**Guinemere Statistics**

* Name: Guinemere
* Age: 19 (Day Younger than Calder)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid (Octomaid)
* Occupation: Chozo Scholar
* Design Inspiration: Rushuna Tendo (Main Body, Hairstyle, and Personality Basis), Cattleya De La Fontaine (Physique), Odette from Octopath Traveler (Scholar Suit), Salon Maiden Anabel (Casual Clothes), Giant Octopus (Tentacles in Mermaid Form)
* Height: 5'7''
* Weight: 124lbs.
* Tentacle Length: 8meters
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Blue
* Measurements: B37''-W25''-H38''
* Distinguishing Features: Star shaped beauty marks under both eyes
* Good Points: Intelligent, Wise, Dutiful, Loyal, Kind, Caring, Affectionate, Insightful, Cheerful, Sisterly
* Bad Points: Feisty on occasion
* Likes: Mud Baths, Quicksand (Immensely), Museums, Artifacts, Chozo, Luminoth, Metroids, Animals (Cats Especially), Etecoons, Dachoras, Beaches, Libraries, Sharing Knowledge
* Dislikes: Space Pirates, Ridley, Mother Brain, Raven Beak, X-Parasites, Mawkin Chozo, Tomb Raiders, Book Burners, Poachers, Hoarding Knowledge
* Biography: Guinemere is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Calder, making her part of the 2nd line of 1/2 Mermaids born to the family. Guinemere grew up with a penchant for being a talented scholar, yet she wanted to be of assistance in her father's battles for peace & justice as well. To that end, she devoted her time to research, and wound up picking up a book in the family library about the Chozo themselves, and so she read up on their story as much as possible, then went onto fashion a power suit for herself that followed the construction that they'd employ for their own battle suits, though hers was more outfitted for a magician than a warrior, though it still had vibes of the latter. Needless to say that Guinemere did indeed showcase talent as a magician, favoring the use of fire, ice, thunder, wind, and earth magic majorly. However, Guinemere also picked up on how to defend herself with a sword & spear as well, in addition to using a hand gun. Needless to say that training in all these fields wound up being fulfilled in mere days, and Guinemere even nailed devising her own computerized book in hours even. Even so, all her talents made her fit for the Metroid universe, and not only has she been putting her talents as a Scholar there to good use, she's also been proving to be a viable defender of that universe, and her homeworld of Olympus, greatly ever since. As is to be expected from those in Juni's family, Guinemere is a very friendly girl, acting as a truly genuine big sister to those around her. She is very wise beyond her years, which makes her ideal for detective work. However, Guinemere has proven to be feisty on & off, but typically means well in the end. As a scholar, Guinemere enjoys sharing what she has learned with other, and learning from others, and so she detests who knowledge must be hoarded. Guinemere has a soft spot for cats, and while she enjoys the main family kitties, she owns 3 of her own; all Siamese cats. Two males; Simba & Leo, and a female named Nala. Since she loves her kitties dearly, she doesn't take too kindly to those who would abuse animals at all. Like a handful of her sisters, Guinemere is a proven absolute mudlark, always on the watch for quicksand to sink her in for the sheer enjoyment, and she openly gets excited when she discovers signs of it. The go-to scholar on Chozodian History.
* Abilities: Being 1/2 Mermaid, Guinemere 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, Guinemere strongly prefers the water to be clean before she thinks about transforming. Guinemere serves her party as the Scholar, or more precisely: A Chozodian Scholar. She's the one in charge of recounting the past of the Chozo themselves, and studying their artifacts & architect wherever it is found. She's also skilled at studying their creations, such as the Metroids, and she has proven able to actually tame one for her own use. The tome she carries is actually one big handheld computer that records the information of whatever it scans and can hold huge amounts of attained data from creatures, lore, and copius amounts of research topics. However, while the tome is meant to carry Chozo Lore, it has also proven to carry the lore of the Luminoth, Reptilicus, the Elysians, and even the Space Pirates' own logs. Outside of this, Guinemere is able to hold her own in battle as well as her suit is able to morph an arm cannon for defense, and she carries a revolver for fast combat. She also has skill with a sword, and a spear. She also knows Bojutsu, so she carries a staff as well. However, her true strength is in magic, and she knows 5 types: Fire, Ice, Thunder, Wind, and Earth. Needless to say that she's better at flinging magic spells, but can still hold her own melee wise. Her starting gear & magics are as follows.
* Scholar Suit: Guinemere's custom made Power Suit. This provides the defensive shielding Guinevere needs to survive hostile planets. It forms a face mask for areas that're lacking in oxygen to filter the bad air around her into clean breathable oxygen.
* Scholar Goggles: A pair of high tech goggles designed to look like a pair of cute glasses. These serve as Guinemere's visor, and it comes equipped with X-Ray, Thermal Dark, and Echo modes.
* Lore Book: Guinemere's personal tome shaped computer. It doesn't serve any battle purposes, but it is used to log in information of anything it scans. It is effectively Guinemere's log book for intents & purposes and holds various amounts of information on creatures, research, and different types of lore.
* Arm Cannon: Guinemere's main ranged weapon. The right arm on her suit can morph into this multipurpose cannon to attack foes with different beam weapons, and even missiles. The beams included are the Power, Ice, Wave, and both types of Plasma Beams. The Charge Beam is present as well, and the Missile Launcher installed holds 255 normal missiles, 50 Super Missiles, and 50 each Heat, Ice, and Volt Missiles. The Seeker & Storm Missiles are present as well.
* Thoha Staff: A fancy high tech staff modeled after a Thoha Chozo. This staff acts as a conduit for channeling Guinemere's magic, but is also a good whacking weapon as well; especially if the beak of the staff head hits an enemy.
* Power Sword: An energy sword made of Chozo Technology. It uses the shape of a Talwar, making it a curved sword. Nevertheless, it can easily cut through things a metal sword could not. It has Ice, Wave, and Plasma modes. It can charge up to fire off sword beams as well.
* Power Lance: A lance that is also of Chozodian origin, and has a longer reach than the sword. This uses the appearance of a Jumonji Yari and makes for a powerful stabber.
* Plasma Revolver: A small firearm restored with Chozo Technology. This Remington Model 1875 fires fast bolts of Plasma, and switches between the high-energy, and the molten types after 6 shots. However it can still use regular bullets if necessary. However, the plasma energy can't be charged up.
* Nature Magic: Guinemere has mastery over elemental magic and feels perfectly at home hitting her opponents with magic when the chance arises. Her magic types include Pyromancy, Hydromancy, Cryomancy, Electromancy, Aeromancy, and Geomancy.
* Sinkomancy: A type of geomancy that focuses solely on forming different types of quicksand. It's majorly used for fun however.
* Aeion Module: Guinemere'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, Phase Distorter, Lightning Armor, Beamburst, and the Pulse Radar.
* Grapple Module: A technical gauntlet designed for using different grapple upgrades. The Grapple Swing & Grapple Lasso are present.
* Speed Booster: These boots allow Guinemere 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, Guinemere can crouch down & store energy to then perform a Shinespark attack.
* Space Jump: This enables Guinemere to perform multiple spin jumps without pause for as long as she is able to keep them going.
* Space Jump Boots: These enable Guinemere 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 Guinemere into a wrecking ball of energy while doing spin jumps. Any enemy that makes contact with Ingemar will take heavy damage, or even be destroyed outright.
* Varia Shield: Prevents damage from acid & heat.