly increased ability to absorb and store gravitational energy generated by your gravity control orb, external gravity energy directed at you, and natural gravitational fields such as that generated by the Earth itself. Once this energy is stored, you can then use the energy to boost gravity based abilities by 5x.

- Gravity Cannon Punch-You can absorb and unleash the energy of your gravity shield through your fist to produce an incredibly powerful directional discharge of gravitational energy. Power varies with how strong your gravity shield is, being at most 3/4 its strength.

- Power Wave-You can channel the total power of your gravitational, energy shields, bio-energy, and blast field power into a directed blast that can be either fired two handedly or at two different targets, delivering up to half the destructive power of your Mega Smasher, or into a single beam equal to twice that destructive power.

- Can now use your gravitational power to teleport but doing so seriously drains your stored energy.

Mega Smashers
The standard Guyvers ultimate attack, capable of instantly carving cleanly through a mountain and can easily destroy a skyscraper. This attack takes several seconds to charge and can only be used once or twice before taking several minutes to recharge. The energy output is estimated to be anywhere from 100 kilotons to 1 megaton. This beam can only be maintained for several seconds. There is also very little energy loss when fired individually, allowing more than a few half powered shots.

Charge Time
1. Charge time is halved.
2. Charge time is now 1/4.
3. Now 1/8.
4. 1/10
5. Charging is now instantaneous.

Recharge Time
1. Recharge time is halved.
2. Recharge time is now 1/4.
3. Now 1/8.
4. 1/10
5. Charging is now instantaneous.

Power
1. The power output is now 2x that of a standard Guyver
2. 5x
3. 10x
4. 25x
5. 50x
6. Your Mega Smashers are equivalent to a standard Gigantic Guyvers.
7. Now 2x Gigantic Guyvers.

- +Hyper Smashers
  You're Mega Smashers are now far more advanced, increased thier output by a factor of 5x.
- +Quantum Mega Smashers

Your Mega Smashers are now augmented with a quantum energy field that transforms the Smashers particle beam into a multidimensional/spatial flux energy stream with 500x the output, and can be maintained for 10 seconds at a time. The radius of the beam is the same as a normal Guyvers, giving it a much greater range and penetrating power than its power alone would normally provide.

- +Quantum Hyper Smashers
  Finally, by combining the quantum energy with the advanced cells it increases the power output by 30x, and they can now be maintained for 30 seconds.
- Extra-Your Mega Smasher cells have been reconfigured to be able to channel their total power output through two energy cannons. One mounted on each forearm, that converts the power into a special psionic plasma that responds to your will. This allows you to perform a variety of special attacks, ranging from telekinetic energy plasma whips to Mega Smasher level energy blasts.

High Frequency Blades/Vibrational Swords

The standard Guyvers blades have a field that extends about 3 inches around the blade, and can extend out 3 feet. These blades can be facing backwards or forwards.

Field Range

1. 6 inches
2. 1 foot
3. 1.5 feet
4. 3 feet
5. 6 feet

Blade Range

1. 3.5 feet
2. 4 feet
3. 5 feet
4. 6 feet

Cutting Power

1. 2x normal
2. 5x normal
3. 10x normal

- Extra-Higher Tolerance values that let them break through ordinary vibrational swords and can be further enhanced with more energy, giving swords a fiery plasma field that doubles their effectiveness. Only polymorphic Vibrational swords can withstand an attack from this sword at full power.
- Extra-Polymorphic Blades
  Your blades are now composed of a material that allows them to morph into a variety of shapes and sizes at will, which have superior strength and tolerance levels than that of

any other known vibrational weapon. Additionally, they can be combined with gravitational power to counter attacks that would normally destroy a vibrational sword, as well channeling gravitational power through to either further enhance them and/or to fire pressure cannon blade blasts.

- +Polymorphic Knuckle Attack
  You can now morph your blade to cover your fist. This allows you to create additional blunt force trauma to the target without energy enhancement. When combined with gravitational power, this attack can even pierce shields before impacting, which only the most powerful can withstand unshielded. Only those with more advanced shielding can protect themselves from this attack. Vibrational energies can be also channeled through your fists for added impact.
- + Hyper Swords: Finally, these weapons obtain rapid adaptability and superior energy channelling abilities. Your swords can thus counter even the more powerful plasma swords of super beings such as and/or to help penetrate a target's defences. Also, like Gigantics, you can extend your swords into tendril-like whips for long range attacks of up to 30 feet.
- +You can now create laser like energy blades that can cut through any unshielded material and can penetrate any shield not already capable of withstanding a Gigantics Giga Smasher. Since these blades are pure energy, they can't be blocked by other blades.

Number of Blades
This is how many blades you can have with one arm, arranged as you wish.

1. 2 blades total
2. 3 blades total
3. 6 blades total
4. 9 blades total

- Extra-You can now have blades on any of your appendages, i.e., your forearms, upper arms,upper legs, shins, and knees.

Sonic Busters
They have a standard radius of attack of 15 to 45 degrees and range of 15 meters. With an intensity of a low hum to full blast. In other words, batter and bruise to complete disintegration, which can instantly kill an Elite Zianoid

1. Radius increased to 5 to 160 degrees.
2. Radius increased to 1 to 160 degrees.

Range

1. Range increased to 20 meters.
2. 30 meters
3. 60 meters

- Extra-Hyper Sonic Blasters

They now cover the full spectrum of sound, and can produce a white sound blast 20x more powerful than normal, allowing you to easily kill anything up to a Hyper Zoanoid. They can also be used to produce a variety of effects, ranging from affecting the biological functions of a target, such as disrupting the inner ear to destroy a target's sense of balance, to levitating objects, and even the disruption of dimensional harmonic frequencies, or simply converting its kinetic energy into an alternate form of energy. The emitters also fire kinetic energy pulses for added punch, finally by utilizing gravitational energies, the emitters can be used in the vacuum of space.

Control Medal

The Control Medal is the single most important part of a Guyver unit, regulating and controlling the Guyver and all its functions, it allows you to, through a direct link to the brain, to control the power of the Guyver with thought alone. Its normal shape is of a hemisphere.

- Extra-Your Control Medal is now far more advanced than a standard Unit, becoming a pyramid shaped variant that is composed of four partial C-Units that have been combined to produce a more powerful parallel processing unit. This can also be a standard hemisphere with four visible seperate sections.
    - +The incressed processing power now grants you the ability to have 5 seperate trains of thought.
- +(Free) By buying an SSL power system, a smaller secondary system now resides within your Control Medal and helps explain how the CM can maintain its own energy shield, separate from the rest of the Unit defensive systems, as well as granting the CM the unique ability to auto teleport itself into higher space to avoid destruction. If damaged, the Control Medal is capable of regenerating itself so long as a single one of its four C-Unit segments remains intact and fully functional.
- +Your armor now contains C.M. elements serving as a fifth C.M. segment, thus reducing the strain of continuously controlling the Guyver Organism and giving your armor all the functions of a standard C.M. This also allows you to fully regenerate your armor to fully regenerate a destroyed or missing C.M. This grant you a total of 6 trains of though.

Normally the C.M. itself is vulnerable to direct electrical shocks and certain sonic attacks that can impair the function of the CM and eventually cause the host to lose consciousness and the unit to self deactivate.

1. You now have a resistance to these attacks, halving the damage done.
2. You are now completely immune to these attacks.

Auxiliary Abilities

These are abilities that don't fall under any other ability category, but are nonetheless useless.

Shoulder Plazers

Twin shoulder mounted plasma/laser combo emitter orbs that can rapidly fire concentrated pulses and the destructive power of 10x your head beam at max power. Each shoulder has one orb, with a 120 degree firing arc.

1. 2 orbs per shoulder
2. 3
3. 4
4. 5
5. 6

- Extra-20CP The orbs can be upgrade to strips tiny emitters, granting a much greater firing arc and alloeing for dozens of beams to be fired at once.
- Extra-Auto Tracking
  Your plazers can now be set to automatically attack any incoming threats, freeing you from having to manually target each beam.

Hyper Telepresense

The neuro link device of your unit hws now bonded with your spine and cerebellum. This not only allows a partial Bio-Boost of various parts, but allows you to remotely operate the Armor as if it was a physical extension of your body. To this end the unit takes advantage of this strong link and while the armor is in use the host body is stored in a cocoon within higher space. This in turn grants you indestructibility, since only weapons capable of affecting higher space can even endanger the host and allows the armor to be fully regenerated even if it had appeared to have been vaporized in normal space. This combined with the increased space within the armor that storing the host in higher space allows means the Unit can operate at a power level that is 50x that of normal.

- Your armor can now operate alongside you, standing with you in normal space.

This new unique symbiosis with your Guyver unit, one separate from the normal one induced by the Control Medal interface, makes you highly resistant to unit removers.

- +You are now completely immune to the remover. Your armor is now yours, and yours alone.
- Extra-Your fusion with your Guyver has deepend, granting you some of the Guyver abilities even when not bioboosted, giving you 1/4 your Guyvers physical strength, stamina reflex speed, ground speed, ground acceleration, and regeneration. If you have at least a Blast Shield, then you also gain the city to fly, by calling upon the shield and focusing its power for thrust, thus giving you 1/4 your Guyvers air speed and air acceleration, as well as its full shield durability.

Quantum Teleportation

Similar to the Gigantic, you can control your unit's ability to access higher space to physically send yourself to and from higher space and thus use higher space to teleport herself virtually

anywhere she wishes at will, throughout the universe. This ability can also be extended to whoever or whatever the subject is in close physical proximity to them, but it is limited to planetary distances. This process takes a few seconds making its use in combat limited.

- +Upgraded to universal distance.
- +This process is now instantaneous, allowing it to be used to dodge attacks.
- +Quantum Inverse Teleportation
  This allows you to teleport objects more massive than you can normally teleport, by switching them with an object of approximately equal mass. You can also use this ability tactically, to switch places with either an opponent or ally.
    1. Quantum Speed
    2. A unique ability allows you to instantly move from one location to another at will and without travelling through an intermediate medium such as higher space. Since no measurable amount of time passes when this ability is used, you can appear to be in two or more places at once.
        - +Quantum Time
          A state you can go into when using your Quantum Speed ability, allowing you to exist within a single instant of time. Though unable to affect anything in this state, as you aren't technically there, you can use this ability to analyze a situation and combine this ability with your quantum computing power to allow you to be absolutely certain of your choice of action upon re-entering normal time. You can also use this ability to simply meditate and think of things without worrying about the passage of time.

Quantum Phasing
An ability that allows you to move through solid objects like a ghost or make yourself as impervious, and as immovable as a 200 ton diamond. This is different from Quantum Time in that you can interact with the world and use your abilities as you exist in a superimposed state within reality, meaning you affect them, but they can't affect you.

Quantum Reflection (Requires all previous auxiliary quantum abilities)

You can now use your quantum powers to bend the quantum laws of reality and allow yourself to create a quantum duplicate of an object and let them co-exist for an unpredictable length of time. Used on yourself, this ability allows you to be in two places at the same time, with your mind being quantum entangled between the two bodys. As you are only bending the laws of reality this effect is unstable as only one quantum copy of an object can ultimately exist in the same universe, which limits the usefulness of this ability.

- +The amount of time quantum copy can exist is now dependent upon your energy reserves.
- +You can now outright break the laws of reality allowing you to permanently create a quantum copy of an object or yourself, with the amount you can create and how often can create them, being dependent upon your energy reserves.

- +Finally you gain the ability to quantum entangle two or more objects, making it so any changes made to one, are instantly made to the other.

Psionics

Your armor has gained psychic capabilities, granting you a level of telepathy that allows you to communicate with non-Guyvers and read minds well enough to communicate in languages you don't know. This also grants you some psychic control over Standard Zoanoids.

Quantum Energy Manipulation 50cp

You can now use your quantum powers to manipulate all forms of energy, allowing you to guide your blasts to your targets and/or transform energy from one state and into another, such as transforming an incoming energy blast into gravitational energy that you can absorb with a Gravity Shield to increase your defensive abilities. You can also use this ability to transform energy into matter and vice versa. The only limit to this ability is that it can only be applied to energy/matter within your power range. You can also use this ability to create an energy based solution wave (A special wave that can travel indefinitely without losing power) blast that you can use to repel an opponent and/or propel an object away from yourself at a rate equivalent to the power contained within the solution force wave. Since the wave doesn't lose power over time, the target will be propelled by the wave until the target can either get away from the wave and/or the wave itself is countered or disrupted. You can even manipulate forces of nature and create powerful psionic and gravitational based attacks, such as Imakarum's cyclone attack, but up to Master Zoalord power levels.

Projectile Redirection

This allows you to use your hands to redirect any solid, non energized projectiles, back at its source or elsewhere, up to a .50 AE round. Keep in mind this only works with projectiles and does not work with beams or rays.

1. You can now redirect a .50 Cal sniper round.
2. You can now redirect any projectile smaller than 5 inches.
3. You can now redirect any projectile fired by a tank.
4. You can now redirect any projectile fired by a ship mounted gun.
5. You can now redirect any projectile the size of a gustav shell.
6. You can now redirect any air fired missile.
7. You can now redirect any small sized ground launched missile.
8. You can now redirect any medium sized ground launched missile.
9. You can now redirect any large sized ground launched missile.
10. You can redirect any missile made by man as well as any projectile launched from a man made gun, cannon, or artillery piece.
11. You can now redirect any solid, energized projectile.

12. You can now redirect any pure energy projectile.

Self Defense Protocols

Normally when you are injured enough to be knocked unconscious, the Guyver will enter a self preservation mode, killing any who get in its way or that it believes to be a threat. Unfortunately it makes no distinction between friend and foe, as it attacks anyone or anything it perceives to be a threat to your continued survival, so it is very likely that an ally will be injured or killed during this time. These upgrades can help prevent this. Also note that it will attack in a brutal and efficient manner, living none alive.

1. Friendly non combatant protocol
   This will prevent the Guyver From harming your allies under any circumstance, though it won't make any effort to protect them.
2. Ally defense protocol
   Your Guyver will now work to prevent your allies from being harmed, using any abilities it needs to, but it will still put your life above theirs.
3. Self sacrifice protocol
   Your Guyver will now be willing to let you come to harm to protect your allies, but you can designate on a second to second basis if it will let you die for your allies.
4. Civilian protocol
   This makes it so you can apply any of the above to anyone or anything the Guyver does not designate as a potential threat.
5. Self defense protocol
   You can now choose to set your Guyver to a self defense mode, marking out so it will only attack if attacked first or according to any above protocols.
6. Non lethal combat protocol
   Now you can choose to make the Guyver use only non lethal attacks and abilities, or make it not kill if it does use lethal attacks and abilities.
7. You protocol
   Finally, you can choose to insert a non sentient copy of your mind into the Guyver, making it so that the Guyver will make the same decisions you would in any given situation, allowing you to account for any situations that don't fall into the above protocols. Alternatively, if you don't feel comfortable with a copy of yourself you can choose to insert a copy of one of your companions or A.I.s you have into the Guyver.

- Extra-Companion protocol
  Finally you can insert one of your companions directly into the Guyver, giving them control of the Guyver when you can't or choose not to, as well as the ability to speak with them telepathically.
  If you have any A.I.s you can insert them. Do note that they will lose access to any abilities that are not mind based, i.e. psychic or ones that are not body based. Also you can take back control any time you are able to. Both this and the previous option ensures that should the Guyver regenerate they will have the same anti clone guarantee you do.

Guyver material import 25/50CP
This lets you import a sample of any material or materials you have, giving your Guyver the properties of said material. For 50CP you can also import the material properties of any item you have.

Alt-Form Guyver
This gives you the fiat-backed ability to apply your Guyver armor and benefits to any other humanoid alt-form

- +This can now be applied to any non-humanoid alt-form you possess.

Miscellaneous Options

Custom Aesthetics 50 CP
This lets you change any and all the aesthetics of your Guyver including but not limited to:
The color of your head beam.
The location of your face heat vents.
The location of your head sensors.
The location of your vibration orbs
The color or colors of your Guyver.
The shape of your head spike.
General customization of the outer shell.
The color your arm blades glow.
The color, shape and sfx of your pressure cannon.
You can also give it any extraneous accessories that do not improve combat effectiveness.

Power combos

Quantum Teleportation+Quantum Time+Psionics (Free)
You are now freely able to travel through both dimensions and time. In your Gigantic form, you gain the ability to prevent other beings from teleporting while within your sensor range.

- +Quantum Phasing
  You can now use this ability to travel to parallel universes by changing your quantum frequency to match that of one of the parallel universes.

Psionics+Quantum Energy Manipulation (Free)
You can now manipulate matter at will. This allows you to both move an object and/or alter it, such as turning lead into gold or changing the shape of an object. The full extent of this power is unknown.

Any Shield+Quantum Speed (Free)

You can now use your shield to channel your total power to produce a fiery ball of destructive energy around yourself, which you use simply by ramming your target instantly like a living comet. Destructive energy released on impact is equal to 5x your shield strength.

Stealth System+Quantum Energy Manipulation(Free)
You can now create solid holograms, capable of physically affecting the world, and can easily fight a Hyper Zoanoid.

Stealth System+Psionics+Quantum Energy Manipulation(Free)
You can now create holographic "dolls" of animals and people, that are indistinguishable from the real thing, minus any intelligence or thought of their own. They can be preprogrammed or controlled by you if you have the procesing power available to you.

Gigantic

This section pertains to the gigantics abilities.

Using the gigantic multiplies all physical attributes of the Guyver by 20x, except height and weight, which adds 20% to total. Energy Output is multiplied by 100x

1. This is increased to 40x, 150x
2. 60x, 200x
3. 80x, 250x
4. 100x, 300x

It also grants you several additional abilities.

The gigantic multiplies the amount of SSLs you have by 3 and the amount of CPMs you have by 4, if any

Speed
You can use your increased gravitational energy to temporarily boost you to mach 5. Using your increased gravity power plus a Gravity Shield allows you to travel several times faster than light speeds in short bursts by creating wormholes or warping space-time. This is useful even if you can teleport by using it to bypass teleport blocks. Near light speed travel is possible while in space.

Hyper Sensors
Your Hyper Sensor range is now increased to 3 kilometers.

Durability

If a limb is severed, as long as you have an intact power amp crystal, it can be controlled remotely and even be reattached seamlessly.

Stealth System
Any solid holograms you create are now capable of taking on a Zoalord, and coming out on top, though not easily or quickly.

Shields
The gigantic has its own omni-directional bubble like EM shield, with a variable range that allows it to be used to shield nearby objects. It is capable of withstanding Zoalord level attacks and even withstood for a time the shearing forces of a virtual black hole.

Head Beam
Your head beams now have a standard 100x the power, with two extra smaller head beams with your original power output.

Gravity Control Orbs
Adds 4 extra orbs, each 20x more powerful, allowing for pressure cannons of 60x the power. Your total power can also be combined to produce a single massive pressure cannon with up to 100x the power. This is on top of the 100x energy output provided by the gigantic.

Gravitational Power
The gigantic has 12 gravity amplification crystals located throughout the Gigantic form that boosts all gravity orbs, increasing physical abilities and gravity abilities by an extra 20x.

Gravity Knuckles
This powerful attack is produced by firing your back thrusters for rocket-like acceleration and channeling your gravitational power through the gravity power amplification crystals, producing a focused charge of gravitational energy, into a single point in front of your fist, for a powerful discharge equivalent to the kinetic energy of 20x your total power. The power of this attack is so great that it doesn't require contact, as the force of the blow travels like a directed explosive blast wave that can easily take out a small army of Zoanoids in a row at once. Even if the blow is directed at the ground the resulting blast wave can still take out all surrounding Zoanoids up to a hundred feet away.

Gravity Ram
This powerful attack is similar to the Gravity Knuckles attack except that the chest spike extends into a spear like vibrational extension and the omni-shield is activated as the back thrusters accelerate you to your target, channeling the your gravitational energy to produce an extremely powerful ramming attack that rivals the power of the Gravity Knuckles. Additionally the use of the omni-shield renders this attack virtually un-counter-able as you are simultaneously protected during the attack.

Giga Pressure Cannon

You can focus your total gravitational power to produce a massive Pressure Cannon with up to 100 times the power of a normal pressure cannon and can easily blast a massive skyscraper in half, while obliterating a good portion of it in the process. This attack requires several seconds for it to charge up and you must remain stationary. Since this weapon focuses the total gravitational power of the Gigantic and fires with such force that it will knock the user back a few feet, further if the user is not braced properly. But the weapon can be used if the Gigantic does not have sufficient energy left to fire the Giga Smashers.

Gravity Implosion
Similar to how you normally create a Pressure Cannon, this ultimate gravitational attack utilizes the full power of all the gravity control orbs channeled through the 12 gravity amplification crystals and focused to a single point. Ultimately forming a mini-black hole, with the shoulder gravity stabilizers spikes and the sword like chest spike fully extended and directed upward to fire this attack. Such is the power of this attack that it can absorb the power of a Giga Smasher level energy attack and still destroy the target before it finally evaporates. The down side to this attack is the long period of time it takes to charge up is greater than the time it normally takes to charge and fire the Giga Smashers but this attack is preferable to reduce collateral damage that countering Giga Smasher level attacks can produce when they collide.

Giga Smashers
An enhanced version of your Mega Smashers, with 100x the power output. This attack is very draining and can only be used once or twice before it causes the Gigantic unit to auto self-deactivate as its energy level drops below the level needed to maintain the Gigantic form. At full power this weapon can be fired for up to 5 continuous seconds.

- +Hyper Smashers
  An even further enhanced version of your Giga Smasher, being 100x more powerful. This can be held for 10 seconds. This attack can also be adjusted from a wide angle short range blast to a tightly focused long range beam that can punch through virtually anything.

Sonic Busters
Adds 2 extra emitters.

- Plus 2 more emitters

Control Medal
The gigantic has 3 layered C.M., each with the power of your normal C.M., which grants you the ability to Quantum Compute during combat, allowing you to calculate the results of all possible actions instantly and then choose the course of action that best suits your needs at any particular moment. This can even be used to sense possible outcomes and react before an event happens. These abilities, combined with a very high speed and reaction time, would grant you a form of hypercompetence. This multi tier C.M. also grants you the ability to have 4 or 15 seperate trains of thought, depending on your normal C.M.

Power Punch

You can channel your gravitational energy into your fist, to throw a punch that has the destructive power of 1/100 your Giga Smasher, and you can throw two at a time for double the effect.

Giga Power Punch: An enhanced version of your Power Punch. Channelling your full gravitational power, you can multiply its power by 100x

Giga Power Wave: A power wave attack 100x more powerful than normal

Ultra Power Wave: Similar to normal power wave attack but power from the Giga Smashers are also added to make the Giga Power Wave 5x more powerful.

Power Wave Punch
You can combine your Power Punch and Power Wave attacks to throw a punch that is 200x your normal power punch.

Giga Power Wave Punch
Same as the Power Wave Punch, but with 100x the power

Ultra Power Wave Punch
Same as the Giga Power Wave Punch, but with 5x the power.

GIGANTIC XD (EXCEED):

The secret to the Gigantic's power is its ability to transform energy and channel it into its physical form. So in part it's physical form is raw power, energy transformed into a physical construct through the Guyver/Gigantic organism. Which is why when too much energy is used up the unit will collapse and auto-deactivate. But through this lies the true power of the Gigantic and with a host with a strong enough will this power can be unleashed to create an Exceed form.

Essentially a strong enough willed host can allow the Gigantic to continuously siphon energy from the boost dimension/Hyperspace until the Gigantic can literally grow in size to 52 meters and grant itself a proportional increase in power that would make it the most powerful being on the planet. But creating this form is an act of will power and can't be maintained indefinitely.

Physical manifestation of this transformation is a significant enlarging of the 12 Gravitational Power Amplification Crystals as the continuous energy siphon from the three Gravity Control Orbs causes them to fill like balloons with raw energy. The Gigantic then absorbs this energy and begins to grow. The Crystals then return to normal shape once the final size is reached.

The exact power of this form is unknown but is expected to be proportional to the size increase.

Though unit abilities seem well defined, the unusual method of its creation leaves some doubt as to whether all of its abilities have been discovered.

Zoaform

The amount of CP gained for this section is dependent on what zoaform type you are, with Zoanoids gaining 1000CP and Zoalords gaining 500CP

Unless otherwise stated, each option costs 10 CP.

Due to the extreme variability in Zoanoid abilities, you have free range to design your abilities and appearance according to your Type.

Below are the basic characteristics of your Zoaform, with each varying with Zoanoid Type.

Height (Free)
This determines how much height is added to your human height when you transform into your Zoanoid form.

Weight (Free)
This determines how much weight is added to your normal human weight when you transform into your Zoanoid form.

Physical Strength (Free)
This is your physical strength, measured in men (i.e. humans).

Stamina (Free)
This measures how long you can stay active for. This is measured against an average human.

Reflex Speed
This determines how quickly you can react to events and threats. This is compared to an average human.

Ground Speed
This is how fast you can run, measured in mph.

Ground Acceleration
This is how quickly you can go from 0 to 50 mph, measured in seconds.

Air Speed
This is how fast you can move while flying, if you possess such capabilities, measured in mph.

Air Acceleration

This is how quickly you can go from 0 to 50 mph, when flying, measured in seconds.

Durability
This measures how much punishment you take before becoming unable to fight.

Standard Zoanoids

Power Type

Height
Add 2 to 3 feet.

Weight
Total of 2x to 3x

Physical Strength
25 to 50 men

Stamina
3x to 5x

Reflex Speed
2x to 3x

Ground Speed
50mph to 70mph

Ground Acceleration
21 seconds
+Improved musculature decreases this to 12 seconds.

Durability
Equivalent to an MBT or 2x an MBT

Armor weapons (Free)
You can add any amount of solid weapons, like spikes, to your zoaform.

Extra Abilities

Heavier armor
Your armor and body is now much denser, increasing your durability to that of 5x an MBT, but at the the cost of being half as fast

Enhance musculoskeletal system
Your muscles and bones have been improved to give you either twice the strength or to remove the speed penalty from having heavier armor. Buying this option twice grants you both.

Bio-Blaster Type

Height
Adds 1 to 1.5 feet

Weight
Adds 100 to 200 pounds

Physical Strength
5 men to 7 men

Stamina
2x to 3x

Reflex Speed
5x to 10x

Ground Speed
25mph to 45mph

Ground Acceleration
30 seconds
+improve circulatory system decreases this to 20 seconds.

Durability
1/4 that of an MBT to 1/2 that of an MBT.

Energy weapons (Free)
You have two shoulder pods, each one can be either a bio-laser, or a heat ray. Each takes 30 seconds between shots, with the heat ray capable of firing for 30 seconds.

Extra Abilities

Non poisonous energy weapon materials
This makes your energy weapons non toxic, allowing you to use them more often.
This both decreases the time between uses to half of normal, and doubles the heat rats firing time.

Improved bioweapons

This can either increase your weapons range to 300 meters or increase firepower to 3x. Buying this twice grants both.

Aqua Type

Height
Adds 2 to 3 feet

Weight
Adds 100 to 150 pounds

Physical Strength
10 men to 15 men

Stamina
20x to 25x

Reflex Speed
15x to 20x

Ground Speed
10mph to 15mph

Ground Acceleration
10 seconds

Water Speed
150mph to 175mph

Water Acceleration
6 seconds
+Improved gills decreases this to 23 seconds.

Durability
About that of a military patrol boat to 2x that.

Extra abilities

Jaws
You gain a set of large powerful jaws, allowing you to eat through small steel boats in seconds.

Improved hydrodynamics

Your body has been streamlined, increasing your swimming speed to 250 mph and decreases your acceleration to 3 seconds. Buying this a second time further improves that to 300mph and 1.5 seconds.

Scout Type

Height
Adds 6 inches to 1 foot.

Weight
Adds 25 to 35 pounds

Physical Strength
2.5 men to 3 men

Stamina
50x to 65x

Reflex Speed
25x to 30x

Ground Speed
100mph to 125mph

Ground Acceleration
2 seconds

Durability
About that of a small sized car.

Extra abilities

Chameleon Invisibility
You gain the power to change your body's colors and texture, like a chameleon, allowing you to more easily sneak and scout.

Aerial Type

Height
Adds 2 inches to 1 foot

Weight

Adds 25 pounds

Physical Strength
5 men

Stamina
25x

Reflex Speed
50x

Ground Speed
75 mph

Ground Acceleration
6 seconds

Air Speed
120 mph horizontal
175 mph vertical

Air Acceleration
3 seconds horizontal
1 second vertical

Durability
About that of a mid size car.

Wing type (Free)
You can choose any aesthetics for your wings, including feathered, dragon, demon, fleshy, or other. This also lets you combine styles freely.

Extra abilities

Extra strong muscles
Your chest muscles are improved, increasing your flight speed to 200mph horizontal, 250mph vertical.

Chitin Spikes
This gives you the ability to fire weak, but numerous small bony projectiles, which can be fired from your legs, arms, and or wings. They are fired at a rate of 3 per second, taking 30 seconds to regrow all of them.

Hyper-Zoanoids

Height
Adds 3 to 4 feet.

Weight
Adds 200 to 400 pounds

Physical Strength
75 to 100 men

Stamina
25x to 50x

Reflex Speed
50x to 75x

Ground Speed
35mph to 150mph

Ground Acceleration
6 seconds to 2 seconds

Air Speed (if flight capable)
150 to 300

Air Acceleration(if flight capable)
6 seconds to 2 seconds

Durability
Comparable to an MBT to being capable of withstanding anything below a Guyvers upper limit punch.

Extra Abilities

Unique Bioweapon
You can freely design your special bioweapon, as long as it is no stronger than the strongest Hyper Zoanoids. A few examples include multiple small bio-lasers, acid hoses, and even vibrational swords, all of which are capable of killing a Guyver in a few scant minutes.

Lost Number
Due to every lost number being unique and varying wildly from the last there are no set struct ranges for ranges for variables, being much more open, allowing for greater customization.

Height
Adds 1 inch to 3 feet

Weight
Adds 1 pound to 400 pounds

Physical Strength
2 men to 150 men

Stamina
2x to 100x

Reflex Speed
2x to 100x

Ground Speed
6mph to 250mph

Ground Acceleration
30 seconds to 1 second

Air Speed (if flight capable)
6mph to 350mph

Air Acceleration (if flight capable)
30 seconds to 1 second

Durability
2x human to 6x an MBT

Extra abilities

Electro wave knife shield
A special attack that can either slice through a Guyver with ease or create a directional shield that can split a standard mega smasher attack

Missicalious abilities

These Apply to all Zoanoid types

Compact form

Your you transform into your battleform, you can choose to take on a much more compact form, making you only a few inches bigger than a normal human. Thus increases your physical strength, speed and durability by 3x, due to your much more dense musculoskeletal system.

Alt-Form Zoanoid
This gives you the fiat-backed ability to allow any other humanoid alt-form you have to transform into your Zoanoid battleform. You can also selectively apply various characteristics of your battleform to your alt-form.

- +This can now be applied to any non-humanoid alt-form you possess.

Zoalord Abilities
These are abilities that only apply to Zoalords

Protected Zoacrystal 50CP
Your Zoacrystal has been inserted the center of a Dummy Crystal based on your own, sealing the Dummy Crystal around it, thus protecting your Zoya Crystal. And doubling your power.

Gravitational power
This lets you increase your already great gravitational power by a certain amount.

1. +25%
2. +50%
3. +75%
4. 2x
5. 3x
6. 4x
7. 5x
8. 7x
9. 9x
10. 10x

Zoa-Guyver

Purchasing both a Guyver unit and a zoaform grants access to this section to customize your Zoa-Guyver form and lets you use the CP from both sections in all three sections

By first transforming into your Zoanoid or Zoalord battleform and then bio-boosting, your abilities are improved massively.

All variables are concerning your Guyver attributes, except height and weight, which concerns your Zoaform attributes.

All variables, unless stated otherwise, are how much your abilities are multiplied by.

Height
Your height is increased by an extra 1 inch to 2 feet.

Weight
Your weight is increased by an extra 50 to 300 pounds.

Bio-boosting as a Zoalord multiplies all the below attributes by 100x.

Physical Strength
1. 15x
2. 18x
3. 25x
4. 40x
5. 50x

Stamina
1. 5x
2. 10x
3. 20x

Reflex Speed
1. 10x
2. 20x
3. 40x
4. 80x
5. 160x
6. 320x

Ground Speed
1. 3x
2. 4x
3. 5x

Ground Acceleration
1. 2x
2. 4x
3. 6x
4. 12x

Air Speed

1. 1.5x
2. 3x
3. 6x
4. 9x
5. 15x

Air Acceleration

1. 4x
2. 8x
3. 12x
4. 24x

Hyper Sensors

- range
    1. 2x
    2. 5x
    3. 9x
    4. 15x
    5. 20x

Durbility

1. 1.5x
2. 2x
3. 5x
4. 10x
5. 20x
6. 50x
7. 100x
8. 200x

Shields

This affects all attributes of your shields.

1. 2x
2. 4x
3. 6x
4. 10x

Regeneration

1. 2x
2. 5x
3. 10x
4. 15x
5. 10x

Head Beam
This affects power, range, and fire rate

1. 2x
2. 20x
3. 40x
4. 60x
5. 100x

Gravity Control Orb
This affects your total gravitational power

1. 2x
2. 6x
3. 10x
4. 20x
5. 40x
6. 50x

Pressure cannon
This affects power, range, and fire rate.

1. 2x
2. 20x
3. 40x
4. 60x
5. 100x

Kinetic/Gravitational Momentum Organs
This affects your momentum multiplication power.

1. 2x
2. 5x
3. 10x
4. 25x

Mega Smashers

- Charge Time
    1. 1/2
    2. 1/4
    3. 1/8
    4. 1/10

- Recharge Time
    1. 1/2
    2. 1/4
    3. 1/8
    4. 1/10

- Power
    1. 2x
    2. 25x
    3. 50x
    4. 75x
    5. 100x

High Frequency Blades/Vibrational Swords

- Field Range

    1. 2x
    2. 4x
    3. 6x

- Blade Range

    1. 2x
    2. 4x
    3. 6x

- Cutting Power

    1. 2x
    2. 4x
    3. 6x

- They can now slice through any other vibrational weapons with ease and can atomize targets on contact.

Sonic Busters

- Power
    1. 10x
    2. 20x
    3. 40x
    4. 50x
- Range

    1. 10x
    2. 20x
    3. 40x
    4. 50x

Zoanoid Abilities
This is an increase to your Zoanoid abilities general effectiveness, including range, firepower, fire rate, and any other applicable attributes.

1. 2x
2. 3x
3. 4x
4. 5x
5. 10x
6. 20x

Zoalord Abilities
This is an increase to your Zoalord abilities general effectiveness, including range, firepower, fire rate, and any other applicable attributes.

1. 2x
2. 5x
3. 10x
4. 25x
5. 50x

Gigantic
Using the gigantic while in Zoa-Guyver form grants a power increase of 100x normal.

A Zoalord-Guyver grants a power increase of 1000x normal.

Quantum Singularity Matrix
(3000CP)

Normally taking on a small palm size blue crystalline form, the QSM is essentially a powerful living quantum computer, keyed to respond directly to the mental commands of its user, the QSM is capable of doing nearly anything its user wills it to do. Its only limitation is that it does not produce much energy by itself. This initially limits what it can do, to the available power and resources of its environment, but its ability to affect its environment with a quantum energy field, allows it to manipulate any form of energy or matter it comes into contact with. This essentially means its user is able to use the QSM to manipulate the very fabric of space/time and to perform feats that would b considered magic.

Below are its known capabilities.

Telepathic Interface
The QSM responds directly to the mental commands of its user. This QSM is keyed to only follow your commands, and those that you allow, but it will always put your orders above others.

Adaptability
The QSM is able to adapt to any challenge posed to it. This is due to the fact it is essentially a living quantum computer and can instantly calculate all probabilities of any given situation. This is the key factor to what makes it so powerful.

Teleportation
The QSMs naturally produced quantum energy field allows it to access a wide range of teleportation methods. Ranging from simple matter/energy transmutation to accessing higher dimensions.

Matter/Energy Manipulation
The QSM has the ability to manipulate all forms of matter and energy. Allowing it to alter the shape and function of both itself and anything within reach of its quantum energy field.

Technological/Organic Manipulation
The QSM is capable of accessing, interacting, and manipulating any form of technology equal to or below its sophistication level, though this isn't as much a problem as one might think, thanks to its ability to near instantly understand any new technology it comes across, and assimilating any technology it can't. The same applies to any living and organic materials/beings.

The QSM may also possess some form of sentience. You may choose if this is true, and to what level. You may also create or import a mind into it according to the above Guyver rules.

Known capabilities

- Upgrading Guyver Units.

- Repairing Guyver Units.

- Temporarily and permanently improving Guyvers abilities.
- Temporary and permanently grant new abilities.
- Healing humans of fatal injuries.

In case it hasn't been made clear enough, the QSM is capable of altering reality to an unlimited degree, if it is fed enough energy.

Guyver and Zoaform Customization Supplement (LITE)

If you don't want to be OP, than you can use this section as an alternative.

With this you can customize your Guyver, and increase your abilities by a small to medium margin.

All options, unless stated otherwise, are 50CP each.

Aesthetics (All Free)

These tell you how you can customize your Guyver.

Head Beam
You can make your head beam any single color, combination of colors, or any pattern you want.

Head Vent
You can choose where each of your head vents is located, as long as they are on your head.

Hyper Sensors
You can choose where each of your hyper sensors, as long as they are on your head.

Vibration Orbs
You can choose where your vibration orbs are located, as long as they are near your mouth.

Guyver Armor
You can make your Guyver armor any 2 solid colors, combination of colors or patterns, one for your outer armor, and one for the inner muscle.

Arm Blades
You can make your arm blade glow any color, combination of colors or patterns.

Pressure Cannon

You can make your pressure cannon any color, combination of colors or patterns, as well as the sfx of the attack, like glowing brightly, or crackling electricity around it. This will not affect its performance.

- 50CP You can now add effects that improve its effectiveness, such as a blinding sun, or electricity that shocks and burns.

Guyver Shape

You can freely customize the shape of your Guyver, as long as it can be instantly recognized as a guyver. You can also add any extra accessories that do not grant it any extra abilities, like a scarf, or cowboy boots.

- 50CP You can now give your Guyver bits and pieces that improve its effectiveness, like fins that increase its aerodynamic, or a scarf that can be used to grab things, or spikes on your body that increase its melee damage.

Height

Your height is increased by an extra 1 inch to 2 feet.

Weight

Your weight is increased by an extra 50 to 300 pounds.

Attributes

This lets you improve your Physical Strength, Stamina, Reflex Speed, Ground Speed, Ground Acceleration, Air Speed, Air Acceleration, Hyper Sensors, Durbility, Regeneration, Head Beam, Gravity Control Orb, Pressure cannon,Kinetic/Gravitational Momentum Organs Mega Smashers, High Frequency Blades/Vibrational Swords, and Sonic Busters.

The above abilities are improved in all possible areas by the below amount.

1. +10%
2. +20%
3. +30%
4. +40%
5. +50%/1.5x
6. +60%
7. +70%
8. +80%
9. +90%
10. +100%/2x
11. 3x
12. 4x
13. 5x

Self Defense Protocols

Same as the normal supplement.

Alt-Form Guyver
This gives you the fiat-backed ability to apply your guyver armor and benefits to any other humanoid alt-form

- +This can now be applied to any non-humanoid alt-form you possess.

Zoaform

This lets you improve your Physical Strength, Stamina, Reflex Speed, Ground Speed, Ground Acceleration, Air Speed, Air Acceleration, Durbility, and Regeneration, and unique abilities.

The above abilities are improved in all possible areas by the below amount.

14. +10%
15. +20%
16. +30%
17. +40%
18. +50%/1.5x
19. +60%
20. +70%
21. +80%
22. +90%
23. +100%/2x
24. 3x
25. 4x
26. 5x

Height, Weight and unique abilities are determined the same as the normal supplement.

Alt-Form Zoaform
This gives you the fiat-backed ability to allow any other humanoid alt-form you have to transform into your Zoaform battleform. You can also selectively apply various characteristics of your battleform to your alt-form.

- +This can now be applied to any non-humanoid alt-form you possess.

Drawbacks
No limit

Usurping Control 200 CP
The one you put into the Guyver has become overprotective, placing your survival above others, regardless of otger factors. They cannot do this if you are conscious.

For 300 CP, they have become extremely overprotective and paranoid, marking everyone as a potential threat, and they can now usurp control when you are conscious, though not without a fight.
For 400 CP, they can now instantly take control of your body.
For 500 CP, something has gone wrong when inserting them into the Guyver, and they now place their own life over yours, so they will do anything they deem necessary to survive, including unfusing with you.

Weak boost 400CP
All of your abilities are now halved in both power and effectiveness.
For 600 CP they are a mere 1/4 of their normal level.
Finally, for 800 CP, they are reduced to 1/10 their normal level.