

Guyver V1.0 Jumpchain

The Guyver. A device that enhances its user by many magnitudes of power.

A Bioweapon. Capable of wiping out an entire city on its own.

A Suit. It protects its user at all costs.

Hope. What it gives when used by the right person.

You. What will you do when you obtain unimaginable power?

Times and Places

Choose which universe you will be spending your time in. 1,2,3, and 6 starting locations are in Narisawa city, Japan. 4 and 5 starting locations are LA, America. You arrive 3 days before the start of the show/manga/movie.

1 Bio Booster Armor Guyver, 1986

The original manga

2 Guyver: Out of Control, 1986

First OVA

3 The Guyver: Bio-Booster Armor, 1989

First OVA Series

4 The Guyver, 1991

American live-action film

5 The Guyver 2: Dark Hero, 1994

Sequel to The Guyver

6 Guyver: The Bioboosted Armor, 2005

The guyver anime.

Age and Gender

Age is origin dependent. Gender can be male or female for free.

Origins

All origins can be taken as drop-in.

Civilian

You are a regular member of society, with a job, a house, and maybe even a family. You are any age that can be considered a legal adult. Your gender can be either for free. You can start at your house or your place if work.

High Schooler

You are a highschooler, you live with your loving family and most likely have a few close friends. Your age is what a freshman or senior at either a Japanese or American high school would be, depending on your starting location. Your gender can be either for free. You can start in front of the high school you are going to.

Researcher

You are a researcher at Chronos, though what exactly you research is up to you, either over-tech, ancient relics, Zeanoids, or maybe you're one of the few lucky ones to get to work with the Guyver units. Your age is 30 to 60, and either gender. You start at a Chronos research branch.

Experiment

You are an experiment, created by a Chronos researcher or by Doctor Barcas himself. Your physical age is any human adult age for a Zeanoid. You wake up in a tube, surrounded by scientists.

Perks

General Perks

Guyver Combat 100 CP

You possess skills specially tailored to fighting while bioboosted, i.e. while using the Guyver. This includes knowing the best way to use your high frequency blades, and knowing the best time and way to use your various abilities, like where to aim your head laser, and the best time to use your mega smasher.

Physical Training and Conditioning 100/200/400 CP

For 100 CP, you have trained your body to be on par with professionally trained athletes.

For 200 CP, you have trained to be on par with olympic athletes.

And finally for 400 CP, you have trained and altered your body through the use of extensive physical training, advanced steroids and chemical surgical procedures to reach your body's biological max, with every muscle in your body working at 100% efficiency. Through this, you are capable of lifting 4 tons and running 40 miles per hour. Due to the chemical surgeries, maintaining this requires only a moderate amount of exercise and ~2500 calories a day. This can apply to any alt forms as well, with similar exercise and nutrition requirements.

Combat Training 400 CP

You possess special combat training. This training would allow an average high schooler to take on a few trained military personnel and come out with only a few bruises and a broken bone or

two. If you were an olympic athlete, you would be able to last a few rounds with a zoanoid like a gregole, and survive. And if you were above that, then only the strongest hyper zoanoid could beat you, and it would still be an uphill battle.

Civilian Perks

Necessary Skills 100 CP

You possess all the necessary skills needed to perform your chosen profession adequately. This allows you to be in a middle management level position in any mundane job, like an office worker, school teacher, postman, or even trashman.

Life Skills 200 CP

You have all the necessary skills to survive as an adult and to raise a family, which includes cooking, cleaning, and child rearing.

Loving Parent 400 CP

You are a great parent. You know when to trust your child and when you need to ask questions. You know when and how to ask intrusive questions to help them with whatever problem they may have. Life lessons you impart stay with them throughout their life, and your memory can drive them forward, allowing them to heal from trauma. Your love for your child is so great, that it is enough to temporarily resist mind control, preventing you from hurting your child.

High Schooler Perks

Club Manager 100 CP

You know how to run and maintain any school club, which includes writing reports, cleaning up after the other member, and even getting extra funding for your club's activities. This works with any team consisting of up to 15 people as well.

Student Council Member 100 CP

You know how to oversee and manage several different clubs at one time, which includes resource allocation and equal responsibility distribution. This perk can be shared with up to 9 others. Applies to any organization consisting of less than 150 people as well.

Friend In Need 200 CP

Friends are always there for each other. Whenever your friends are in danger you will know where they are, and will have an idea of what kind of danger they are in. If you follow this instinct, you will always be there in time to save them.

Friend In Deed 200 CP

Being there for your friends means they will be there for you. Once a day, when you are on your last leg, your friends will be there to help you, either by saving you directly, or by giving you the push you need to get up and fight.

Researcher Perks

Gene Modification 200 CP

You have the knowledge necessary to safely alter the human genome through indirect means, like chemicals and radiation. Through this you can both add and take away various biological traits including giving them abilities that don't exist in nature, like hyperdense muscular or rapid cellular regeneration.

Biotech Expert 400 CP

You are an expert at making biological substitutes for non biological tech, this also lets you give them biological traits to make them better, like a laser that uses excess body heat or a car that can eat materials for fuel. You must first know how the tech works, such as how light amplification works, but afterwards it is a very straightforward process.

Guyver Unit Creation Info 1500 CP

You absolute madman. You've done it. You've achieved what no one else at Chronos could. You've unlocked the secret to creating brand new Guyver Units from scratch. Though the process is a long and complicated one, requiring you to grow a new one in a special pool for a year, the process has a 100% success rate. During the creation process you can do several things to start, including designating a specific individual for the Unit, making it impossible for anyone else to use it. You can also design its cosmetics, to fit the user. With time you will learn to alter the design even further, improving the units, and eventually completely altering its abilities. With enough time and research, you might even be able to outclass the Creators themselves.

Experiment Perks

Zoanoid Varied CP

A Zoanoid is a human who has been optimized, allowing them to transform into a powerful monstrous form. Zoanoids are naturally stronger and more able than the average person, don't get sick and have the ability to take on a super-powerful battleform which. Zoanoid can pass on their ability to transform to any offspring they produce. Since no female Zoanoids, women who can take on a Zoanoid battle form, have been seen, save for one, if you are female you can choose to have your battleform look like any other, or give it certain female characteristics. When a Zoanoid dies, whether in human or battle form, their body will disintegrate rapidly, this is the same process that allows them to transform from one form to another.

A Zoanoid battleform is usually semi-humanoid, having a forward-leaning posture, naturally bowed legs and elongated arms. Their physical strength is far superior to humans with a standard Gregole being fifteen times as strong as the average human being. Many Zoanoids also sport armor - either flexible or rigid, or varying between the two - that is at least bullet proof, or even artillery-proof. Some Zoanoids also have weapons beyond strength, claws and fangs: venom, acid, supercooled nitrogen or even laser weapons. The brain is noticeably altered causing the battle form to have a desire to fight.

Many Zoanoids resemble existing animals to some extent, usually mammals, birds, reptiles or arthropods. Others, however, appear bizarre and outlandish, with no relation to any known living thing.

Standard Zoanoid 100 CP

There are many types of standard Zoanoids you can choose one from below or create your own that fits within the tiers

Power type Zoanoids are engineered for melee combat. They are immensely strong and usually well armored, but generally have little in the way of special powers or bio-weaponry. They are bred to sweep into combat and crush everything in their path.

They include:

- Bonga
- Bresnel
- Broiz
- Bystoma
- Casvarius
- Curvill
- Dail
- Diegel
- Eltopo
- Eurenorm
- Geefog

- Gergoile
- Gezz
- Giles
- Gobilva
- Granza
- Gregole
- Hodluff
- Lu-Kill
- Neagle
- Oranganann
- Ramotith
- Valvas
- Ziatt

Bio-Blaster type Zoanoids are engineered to serve as living artillery, providing ranged support with bio-organic ranged weaponry, including bio-lasers, heat rays, and organic missiles. They tend to be bulkier, slower and less agile than other variants of Zoanoid, since they are intended to stay at the rear of the force while Power type Zoanoids enter the thick of the fray.

They include:

- Delcasse
- Grimmels
- Menzel
- Vamore

Aqua types are rare Zoanoids that are optimized for sub-aquatic combat and are rarely seen outside of the watery environments they are created to fight in.

They include:

- Cadan
- Golvarun
- Nealcos
- Synevite

Scout types are relatively fragile, but quick moving, stealthy and intelligent. They are intended to advance ahead of Zoanoid forces to discern enemy locations, or optimized for infiltrating enemy positions before assuming Zoanoid form.

They include:

- Citiciss
- Razell
- Rocies

Aerial Airborne Early-Warning types have the ability to fly, allowing them to provide aerial support for other Zoanoids and to attack opponents from the sky.

They include:

- Brelimos
- Devold
- Gepatolls
- Gernold
- Valvatos
- Vikarr

Hyper-Zoanoid 400/600/700 CP

Hyper-Zoanoids were standard Zoanoids that were modified further and elevated above other Zoanoids. They serve as intermediary commanders between Zoanoids and Zoalords. Because

each Hyper-Zoanoid is carefully designed to optimize the Zoanoid potential, each Hyper-Zoanoid is therefore also unique; they can be re-created, but this is rarely done.

Hyper-Zoanoids stand apart from standard Zoanoids in that they have unique abilities, usually at least two separate 'power sets'. The most powerful Hyper-Zoanoids can be considered to be a close match for the Guyver.

It is not necessary to buy this option to become a Hyper-Zoanoid, but gaining this form naturally is very difficult, and most likely impossible if you're not allied with Chronos.

Buying it here gives you many options.

You can choose one from the list below, choose a standard Zoanoid to become a Hyper-Zoanoid version of that, or you can create your own. If you created a standard Zoanoid form, you can upgrade it to a Hyper-Zoanoid for 300 CP.

They include:

- Bilfinger
- Billbo-Negg
- Borzel
- Branchai
- Danaplus
- Derzerb
- Elegen
- Empowered Zerbebuth
- Gapteyn
- Gastal
- Gaster
- Gavein
- Gustav
- Gussyphus

- Hyper-Zoanoid Team Five
- Minodlius
- Myumelzee
- Noskov
- Panadyne
- Thancrus
- Zanngallo
- Zencrebe
- Zerbebuth
- ZX-Tole

For an extra 200 CP you can instead become an Enhanced/Empowered Hyper-Zoanoid. These Zoanoids have been modified specifically to fight a Guyver, possessing qualities that negate several of its weapons (eg, reactive armor that can stop a vibro-blade and resist the vibrations of the sonic buster). These Zoanoids tend to have power on par with Guyvers, so if used carefully, their abilities should be enough to defeat a Guyver single combat. For 100 CP extra, then after this jump, once every 5 years you can choose another beng that is weaker or on par with the Guyver and gain a form that counter's it.

Specialized/Unique Zoanoid 600/700/800 CP

Though extremely rare, is it possible for a Zoanoid to be created or modified to combat a singular enemy, though only two are known to exist. One of which is Enzyme, which was created with a special acid that melts the Guyvers armor. For 600 CP You can choose to be an Enzyme Zoanoid, either I, II, or III, or you can create your own anti-Guyver Zoanoid along the same line. For 100 CP extra, then after this jump, you can choose any single individual and gain a form that is designed to combat them specifically. Note that this form will be hyper focused on this one individual, ensuring it will be ineffective against any others, and the abilities gained will not be geared towards your survival, but their destruction. It can be used for beings that are the same or are very similar.

Finally, for 800 CP you can be a Lost Number. A Lost Number is a Zoanoid type created when the Zoanoid creation process goes wrong and the human survives the failed treatment. These

mutant Zoanoids are one-of-a-kind, impossible to replicate Zoaforms, and are implied to be functionally sterile by all means, though because you're buying it here you won't be sterile. Because Lost Numbers can vary widely in their capabilities, due to their mutated nature, you can freely design your form and abilities, so long as you are not more powerful than Neo-ZX-Tole, who was given the abilities of every member of the Hyper-Zoanoid Five team, in order to find and defeat Aptom, which made him more powerful than any normal Guyver.

The Lost Numbers are:

- Aptom
- Bio-Freezer
- Dyme
- Gelpess
- Malmot
- Neo-ZX-Tole
- Somlum

Zoalord 1000 CP

Zoalords are the supreme Zoaforms - intended to be the generals for the armies of Zoanoids.

All Zoalords are exceptionally well-designed Zoaforms, and are complete masterpieces of scientific achievements and bio-engineering. They derive their special power and longevity - they are functionally immortal - from the Zoacrystal which is embedded in their skull.

Zoalords have a number of standard powers even in human form - superhuman strength and resilience, telepathic ability as well as controlling any and all Zoanoids within their range, flight and possibly teleportation. Some Zoalords have even demonstrated to have stronger telepathic abilities than others, such as Dr. Barcas or Dragonlord Khan.

They are each also capable of changing into a battleform in which they deploy a specialized powerset. The difference in abilities in these battleforms is tremendous, even amongst themselves.

Their Zoacrystals also prevent Aptom from absorbing them.

As each Zoalord is unique in and of itself, both in powers and appearance, they cannot be replicated. As such you can freely design your form and abilities, as long as you are noticeably a Zoalord. Your powers can at most be twice as powerful as the strongest Zoalord, and you can not have the exact same powerset as an existing Zoalord, but they can be very similar. As a Zoalord you specialize in manipulating a scientific element, similar to gravity, lightning, or solar light, but it can't be one that is possessed by another Zoalord.

For only 800CP you can instead be a Proto-Zoalord.

A Proto-Zoalord is a prototype of a full Zoalord, and has most, if not all, of the same powers, abilities and characteristics as the Zoalord that it is a prototype of.

However, there are some notable differences. Proto-Zoalords only possess artificially created Zoacrystals, called Dummy Crystals, because of this their power is inferior to the perfected form with a true Zoacrystal. The Dummy Crystal grants the Proto-Zoalord all the same type of powers with regards to energy based attacks, flight, superhuman strength, telepathic control of Zoanoids, and so on, but they do not possess the finalized powers of the true Zoalords, such as controlling or manipulating a specific scientific element or power that is unique to the Zoalord alone.

The Dummy Crystals can be overtaken by Zoacrystals, which are far more powerful and put out far stronger telepathic commands. Furthermore, if a Dummy Crystal resonates on the same frequency as a Zoacrystal, the Zoalord can paralyze the Proto-Zoalord entirely, completely negating their powers, assaulting their minds and crystals via telepathy, even able to crack the Crystals open shattering them and thus killing the Proto-Zoalord, outright controlling them, or refusing to allow them to transform. However, if a Proto-Zoalord's Dummy Crystal does resonate at the same frequency as a Zoacrystal, it can siphon the Zoalord's power into its own Crystal and body, helping to recover and regenerate its own power in the process.

Also, as a Proto-Zoalord is only a prototype and therefore expendable, no thought or effort has been made to decreasing or negating the stress the Zoalord form puts on the subject. It can also be assumed, as a Proto-Zoalord is only a test subject, that they are flawed in some way or at the least not as efficient or as optimized as the full Zoalord that they are a prototype of.

You can choose any of the 12 Zoalords to be a prototype of.

True Zoalord 1400 CP

Archenfel was made by the Creators to be the leader of all the Zoanoids and the people on Earth. He is the second oldest being on the planet, the most powerful psychic, with limitations that are still unknown, and he is the singular most powerful being on Earth. And now, there are two. You are a True Zoalord, the same as Archenfel. Whether you were created by the Creators alongside him, or made in secret in case he ever rebelled, you are his one and only equal.

While your appearance is largely up to you, you do possess the same elegant pointed ears and cat slit eyes he possesses in his human form, as well as his slick, skinny battleform. Your Zoacrystal is hidden well under your skin and is only visible when active, emitting a radiant glow under your layer of skin or in your battleform.

Your battleforms appearance is likewise up to you, but it does have gold accents, with numerous crystals and gravity spheres covering your whole body, enhancing your already incredible power. It is surrounded by a powerful golden aura and light, giving you an almost celestial ambience. It also has what seems to be some type of hair substance that's infused with the skin itself that are wing shaped spines. These spines cover the head, shoulders, legs and forearms. It also has long extended shoulder like protrusions. Archanfel's Zoacrystal is a deep purple and glows an almost violet color, but you can choose both colors

Your age, like his, is at least 100,000 years.

Archenfel's abilities have not been shown in full. He is known to be more powerful than every Zoalord combined and is believed to possess any and all of the various Zoalords' powers and abilities.

His powers include, but are obviously not limited to, telepathic communication with and control of all regular Zoatforms, but not normal humans, Lost Numbers or Guyvers, tremendous levels of telekinetic power; the emission of radiant energy beams; the generation of extremely powerful force fields; the ability to bend and move through layers/planes of reality with ease; flight; teleportation; extreme longevity apparently he also possesses advanced knowledge of bioengineering and genetic manipulation.

At one point, he concentrated his immense psionic power, propelling himself through space and created the largest and most powerful barrier seen thus far. This force shield was massive, several thousands of kilometers wide, and it shattered the asteroid that killed the dinosaurs into innumerable smaller fragments. This was after the Creator's point attacked him with an incredibly powerful psychic attack, shattering his mind and weakening him significantly, leaving him crippled and drifting in space.

Archanfel was driven by rage, determination to survive, and feelings of betrayal by those who had created him, and refused to die and to allow the creatures on earth to be destroyed.

Archanfel demonstrated incredible power and will, able to break free of the Creators' telepathic commands himself even without the use of the Guyver Unit.

He also easily deflected back both Guyver I and Guyver III's Mega-Smashers, a combined blast that was one of the most powerful blasts recorded by Chronos data files, and increased its power several fold.

He also was once sucked into a black hole and reappeared, none the worse for wear, a short time later - something which is not even theoretically possible.

Of note, Archanfel possesses all these powers at levels unrivaled by any other figure in the manga save Apollon, despite still being in terminal condition from the Creators' psychic attack millennia ago.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

You get the first item free and the rest are discounted 50% to your Origin. You get a 300 CP stipend for the Items.

Civilian

Daily Work Necessities 100 CP

A collection of mid to high end items used for performing your chosen job effectively and efficiently.

Uniforms 100 CP

A collection of high quality suits and uniforms for your job. They never stain and quickly repair any tears or rips.

Nice House 200 CP

A very nice house in a very nice neighborhood. It is a perfect distance from your job allowing you to walk to work every day. It will never be broken into when you aren't home.

Highschooler

Cellphone 100 CP

A mobile cellular phone that is an appropriate model for your time period. It will always have reception, the sound will always be crystal clear, and it is guaranteed to always connect. Your contacts will auto update with the most up to date number and for 50 CP more, your phone will call the closest phone that they will hear and can answer.

Study Desk 400 CP

A very sturdy and comfortable desk, any studying done at this desk will be enhanced, improving your memory retention, and allowing you to stay focused. Even if you spend all night studying, you won't feel tired in the morning, and even 15 minutes of sleep at any point will leave you feeling rested and alert in the morning. An extra bonus is that any pensive and/or deep thought

had at the desk will help you to find a solution to your problems, or even just gave you the resolve to do what you need to do, like asking out your crush, or telling someone an important secret.

BioBooster Armor Guyver Unit CP 1200

The Guyver Units are symbiotic biomechanical suits of armor that bond with a host, enhancing its own capabilities and granting them an array of weapons.

The Unit changes many aspects of the hosts biological system, including the removal and rearranging of organs. Besides increasing the powers of a human being when he/she wears it by a factor of 100 it also frees them from the will and telepathic commands of anyone. This led to the naming of "Guyver", which in the Creator's language means "Abnormal", "Non-Standard", &/or "Out of Control".

It is entirely possible to gain a guyver in jump, but buying it here gives several guarantees.

- Complete regeneration counts as infinite 1 ups so long as the control medal stays intact.
- You are guaranteed that when you are regenerated, it is really you, no "am i a clone" existential dread.
- Being regenerated by the control medal does not count as a chain fail.
- If you have any other 1 ups, they will work by completely regenerating you, rather than just the control medal.

It possesses many powerful abilities which are detailed below.

- Semi-Sentience

The Guyver Unit itself is semi-sentient and can act on its own in a limited capacity if its host is unable to consciously control it. In this mode, it acts only in self-preservation towards a perceived threat. It is also this semi-sentience that prevents the host from disengaging the armor if they have sustained injuries that would prove fatal without the Guyver's protection and ability to rapidly heal from damage.

- Biological Enhancement

The primary ability of the Unit. The organism that composes the majority of the Unit, and by extension the Guyver itself, was engineered to adapt, conform, and enhance the physical characteristics of the host to maximize their full genetic potential, meaning that the powers and capabilities of an armored organism are dictated by their host genetics. The armor will boost all of the physical capabilities of its hosts without distinction and raise the strength, speed, stamina, endurance, and reflexes of its host. The armor will also protect the host from harsh environments that could hurt or even kill the host. It dies thus by partially merging with the host, augmenting the host on both a genetic and cellular level.

Though the host's bones and muscles aren't replaced, they are Bio-Boosted by this merger, increasing their cellular growth to peak (meaning muscle and bone density are increased to peak levels, this is why the host's physical conditioning is irrelevant) and infused with energy that both helps fuel the host's biology and increases the host's density and thus grants the host Guyver strength.

The physical alterations, like the replaced heart and lungs, provide for far greater blood flow, super oxygenated blood, and super efficient metabolism.

Finally the Guyver has a system of organs that channel the gravitational energy from the gravity control orb through the body and can be used instantly to boost momentum by a factor of 10x (allowing the Guyver to punch or kick far harder than normal speed and mass would normally allow)

This compensates for the fact the Guyver has neither 100x the mass nor 100x the speed of the host, both of which is normally needed to give 100x the power of a punch or kick. It's also a very efficient method of directly channeling energy into a physical attack.

- Regeneration/Rapid Accelerated Healing

The armor is capable of repairing and regrowing any part of itself and it's host at an extremely high rate. This ability is so powerful that it is able to completely regenerate the Guyver from only a few cells attached to the control medal. It has also demonstrated the ability to regrow approximately 50% of the host's brain and skull in a matter of minutes.

The Unit also grants it host many powerful weapons, which are detailed below.

- Vibration Globes

The two orbs at the Guyver's mouth, called Vibration Globes, produce highly destructive sound waves known as the Sonic Buster. At full power, the sound waves produced by the weapon do not merely batter or shake the object, but in fact "hone in" on its molecular resonance frequency, causing it to literally disintegrate into a cloud of disparate particles. The sonic buster has also been seen to be able to focus in on particular objects and destroy them without devastating the immediate surroundings, and has been seen to reverse Noskov's Sonic Eraser.

- Mega Smasher

The Mega Smashers are the Chest Armor Particle Beam Cannon, which fires a high energy particle beam, considered to be the most powerful particle beam weapon existing on Earth. It possesses tremendous destructive capability; gouging through Mount Minakami in an instant.

When fired, the chest armor is opened and the lens body is exposed. The size of the lens body is still compact in this state, but expands outward after opening. The lens body is fragile, but is usually covered by the chest armor.

Fired together or individually, both emitters project the beam that disrupts the atomic structure of a target. Estimates state the power output of this weapon to range from 100-megawatts, to the energy of an atomic bomb, or about 10 kilotons of TNT.

The Mega-Smasher consumes an enormous amount of energy, provided by the host. This is why the smashers can't be readily fired again as the energy has to be restored within the host body before it can again be channeled to fire the Smashers.

The particle beam can be deflected with the appropriate energy shielding, such as Neo-ZX-Tole's electromagnetic field emitter. Beings of substantial power, like Archenfel, can reflect the beam back at its source.

- Head Beam

A multi-directional infrared laser mounted just above the Control Medal on the Guyver's head. It utilizes excess body heat, concentrated under one single point and expelled through a laser generator. Rapid fire is obtainable and it is often used over the Mega-Smasher which requires a substantial amount of time to charge.

Unlike the normal vent system on the face, the head beam is more efficient and would work even in the vacuum of space. This however does mean the head beam has a limited range, since infrared lasers get distorted and absorbed by the atmosphere.

- High-Frequency Swords

Also known as "Sonic Swords". These are multifaceted blades that protrude from the Guyver's forearm and are reinforced by a powerful alternating current and resonate at extremely high frequencies when extended. This oscillation increases its cutting ability. Sufficient accuracy and speed can allow the deflection of bullets. They also possess elastic properties and can extend up to a meter-long. Also other vibrational weapons of equal frequency can disrupt the sword's oscillation, often resulting in explosive feedback (often referred to as high-frequency lock or high-frequency clash). Another flaw lays in their durability, as corrosive liquids and explosions can easily destroy them, despite oscillation.

- Gravity Controller

The Gravity Controller orb siphons gravitational energy from a higher dimension. Two main uses include giving the Guyver the ability to fly and to unleash destructive gravity waves that are compressed into a circular shaped ball and fired in the form of a directed Gravity Launcher also

known as the "Pressure Cannon". This cannon can also be used to block attacks like a small temporary shield.

- Pressure Cannon

A powerful gravity attack that concentrates a high level of gravity within a single point between the palms of the Guyver's hands. The gravity is manipulated to form a type of compressed virtual black hole that spins in a circular rotating motion. If it comes into contact with something, it is sucked up by the black hole and phased out of the continuum. This process is done incredibly quickly.

- Head Sensors/Hyper Sensors

The Guyver had two metallic orbs on either side of its head. These orbs give the Guyver the ability to sense electromagnetic fields outside of their direct line of physical sight, often displayed as an outline of whatever body the Guyver is sensing. It also has some thermal sensing properties. It also allows the user to hone in on sound waves and pick up on vibrations within the atmosphere, allowing the user to locate individuals from a distance or sense incoming attacks.

- Control Medal

Located on the Guyver's forehead, this medal button-like sphere regulates the energy flow between the organism and the host's body, as well as preventing the Guyver from consuming its host. It also stores the genetic structure and memories of its host along with the host's own consciousness, so that if the host is injured or killed, it regenerates the host from even the smallest bits of genetic material, even regenerating scars made by past wounds.

- Guyver Bio-Organs

During the joining with the Guyver, the host's body is changed permanently. The Guyver leaves two growths on the back of the host that act as a form of 'transceiver' to the Guyver while also being able to sense other Guyver hosts nearby. When the host calls for the Guyver, a signal is sent and the Guyver is activated. When not needed, the armor is stored in what can best be described as a sub-dimension; it follows the host constantly so as to be instantly available when needed. When the Guyver is called by its host, its appearance causes a destructive burst that damages anything within a few feet of the host's body.

Guyver Gigantic 100 CP

What could be considered an upgrade module to the Guyver. It was originally created subconsciously by Sho due to his desire for more power.

The power of the Gigantic is at least twenty times superior to the original Guyver. There was originally one Gigantic suit which could be worn by either Agito or Sho, but only one could wear it at a time and it could be snatched from someone already wearing it if the person summoning it had more willpower over the current host. The Gigantic is known to improve virtually all the weapons of the Guyver and even adds some new ones.

Gaining this upgrade in jump is possible but paying the CP guaranteed instant access and complete ownership.

Power & Devices:

- **Energy Amps:** They give the Gigantic the ability to produce an omni-directional force field similar to a Zoalord's Barrier. Usage of the power amps can include the control of surrounding body parts even if severed from the main body.
- **Enhanced High Frequency Wave-Vibration Swords:** They are now able to become flexible and can grow and curve to amazing distances.
- **Tri Head Beam Orbs:** The large center orb has fifteen times the intensity of a normal Guyver's Head Beam, and the two smaller orbs have the same output of a normal Guyver Head Beam.
- **Head Sensors/Hyper Sensors:** The Gigantic has two sets of these organs.
- **Vibration Globes:** There are two more Vibration Globes at its mouth and they are concealed by plates that open out.
- **Giga-Smasher:** It is one hundred times more devastating than the Mega-Smasher because of the two extra Gravity Control Orbs, one embedded in each chest plate, which grants it extra power.
- **Gravity Knuckle:** A high-powered jab, mostly used in conjunction with the back thrusters, channeling energy into its fist for a powerful discharge upon target impact.
- **Gravity Ram:** By extending the chest spike and channeling energy into it, activating the Barrier shield and powering up all three gravity orbs, the Gigantic accelerates using the thrusters on his back. This has the same effect as seen caused by evil Aptom's high-frequency spear, which means the surrounding area is totally obliterated without any visible trace as though atomized.

Plasma Jets: On the back of the Gigantic are two large packs that sit right under the shoulder blades. These packs can be used to propel the Gigantic forward at incredible speed and an alarming rate, allowing it to fly much faster than before.

Gigantic Exceed

Stated to be the true form of the Gigantic. The Gigantic Exceed is a transformation that increases the Gigantic's size to 52 meters, with all the orbs and chest spike glowing and the body color darkening drastically.

The three gravity orbs and power amps operate at full capacity, constantly drawing the necessary energy needed to keep the Gigantic's size from "another dimension". All of the Gigantic's weapons and abilities are available in this form and their power is increased in proportion to its size.

Power & Devices

- Gravity Implosion: A new weapon used by the Gigantic Exceed. It behaves like a black hole by sucking in surrounding matter and energy leaving no trace. It is highly controlled, dissipating as soon as the Guyver's opponent is vanquished.

Researcher

Personal Helicopter 100 CP

A luxury helicopter, sealed and sound proofed, making casual conversation inside it trivial. Smooth flying, it comes complete with self refilling wine cooler, mini fridge, and a video comm. Never needs to be refueled, and it is flown by an npc pilot. Respawns at the nearest senasable location after 12 hours.

Zoanoid Creation Lab 400 CP

A fully stocked lab, used for creating zoanoids, or any other biological creation. This lab differs from a normal zoanoid optimization lab, in that it allows you to create zoanoids from basic biological material. Creating a zoanoid from scratch takes much longer than using a human as a base, taking about a week for a standard zoanoid, a month for hyper zoanoids, and three months for a Lost Number or similar level creature. The lab has 10 chambers, allowing for the creation of 10 zoanoids at a time. The lab comes with a store of biological material, having enough to create 7 standard zoanoids, 2 hypers, and one lost number at a time. The store replenishes monthly and stores any unused material indefinitely. Comes with plans to expand the number of chambers. Can be attached to your warehouse or inserted into a location post jump. Does not come with any creation data for making zoanoids, but can easily be automated if data is inputed. Keep in mind that any humans optimized do not have any instilled loyalty.

Zoanoid Creation Data 800 CP

A drive containing data detailing the creation and the abilities of every zoanoid, including unique ones like the Lost Numbers, and the hybrid zoanoid Aptom becomes. It also includes ways to install absolute loyalty in all zoanoids and beings you create, in case you don't possess any

other way to control them telepathically. Also includes data on the gear used by them when in human form. By default, any beings you create will possess a soul and sapience, if they would possess those things naturally, but you can choose to make them soulless, mindless creatures if you want to create an army of cannon fodder. Beings you create here do not count as companions but any individual can be imported later as a companion if you desire.

Experiment

Anti Zoanoid Gun 100 CP

A .44 magnum that fires 12 gauge dum-dum rounds filled with seven times the usual amount of powder. Capable of taking a large zoanoids arm clean off, but requires extreme strength to use effectively.

Zoalord To Zoanoid Communication System 100 CP

Allows a Zoalord or other being to communicate with a Zoanoid or whoever else is wearing this headset via the included screen. Shows their face, what they can see, and allows for two way audio/visual communication.

Optimization Tank 200 CP

A personal optimization tank. Can be used to heal any wound you can't heal yourself in 24 hours.

Companions

All companions get 800 CP and can be given CP at a 1:1 rate. You can import companions into any of these. Any companion can take any drawbacks worth less than 600 CP, but not Anti Jumper Zoanoid.

Best Friend 100 CP

Your best friend since you were little, the two of you do everything together. Their age is the same as yours, and their looks and personality are up to you, but they will be extremely complementary to you. They are absolutely loyal to you, and will do everything they can to help you.

Long Time Crush 100 CP

Someone who has had a secret crush on you since you were little, though it was pretty obvious to anyone who saw the two of you together, even though you only learned about this crush very recently. Their age is 1 to 2 years above or below you and their looks and personality are up to you, but they will be completely infatuated with you, willing to fight for you if they have to. They are absolutely loyal to you, and will always be there to take care of you. Alternatively they can be your secret crush. If you buy this with Best Friend they can be the same person.

Zoanoid Friend Varied CP

A rogue Zoanoid, who for some reason or another has sworn loyalty to you.

Thuer gender, appearance and personality are up to you. They are immune to the influences of Zoalords and can be any Zoanoid class from above, with the cost of them being their class plus 100. You *can* take this with Best Friend and/or Long Time Crush, but how this works is up to you.

Drawbacks

No drawback limit.

Shoooo! 0CP

You take the place of Sho Fukamachi in the story. Alternately you take the place of Sean Baker if going to the Live action movies.

Permanent Battleform 200 CP

You are stuck in your battleform, unable to turn back into a human. Other than the fact that you can't go outside during the day, this will prevent any *intimate* activities, since battleforms possess no genitals, they are geared entirely towards combat.

Aptom's next meal 200 CP

The Lost Number Aptom has learned of your outside nature, and after acquiring his Hybrid Zoanoid abilities, will pursue you to the end of the earth in a desire to absorb you. Any powers that would prevent this are disabled. Thankfully even at full power he is fairly easy to combat, and destroying at least 70% of his body will make him take a few days to heal. He can copy any of your biological abilities, including alien ones, by consuming only a few of your cells. Do note that he cannot replicate any magical or supernatural abilities unless they stem purely from biology, and do not require external energies such as mana. Even if you annihilate him completely, one of his other bodies will show up within a week with any abilities he previously absorbed from you.

Anti Jumper Zoanoid 400/800 CP

Chronos has somehow been made aware of your unique biology, and thus the power they can gain by studying you, as well the danger you pose to their plan, if left unchecked. Thus they have created a Specialised Zoanoid designed to counter your unique biology. This will come in 3 stages. The first stage will be the proof of concept, to see if the counters work as designed, the second stage will be a single perfect specimen, with orders to bring you in whole if possible, or to bring back a sample if not, finally they will send a group of three specimens, every week, with orders to bring back a sample if possible, and to destroy you if not. If you manage to consistently defeat them, then after a month the process will repeat with new counters. For 400 extra CP then after three such defeats, if you used any non biological abilities then they will have enough data to start creating counters to those as well.

Poor Optimization 400 CP

Your optimization process was of poor quality. This means you are weaker than you should be to the point that a hyper-zoanoid is in the level of a gregole. If you are human then you have a debilitating disease like muscular dystrophy, or osteogenesis imperfecta, causing you to be far weaker than expected, even when bioboosted. If you take the tier 3 Physical Training perk then your baseline will be that of an average highschooler, and bioboosted you will be at most peak olympic athlete. Keep in mind that even if you do bioboost, you will struggle to beat hyper zoanoids, and sometimes even the weakest zoanoids will be able to defeat you if there are more than 2 or 3 of them. You cannot improve your condition through outside means, but several months of physical therapy will help.

Rushed Optimization 600 CP

Your optimization was rushed, meaning your body has started a process of rapid cellular degeneration. Your remaining lifespan is dependent on your power level, with a normal Zoanoid having a few months, a Hyper-Zoanoid one month, an Enhanced Hyper 2 weeks, A Specialized Zoanoid one week, and a Lost Number will have only 3 days. If you are a Zoalord then instead of having a limited lifespan you have a limited number of transformations, starting with 10, and each reoptimization resetting your count back to ten. If you use your last transformation, you will be in an extremely weakened state afterward, unable to do anything but crawl. Finally if you are a supreme zoalord like Arkenphel, then you will have to hibernate for several months at a time, but each hibernation will take exponentially longer, until each one takes years. If you are human then you have a debilitating form of cancer, like brain, lung or heart cancer. Regardless of the specifics, you will die in less than 6 months. Your condition cannot be cured using outside abilities, with the only way to extend your lifespan by a little while being to soak in an optimization tank for 3 days minimum. Thankfully you will still be at full strength until the last few hours of your life, unless you also take Poor Optimization. Taking both Poor Optimization and rushed Optimization will grant you 1400 CP, but your lifespan is halved, your recuperation time is doubled, and your strength is also halved.

Guyver Incompatible 600

You can not bond with a Guyver Unit. Attempting to do so will cause it to reject you.

Alternate History 600 CP

Both Sho and Agito are dead, and their guyver units are now in the hands of Chronos. Their rule will continue unopposed. If taken with Shoooo! then you were recreated by the Guyver Unit before it was taken from you.

Zoalords Will 600 CP

Remember those anti mind control protections? You no longer have any of those, meaning you are entirely subject to any Zoalord's or Creator's will, allowing them to both control you and read your mind. Any previous mind control immunities are weakened as well, making fighting them a great test of will and a very dangerous prospect.

Ire of Archanfel 1000/1600 CP

You have managed to piss off Archanfel himself, and he has made it his personal mission to annihilate you off the face of this earth. Keep in mind he is more powerful than every Zoalord combined, and that he survived being sucked into a quasi-black hole. He CAN be put down for good, but it will NOT be easy. For 600 extra CP, he possesses perfect counters for your 3 most powerful abilities.

Impossible Powers 600/800

You lose access to all outside abilities, being able to use only what is gained here. For 200 extra you lose access to the warehouse as well.

End Choices

Go Home

Stay

Continue

Notes:

Made by u/Whole-Series, with help from the lovely r/jumpchain subreddit community, the commenters on google docs, with special thanks to anonymous on google docs for a lot of great input.

Please note that this jump is based mostly on the 2005 anime, so if anything that happens later in the manga contradicts what is said here, feel free to use what's in the manga.

It is unknown if a Zoalord or even Archanfel can bond with a Guyver Unit. However, buying any of those options here will allow it.

For more info, please visit the Guyver wiki.

Shooooo!-The Guyver Unit and any companions gained this way act the same as those bought with CP.