Leucothia Statistics

* Name: Leucothia
* Age: 18 (Day Older than Taura)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Occupation: Rocket Knight
* Design Inspiration: Hanabata Nohkins (Main Body, Physique, and Personality Basis), Meg from Radiant Dawn (Rocket Knight Armor Basis), Tengu Man (Jet Pack), Lucoa from Dragon Maid (Casual Clothes), Tsukishiro Yanagi (Hairstyle), Michelle from Dragon Quest XI (Mermaid Tail)
* Height: 5'10''
* Weight: 152lbs.
* Skin Tone: Light:
* Eye Color: Brown
* Hair Color: Blue
* Hair Length: Elbow Length
* Measurements: B43''-W26''-H37''
* Distinguishing Features: Star shaped beauty mark under right eye
* Good Points: Intelligent, Mature, Cheerful, Honorable, Humble, Kind, Caring, Affectionate, Calm
* Bad Points: Gets Flustered easily
* Likes: Mud Baths, Quicksand (Immensely), Clay, Mud Volcanos, Flying, Solar Energy, Swordplay, Animals, Etecoons, Dachoras, Metroids, Chozo, Luminoth, Revealing Clothes, Ballgowns
* Dislikes: Space Pirates, Mother Brain, Ridley, X-Parasites, Raven Beak, Poachers, Dishonor, Planets Lacking Quicksand, Mawkin Chozo, Faulty Swords, Turbulence, Propellers
* Biography: Leucothia is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day before Taura was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Leucothia holds the honor of being one of the handful of 1/2 Mermaids to be among the bustiest in her family, typing with Malila, Peirene, Aquarius, Pearl, Camilla, and Pelagia at 43'' K-Cup, 3 inches bustier than her mother Palutena. She also holds the honor of being the bustiest member of the 3rd 1/2 Mermaid line. However, it is unlikely her bust will continue growing. Like many in her family, Leucothia grew up with the intention of becoming a defender of peace like her father is. In layman's terms: A hero. When she found that her older sister was training to become a Rocket Knight, Leucothia decided to become one herself, designing & forging her own knight armor using Chozodian alloys, before attaching a solar powered rocket pack on the back, and making sure it fit perfectly before moving onto learning how to fly with the armor on her person. Needless to say that Leucothia got the hang of flying rather easily, and ultimately started weapons training soon after. While she made excellent progress with her suit's arm cannon, Leucothia went onto learn how to fight using swords, axes, spears, and even hammers, adding a great deal of melee damage options to her arsenal. She wound up mastering all these weapon forms with ease, and her father noted that she was well suited to help fight for peace in the Metroid universe, which she was more than happy to accept as that was what she was aiming for. As such, Leucothia has been helping to protect the peace of the Metroid universe, and her homeworld of Olympus, when prompted to do so. As is to be expected from those in Juni's family, Leucothia is a very friendly girl and she happens to be one of the most mature family members, typing with Camilla & Pelagia no less. However, she can get flustered pretty easily about certain topics. She loves to practice her swordsmanship when possible, and detests faulty swords, making it a point to restore them asap should she spot one. Like a handful of her sisters, Leucothia 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 best claymore swinger in the family.
* Abilities: Being 1/2 Mermaid, Leucothia 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, Leucothia strongly prefers the water to be clean before she thinks about transforming. Like Mishell, Leucothia lives to her title of Rocket Knight thanks to her powerful jet pack, which enables the power of flight for many hours on end, and it is capable of reaching speeds of 400mph (643kph) or higher & can stay active for 12 hours before the pack needs to recharge. Fortunately, the pack is solar powered & so derives its fuel from the sun. However, this also means Leucothia can stay airborne infinitely so long as the sun is shining. On another fortunate note: Like Mishell's pack, it does not emit a strong heat signature, shielding it, and Leucothia, from thermal tracking. Also like Mishell, Leucothia is typically a melee fighter who favors swords & other melee weapons. However, while Mishell has a strong speed focus, Leucothia has tankier armor and is able to hit her enemies harder, so she is slightly stronger than Mishell, but is still a speedster in her own right. Leucothia also has an arm cannon for ranged fighting, as a shoulder cannon would slow her down. Her starting gear is as follows.
* Rocket Knight Suit: Leucothia's Power Suit. It may be lightweight, but its defensive shielding is regarded greatly as a true work of art, mixing Olympian steel & silver with Chozodian alloys. The rocket pack on the back is the cornerstone of the suit, giving Leucothia the power of flight & enabling her to effectively engage aerial foes in midair melee. Leucothia's suit however, is a tad thicker than Mishell's is, allowing her to tank more hits than Mishell can.
* Solar Jet Pack: Leucothia's means of flying around in the sky. Like Mishell's pack, this highly advanced Rocket Jet Pack is powerful enough to zip Leucothia around the sky at a minimum of 400mph (643kph) to a maximum of 500mph (804kph) when fully charged, carrying her bulky armor suit like it weighs nothing. The wings on the pack provide stability in the air. The pack usually allows Leucothia to fly around for 12 hours, but in areas where the sun is shining, there is no time limit & Leucothia can stay airborne to her heart's content. It lacks the ability to generate a large amount of heat, so tracking down Leucothia with thermal technology is near impossible. However, Leucothia cannot use her rocket pack in cavernous areas if there's not enough space, usually relying on the space jump in such areas instead.
* Power Goggles: In place of a visor, Leucothia wears these high-tech goggles to help her analyze her foes & surroundings. They are also typically worn when flying as the g-force while flying at high speeds can pose a problem for her sight. They come with Combat, X-Ray, and Echo modes.
* Arm Cannon: Leucothia's suit comes equipped with an arm cannon for ranged attack options. It is activated with the push of a button that turns Leucothia's right arm into said arm cannon. It is equipped with the Power Beam, Charge Beam, Ice Beam, Wave Beam, Plasma Beam, Dark Beam, Light Beam, Annihilator Beam, and the Nova Beam, and it has a Missile Launcher armed with 255 normal missiles, 75 Super Missiles, 70 Ice Missiles & Volt Missiles, and it is armed with the Seeker & Storm Launchers, too.
* Basket-Hilted Sword: This metal sword is Leucothia's main melee weapon. This is a Schiavona variant, and the basket guard helps protect Leucothia's hand from attack. However, while incredibly sharp, there are some things it cannot cut.
* Z-Saber: An energy sword that's stronger than the normal sword. This can easily cut through things her normal sword cannot. Obviously modeled after Zero's own saber, the Z-Saber can be outfitted with Ice, Wave, and Plasma power. It can be charged up to fire sword beams, or deliver a powerful smash attack.
* Dark & Light Sabers: These energy sabers born of Luminoth technology use light beam, and dark beam technology to harm foes. The light saber is effective on enemies born of darkness, while the dark saber is effective on those born of the light world. They can be combined to form the Annihilator Saber.
* Silver Claymore: A big two-handed sterling silver sword that's Leucothia's stronger alternative to her normal sword. Though not as strong as the Z-Saber, this sword still cuts foes apart easily, but while it can slice many things the schiavona cannot, there are still some things this claymore can't slice.
* Plasma Claymore: An energy claymore that emits hot molten plasma as its energy blade. This strong blade is light enough to be swung with just one hand, but Leucothia still uses both to get the full power from it. Enemies cut by this blade burn to ash instantly. When charged, it sends forth a burning shock wave that ignites all enemies that it hits.
* Power Axe: This strong one-handed axe modeled after an Ono axe that acts as Leucothia's secondary melee one-handed metal weapon. Boasting more power than the Basket-Hilted Sword, it can cut apart things that the sword is unable to slice open, and it has the strength to smash open protective armors of pirate troopers, and even phazite plating of Berserker Knights. However, it can't act like a gun like Sedona's can.
* Zande Plasma Spear: This energy spear is empowered by high-temperature plasma, and true to the original spear it is modeled after, the Zande Plasma Spear was made to be as deadly piercing opponents, and equally upon pulling the spear being pulled out. When charged up, this too acts like a drill, but it deals more damage than the glaive's drilling attack does. This also makes for a good throwing weapon.
* Power Halberd: A strong polearm that has a longer reach than the Power Axe, but it isn't as strong as it is, but it helps nonetheless. In addition to slashing, it's also good for jabbing enemies
* Power Hammer: This powerful hammer is high tech as it is able to deal all sorts of damage to those it hits and can smash open stuff that would typically take a Power Bomb to blow open. Ice, Wave, and Plasma properties are present inside this hammer. It can be charged up to let loose a powerful shockwave, or utterly smash enemies.
* Power Shield: A strong sturdy shield serving as an extra means of defense. The shield is so strong that it can deflect many attacks, but against some things, like drills, the shield can lose its edge rather easily. However, it can repair itself rather quickly and it never breaks.
* Space Jump: This allows Leucothia to perform multiple spin jumps without stopping. Typically used if there is not enough room for her jet pack to be used.
* Screw Attack: This turns Leucothia into a wrecking ball of energy while spin jumping, destroying most enemies in one hit, and severely injuring others.
* Speed Booster: This allows Leucothia to run at very high speeds & destroy enemies in her path. If she stops while running, she can gather energy & perform the Shinespark attack. If Shinespark is used with the rocket pack, the pack will overheat & shut down until it cools down. However, this issue is currently being worked on to avoid future overheating.
* Gravity Boost: This would seem useless for Leucothia as her mermaid biology already grants her free movement in water. However, this Gravity Boost instead acts as an enhancement for her rocket pack, enabling her to travel in the water at faster speeds than her mermaid form would normally allow. However, the underwater speed Leucothia can reach with this is only 300mph (482kph). If Leucothia changes into her mermaid while underwater, the Gravity Boost is rendered moot until she changes back.
* Grapple Module: A module designed to hold grapple upgrades. The Grapple Swing & Grapple Voltage are present.
* Varia Shield: Prevents damage from acid & extreme heat.
* Hazard Shield: Prevents damage from additional environmental hazards like fuel gel & lava.