**Kelda Statistics**

* Name: Kelda
* Age: 18 (Day Older than Aviella)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Occupation: Space Ranger
* Design Inspiration: Asuka Hiiragi (Main Body, Hairstyle, and Personality Basis), Alys Lyndale (Space Ranger Uniform), Bulma During Bojack Unbound (Casual Clothes), Rias Gremory (Physique), The Mermaid from Donkey Kong 64 (Mermaid Tail)
* Height: 5'8''
* Weight: 126lbs.
* Skin Tone: Light
* Eye Color: Brown
* Hair Color: Brown
* Hair Length: Waist Length
* Measurements: B39''-W23''-H35''
* Distinguishing Features: Heart shaped birthmark on right breast
* Good Points: Intelligent, Kind, Caring, Affectionate, Doting, Honorable, Sensible, Observant, Sisterly
* Bad Points: A Big Tease
* Likes: Mud Baths, Quicksand (Immensely), Animals, Jungles, Forests, Swamps, Clay, Etecoons, Dachoras, Chozo, Metroids, Godzilla, Mothra
* Dislikes: Space Pirates, Ridley, Mother Brain, Raven Beak, Mawkin, X-Parasites, Polluters, Poachers
* Biography: Kelda is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day just before Aviella was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Like so many of her sisters, Kelda grew up with the aspiration of being a hero like her father is, though she also decided that she wanted to be a ranger as well. As a result, she decided to follow the path of a Space Ranger, though her sister Eathelin had the exact same idea, resulting in the two of them training in the ranger's path together. They both trained in how to fight using guns & bows, never missing a beath with either weapon, but proving to be especially effective with shotguns, handguns, assault rifles, and even submachine guns. Bombs were also added to the mix, in addition to utilizing sword play as well. Kelda however, became adept with dagger fighting as well, but she nonetheless ended up finishing her training before Eathelin did. Needless to say however that Kelda's skills matched her up for journeying the Metroid universe, which is where she'd end up fighting often. She practically welcomed it, and from that point on has been fighting to put down threats in the Metroid universe, and her own homeworld of Olympus, and is always ready to help out when asked to do so. As is to be expected from those in Juni's family, Kelda is a very friendly girl who cares deeply for her friends & family, and she has a strong doting side to her, which she often expresses with her kid siblings. However, she is also a big tease and never misses a moment to let this side of her be known. Kelda loves animals, and considers it her duty as a ranger to make sure they thrive. This also extends to the kaiju of Earth; specifically the protector kaiju. She of course shares her family's dislike for poachers, and Kelda will most certainly hunt poachers down without hesitation if she spots some, and she won't give the chase up until she's captured her quarry. Like a handful of her sisters, Kelda is a proven absolute mudlark as she never hesitates to throw herself into a pit of quicksand the moment she spots a pit, and she gets excited when she finds signs of quicksand in the area. The best Mammalogist in the family.
* Abilities: Being 1/2 Mermaid, Kelda 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, Kelda strongly prefers the water to be clean before she thinks about transforming. Kelda starts the party as a Space Ranger like her little sister Eathelin. However, due to slightly better training, Kelda has slightly higher attack power than Eathelin does, but she still tends to use guns & bows like Eathelin does, but she is also skilled with swords & daggers for melee coverage. While not as fast as Eathelin, Kelda is still fairly fast on her feet, enabling her to make fast getaways when possible. Kelda has amazing aim with guns & bows as she can hit targets from 3 yards away or more, and can effortlessly shoot behind herself without looking to see what's behind her since she seems to have a way of knowing who or what's behind her. She starts with the following gear.
* Ranger Suit: A High-Tech suit that serves as Kelda's armor. It appears to be made of cloth & hemp, thus making it seem like it isn't all that suited for defense. However, Kelda has some metallic properties sewn into her suit to make it hard for enemies to tear it open. Yet this one is a bit buklier than Eathelin's, providing slightly more defense.
* Visor Scouter: A high-tech scouter serving as Kelda's means of tracking her enemies. It replaces a previous one-eye scouter that kept breaking on her constantly. It has scan, thermal, and x-ray modes. Of course, it can read her target's power levels, too.
* Arm Cannon: This high-tech multipurpose cannon morphs around Kelda's right arm which acts as her suit's main means of defense. Unlike Eathelin's arm cannon, this one has beam weapons, and missiles. The Power Beam, Ice Beam, Wave Beam, Plasma Beams, and the Nova Beam are currently present. Her Missile Launcher carries 255 missiles, 75 super missiles, and 70 heat, ice, and bolt missiles. The Seeker Launcher & Storm Missiles are installed as well.
* Plasma Shotgun: A high-tech shotgun specially made to fire bolts of high energy, or high temperature plasma. It's a Mossberg 500 shotgun that was restored using Chozodian technology, so it fires off beam weaponry rather than using actual shotgun shells. However, it can be switched to use these if the beam weapons installed are not having much effect. It is Charge Beam compatible. It even has a M1917 sword bayonet attached to it that can be taken off to be used if need be.
* Power Bow: Kelda's high-tech bow, acting as another main weapon of hers. Like Zipporah's Power Yumi, it forms a string by pressing a button on the grip, and the energy string forms its own arrows, too. When focusing while readying an arrow, the bow can charge up power & let a stronger shot loose. As it stands, Kelda's bow can only shoot normal energy arrows, along with Plasma arrows.
* Power Sniper Rifle: As Kelda's shotgun can't be focused on a single target all that well, and the bow is tricky to use in closed spaces, Eathelin uses this whenever sniping is a must. Packed with high energy plasma, this easily kills anything that it hits when aimed at the head, excluding boss monsters. Like Needle's Sniper Rifle, this one is modeled after a Heckler & Koch PSG1 sniper rifle.
* Plasma Submachine Gun: A rapid fire weapon Kelda snatched up after defeating a rogue hunter. It's modeled after a Colt Model 1921A Thompson Submachine Gun; complete with the drum attached. As the name implies, this submachine gun was remade to fire off bolts of plasma energy instead of bullets. It also works with high-heat plasma as well. Due to the rapid fire nature of this weapon, it doesn't have charge beam compatibility, and its high firing speed makes it unable to stack with the Beamburst. Attempting to do so will make the gun overheat for a small while.
* Plasma Assault Rifle: Kelda's alternate rapid fire weapon. Crafted from a Heckler & Koch G36K, this fires off endless streams of high energy, or high temperature plasma. Due to the rapid fire nature of this weapon, it doesn't have charge beam compatibility, and its high firing speed makes it unable to stack with the Beamburst. Attempting to do so will make the gun overheat for a small while. It might be slower than the Submachine Gun, but it deals slightly more damage.
* Laser Pistol: A small handgun Kelda uses for tighter areas. Modeled after a Remington XP-100, it essentially shoots off lasers that can pierce the defenses of most enemies, and it can be charged to fire off multiple homing lasers. However, firing it rapidly can quickly drain it of its energy pack, requiring a recharge in between shots.
* Ginunting Swords: Kelda's own back up swords for close encounters. The blades has a longer reach than the sword bayonet she has for her shotgun, and the blades deal more damage, too. Kelda rarely uses them, but when she does, she always lands a killing blow with them. They're metal weapons, so there are some materials that they cannot cut. On the other hand, they're so well made that breaking it on even the toughest metals & stones is impossible.
* Plasma Daggers: Small handheld energy blades that emit high temperature plasma. These daggers see plenty of use for parrying attacks, and sticking in a fatal burning stab on certain enemies.
* Bomb Pack: Kelda has a pack that carries a great assortment of bombs big enough to fit in her hands comfortably, and can be thrown at enemies. The bombs are made of metal and are usually inactive while in the pack, and while Kelda holds one at the ready. The bombs take 3 seconds to explode upon hitting the ground, but their damage output & blast range is usually well worth the wait. They can easily fit into Morph Ball Slots, too. She carries normal bombs, Fire Bombs, Ice Bombs, and Electric Bombs. However, at this time, she does not carry Power Bombs due to their high heat output.
* Aeion Module: Kelda has this in her suit to make use of different Aeion abilities. Her Arm Cannon & Plasma Shotgun is equipped with the Beamburst, and her suit itself has the Phantom Cloak & Lightning Armor.
* Speed Booster: These boots allow Kelda 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, Kelda can crouch down & store energy to then perform a Shinespark attack.
* Grappling Module: A technical gauntlet designed for using different grapple upgrades. The Grapple Swing & Grapple Lasso are present.
* Space Jump: This allows Kelda to perform multiple spins jumps without stop for as long as she able to. Tends to be used if grapple points are few & far between.
* Space Jump Boots: These boots allow Kelda to perform a double jump if not spin jumping. They can serve as a good height booster for regular space jumps.
* Screw Attack: This turns Kelda's body into an energy wrecking ball, allowing her to harm strong enemies and eliminate weaker ones instantly just from coming into contact with her.
* Varia Shield: Prevents damage from acid & heat.