Genowefa Statistics

* Name: Genowefa
* Age: 19 (Day younger than Maricia)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Occupation: Cosmic Elementalist
* Design Inspiration: Iris from Mega Man X (Main Body, Hairstyle, and Personality Body), Iris -Another- (Secondary Hairstyle), Alys Brangwin (Elementalist Uniform), Sana Sunomiya (Physique), Princess Peach During Super Mario Sunshine (Casual Clothes), The Mermaids from Final Fantasy 1 (Mermaid Tail)
* Height: 5'7''
* Weight: 122lbs.
* Skin Tone: Light
* Eye Color: Heterochromia (Left eye is brown, right eye is pink)
* Hair Color: Blue with pink streaks
* Hair Length: Knee Length
* Measurements: B42''-W24''-H37''
* Distinguishing Features: Heart shaped birthmark on forehead
* Good Points: Intelligent, Loving, Affectionate, Sweet, Kind, Gentle, Caring, Friendly, Doting, Honorable
* Bad Points: Bit of a Pacifist
* Likes: Mud Baths, Quicksand (Immensely), Ballgowns, Chozo, Luminoth, Beaches, Animals, Metroids, Etecoons, Dachoras, Quarries, Stargazing
* Dislikes: Space Pirates, Mother Brain, Ridley, Raven Beak, Planets lacking quicksand, Poachers, Miniskirts
* Biography: Genowefa is one of the many 1/2 Mermaid born to Junichiro & Palutena, being born a day after Maricia was born, making her part of the 2nd line of 1/2 mermaids born into the family. Genowefa holds the honor of being one of the handful of 1/2 mermaids who exceeds her mother in terms of bustiness, being one of the five who has a 42in. bust while still sporting a K-Cup bust. Genowefa, like so many of her siblings, grew up with the dream of being a hero like her father is and so began deciding on a way to achieve this goal. But at one point, she heard Nebula, Nimue, and Deloros all decide on being elementalists, and Genowefa decided to follow this path herself. But while Genowefa was learning the ways of the 4 classic elements, Genowefa discovered a talent for using space magic as well, being able to utilize the vast power of the cosmos itself. Intrigued, Genowefa kept her training going with these 5 types of magic, and the training never took more than 5 days to complete either. However, Genowefa didn't stop at just using magic as she also took up sword fighting to defend herself melee wise, and she proved to have a natural talent with the sword as well. However, it eventually became apparent that Genowefa's ability to use space magic didn't befit her for defending Hyrule, but the Metroid universe was better suited for her anyway, and she was granted a Power Suit that suited her style soon afterward, and since then, she's been helping to protect not just the Metroid universe, but also her homeland of Olympus as well. As is to be expected from those in Juni's family, Genowefa is a very friendly & sweet girl who treats everyone she meets with respect. However, Genowefa is a bit of a pacifist and does not like resorting to violence all that much. That said, she understands that to preserve peace, sometimes fighting must be done. Genowefa loves ballgowns, and has quite a collection of them. However, Genowefa doesn't like miniskirts. Like a handful of her sisters, Genowefa is a proven absolute mudlark, and she will never hesitate to throw herself into quicksand the moment she finds a pit of it, and she gets excited whenever she finds evidence of quicksand in the area. Makes the best designer cakes.
* Abilities: Being 1/2 Mermaid, Genowefa is capable of transforming into her mermaid form the moment she enters the water. As a mermaid, like all her other 1/2 mermaid siblings, she has excellent swimming speed, can breathe underwater without the need to surface for air; though she & her other sisters form gills to help with this, too, and she can commune with aquatic creatures of any kind. However, she primarily transforms in fresh, or seawater. And like her mother & siblings, Genowefa strongly prefers the water to be clean before she thinks about transforming. Genowefa starts the party as a Cosmic Elementalist. As her job's name implies, Genowefa has access to powerful space magic, allowing her to utilize the power of the cosmos themselves, but in addition, she also uses the power of the 4 classic elements of fire, water, air, and earth. Genowefa wields all 5 magics with such expertise that enemies barely have time to react to her spells once they're launched. Aside from this, Genowefa is also good with swords, and wields at least two as back up if she's in a tight spot to safely cast spells. She also has good aim with an arm cannon, and her suit has a modification that give her one if so needed. Her starting gear & magics are as follows.
* Elementalist Suit: Genowefa's Power Suit. It might look simple, but this uniform is fortified to be very protective and is just as high tech. It forms a helmet in areas that're not rich in breathing conditions that befit humans.
* Arm Cannon: Genowefa's suit, as per standard issue, is able to morph its right forearm into a powerful arm cannon for Genowefa to use if the situation calls for it. It is equipped with the Power, Ice, Wave, and both versions of the Plasma Beam. In addition, there is also the Star, Meteor, and Solar Beams. A Missile Launcher is also installed and it can fire 255 normal missiles, 75 super missiles, and 70 of each heat, ice, and bolt missiles. The Seeker & Storm missiles are also present.
* Basket-Hilted Sword: Genowefa's main means of melee combat. This powerful damascus sword is honed to perfect sharpness to cut easily through space pirates and other creatures with ease. This one uses the schiavona type basket hilt.
* Plasma Flamberge: Genowefa's other main means of melee combat. This high-heat beam sword is stronger than the Basket-Hilted Sword, and can be charged up to fire white-hot sword beams. It can cut things the normal sword cannot.
* Space Magic: Genowefa's signature means of magical offense. Bundled in is powerful cosmic magic, too, allowing her to harness the power of the cosmos themselves. Genowefa's technique using space itself makes her a force to be reckoned with. She can also open up portals for quick escapes, or simply to harrass her enemies, and all that is merely the tip of the iceberg. Some of her spells include Cosmo Gate, Meteor Shower, Meteor Storm, Star Rain, Cosmo Planet, Astral Barrage, Black Hole, and Cosmic Prison.
* Pyromancy: The power of fire magic. Genowefa is able to bend fire to her will & use it in any shape or form that she desires. She is also able to cast strong fire spells on a whim, and she knows plenty such as Fire Sabre, Flame Wall, Flame Stone, Flare, and even Bombos & Din's Fire.
* Hydromancy: The power of water magic. Genowefa is already capable of manipulating water on a whim like her mother & other 1/2 mermaid siblings can to a degree, but Nimue comes close to being one of the best users of Hydromancy tying with Nebula & Shizue, being beaten only by her Mermaid Archsage mother Palutena. Even so, some of Nimue's Water spells include Cure Water, Water Blast, Crystal, and Wave Crash.
* Geomancy: The power of earth magic. Genowefa is talented at bending the earth to her will whether it's solid or soft. She has also mastered manipulate plants, and she has picked up knowledge on Sinkomancy, a form of earth magic that specializes in making quicksand. Some of Nimue's earth spells include Boulder, Sandstorm, Earthquake, Diamond Missile, Sandtomb, Quicksand, and Tar Torrent.
* Aeromancy: The power of wind magic. Genowefa can easily move the wind wherever she wants it to blow in addition to making strong windstorms to blow enemies around, or to activate switches that need the wind blowing in a certain direction. Some of her wind spells include Storm, Tornado, Hurricane, Air Slasher, Ether, and Whirlwind Spinner.
* Multifunction Scouter: A visor scouter Genowefa wears during her travels. This scouter enables Genowefa to see the world with sound with Echo Mode, locate foes based on their body heat with Thermal Mode, and unveil invisible foes & obstacles with X-Ray mode. Genowefa's scouter also has the power to unveil magic ley lines in magic mode.
* Grapple Module: A technical gauntlet designed for using different grapple upgrades. The Grapple Swing & Grapple Voltage are present.
* Aeion Module: Genowefa's suit is equipped with a module that allows her to use the power of Aeion. The abilities she has installed are the Flash Shift, Beamburst, Lightning Armor, and the Pulse Radar.
* Speed Booster: These boots allow Genowefa to run at extremely high speeds, making her faster than she usually is. When activated, it takes her 1 second to initiate their full throttle. When running, Genowefa can crouch down & store energy to then perform a Shinespark attack.
* Space Jump: This enables Genowefa to perform multiple spin jumps without pause for as long as she is able to keep them going.
* Space Jump Boots: These enable Genowefa to perform a second jump after jumping once. If she does a spin jump, then Space Jump will activate. They can be used in combination to get higher space jumps in.
* Screw Attack: This turns Genowefa into a wrecking ball of energy while doing spin jumps. Any enemy that makes contact with Genowefa will take heavy damage, or even be destroyed outright.
* Varia Shield: Prevents damage from acid & heat.