**Rocio Statistics**

* Name: Rocio
* Age: 16 (Day Younger than Nadia)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Occupation: Galactic Kunoichi
* Design Inspiration: Maho from Hyperdimension Neptunia (Main Body, Hairstyle, and Personality Basis), Marino's Quick Silver Mode (Kunoichi Suit), Minori from Senran Kagura (Physique), Pokemon Trainer May (Casual Clothes), Mermaid from Link's Awakening (Mermaid Tail)
* Height: 5'
* Weight: 121lbs.
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Buttocks Length
* Measurements: B34''-W20''-H30''
* Distinguishing Features: Heart shaped beauty mark under right eye
* Good Points: Intelligent, Cheerful, Kind, Caring, Playful, Honorable, Insightful
* Bad Points: Slightly Naive
* Likes: Mud Baths, Quicksand, Ninjutsu, Shuriken, Animals, Etecoons, Dachoras, Chozo, Luminoth, Iaido
* Dislikes: Space Pirates, Ridley, Mother Beak, Mawkin, Raven Beak, X Parasites, Dishonor, Obvious Tricks
* Biography: Rocio is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Susumo was born, making her part of the 5th line of 1/2 Mermaids born to the family. Like so many in her family, Rocio wanted to become a fighter for peace & justice like her father, so she went and searched for her preferred path to make this goal possible. Though at first, she had trouble figuring out what she wanted to do. However, she came upon her sisters Aberfa & Zipporah engaged in training in the ways of Ninjutsu. She at that point decided that she wanted to be a ninja as well, and Zipporah & Aberfa openly welcomed their sister into their training sessions with open arms. The three of them trained in perfect harmony, but during the training, it was noted that Rocio had the better speed of her older sisters while Aberfa had better strength & defense, whereas Zipporah proved to be far more balanced. Nevertheless, it wound up being a perfect set up as Rocio eventually finished her training, and wound up being set for the Metroid universe, as Zipporah & Aberfa are. This however, was Rocio's intention all along and certainly couldn't be happier about it. As a result, she's been helping defend the peace of the Metroid universe, and her homeworld of Olympus, whenever she is needed to do so. As is to be expected from those in Juni's family, Rocio is a very friendly girl who treats all she meets with respect. She's easily one of the more cheerful family members, being beaten only by her own younger kid siblings. However, on occasion, she had proven to be slightly naive; but catches on quickly fortunately enough. She loves to improve on her ninjutsu when possible, and she shares Zipporah & Aberfa's distaste for obvious tricks. Makes the best smoke bombs.
* Abilities: Being 1/2 Mermaid, Rocio 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, Rocio strongly prefers the water to be clean before she thinks about transforming. Rocio, like Zipporah & Aberfa, starts her party off as a Galactic Kunoichi. She however, is the speedster of the three. Essentially, she's faster than Zipporah & Aberfa, but is weaker than they are in terms of attack power. Rocio does indeed fight with a katana, but primarily uses a pair of Ninjatos as her primary weapons due to them being lighter and easily to dual wield. Naturally, Rocio knows a great deal of Ninjutsu magic as well, being able to call upon certain elements, make herself invisible, and cloning herself. Her starting gear is as follows.
* Shinobi Suit: Rocio's Power Suit specially made for her ninja style of combat. Like Zipporah's & Aberfa's, the suit is very durable, but light enough to allow Rocio to run at high speeds. She does however, wear some chainmail beneath for extra protection. Also like Zipporah's & Aberfa's own shinobi suits, it does not come equipped with an arm cannon.
* Plasma Ninjatos: A pair of ninjatos that emit molten hot plasma blades tht serve as Rocio's main weapons. They're light enough to get 7-hit combos in, and can be charged up to fire sword beams.
* Plasma Katana: A katana that emits either high energy, or molten plasma that serves as a stronger weapon for Rocio. It only gets a 5-hit combo in since it's bigger, but its strength makes up for it. It too can fire sword beams when charged.
* Dark & Light Ninjatos: A pair of energy ninjatos enhanced with Luminoth technology. One uses light beam technology, and the other uses dark beam technology. Though they follow the same principle as her older sisters' Dark & Light Katanas, these blades are not as strong, but can be swung faster.
* Power Yumi: A high-tech Chozo long bow that requires no arrows to operate. This yumi creates its own like Takumi's Fujin Yumi. It does not require maximum focus to operate, but it's still needed as the arrows that form can be charged up to deal more damage. This yumi can shoot off ice, wave, plasma, dark, light, and annihilator arrows. The yumi is incompatible with charge combos.
* Tekko-Kagi: A pair of metallic hand claws good for melee combat, and giving painful slashes to anyone too close. They double as hand guards as well.
* Slash Claw: An enhancement for Rosio's Tekko-Kagi, making them longer & sharper when activated. The claws produce a bladed shockwave that travels a great distance to slice enemies open. Much like with her swords, Aberfa can perform a 3-hit combo attack that unleashes a cross-wave that deals even greater damage.
* Kusarigama: The typical chain & suckle weapon. The weight on the end sports a sharp claw on the end to hook into targets to make them easier to haul in & slash with the sickle. Useful for bringing down flying foes & throwing Flying Pirates off course in their kamikaze strikes.
* Shuriken: Rosio's main ranged weapon. These are sharp 4-star shuriken that are flung at high speed that they just about always hit their mark. She also has stronger 5 & 8 star variants as well. As they don't explode like missiles, they can be recollected to use again. Shuriken that've hit targets however, cannot be recollected. Aberfa can carry a maximum of 255 shuriken. They are sometimes imbued with elemental power, or poisons for added effects.
* Quick Boomerang: Rosio has a special gauntlet attachment that fires off several boomerang shaped cutters at rapid pace. These boomerangs fly out at a great distance before returning to Rosio to be fired off again later on. But those that hit an enemy, or a damageable obstacle, cannot be recollected. She can fire off 224 boomerangs.
* Shadow Blade: A large black hira shuriken coated with a deadly poison that damages foes over time. These shuriken can boomerang back to Aberfa to use again later on, but it will not do so if it hits a target. It also poisons dark world enemies, but it doesn't deal as much damage to them as it does to light world enemies. It uses the same shuriken ammunition as the regular ones.
* Makibishi: Iron Caltrops perfect for laying out traps. They are often laced with a lethal poison for deadlier effects. Useless against aerial foes. Rosio carries a max of 300 of these.
* Multifunction Scouter: A visor scouter Rosio wears during her travels. This scouter enables Aberfa 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 Dark & X-Ray modes. It's perfect for her considering her kunoichi styled way of hunting.
* Grapple Module: A technical gauntlet designed for using different grapple upgrades. The Grapple Swing & Grapple Voltage are present.
* Aeion Module: Rosio'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, and the Phantom Cloak.
* Speed Booster: These boots allow Rosio 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, Rosio can crouch down & store energy to then perform a Shinespark attack.
* Space Jump: This enables Rosio to perform multiple spin jumps without pause for as long as she is able to keep them going.
* Space Jump Boots: These enable Rosio 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.
* Air Boots: These boots enable Rosio to hover in the air for the whole entire duration that she's on the move, even if she runs off a cliff. They also allow an extra jump for the Space Jump Boots to be achieved before breaking into spinning Space Jumps, and the Screw Attack. While active, Rosio skates across the air and ground. With the Speed Booster active, she can hover in the air for much longer, but she cannot initiate a Shinespark while in the air as trying to crouch down will make her drop down immediately.
* Screw Attack: This turns Rosio into a wrecking ball of energy while doing spin jumps. Any enemy that makes contact with Rosio will take heavy damage, or even be destroyed outright.
* Ninjutsu Magic: Rosio is a master of ninjutsu magic and knows many tricks ranging from shapeshifting, and cloning herself to name a few.
* Shinobi Fire Arts: Rosio knows plenty of fire techniques to make her foes burn to ash, or even to use defensively. They are at their strongest in ultra heated areas.
* Shinobi Water Arts: Rosio knows many offensive & defensive water techniques & will not hesitate to make use of it in areas with lots of water.
* Shinobi Wind Arts: Rosio is capable of commanding the wind to blow her enemies off course & heavily harm them with blades of wind. These magical arts deal effective damage to aerial creatures & they instantly kill Aerotrooper Pirates.
* Shinobi Earth Arts: Rosio has command of the earth & can skillfully cause sandstorms & injure her foes with sharp stones. Rosio even has access to Sinkomancy & will often use it when the chance arises.
* Varia Shield: Prevents damage from acid & heat.