Sebaysha Statistics

* Name: Sebaysha
* Age: 18 (Day younger than Moselle)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Occupation: Magitek Mechanic
* Design Inspiration: Akari Watanabe (Main Body, Hairstyle, and Personality basis), Lucca from Chrono Trigger (Mechanic Uniform), March 7th (Casual Clothes), Ageha from Senran Kagura (Physique ), Mermaid Peach (Mermaid Tail)
* Height: 5'8''
* Weight: 120lbs.
* Skin Tone: Light
* Eye Color: Brown
* Hair Color: Blue
* Hair Length: Buttocks Length
* Measurements: B39''-W25''-H37''
* Distinguishing Features: Heart Shaped Birthmark on left breast
* Good Points: Intelligent, Humorous, Friendly, Kind, Caring, Affectionate, Responsible, Playful
* Bad Points: Phasmaphobic, Can get Fussy at times
* Likes: Mud Baths, Quicksand (Immensely), Cement, Clay, Tar, Tinkering, Machines, Robots, Chozo, Artifacts, Metroids, Hover Vehicles, Magitek, Magic Shows
* Dislikes: Space Pirates, Ridley, Mother Brain, Mawkin Tribe, Raven Beak, Faulty machines, Rust, X-Parasites, Anything Horror related, Quick-Drying Cement
* Biography: Sebaysha is one of the many 1/2 mermaids born to Junichiro & Palutena, being born one day after Moselle was born, making her part of the 3rd line of 1/2 mermaids. Sebaysha grew up with a knack for tinkering with machines, always finding something to piece together & wanting to inspect how something works, even if there was nothing wrong with what she was looking at. But one day, Sebaysha came across some magitek pieces, and she began to tinker with the pieces she was able to get her hands on, creating several devices, and even weapons. Her father came upon her handiwork & noted how professionally crafted her creations were, so he came to Sebaysha to give her pointers on how to improve her works, and with what he told Sebaysha, she eventually mastered the art of making magitek gear in its entirety, eventually allowing her to help her father out in his travels, but Sebaysha decided that her talents would be suited in the Metroid universe, as the weapons she developed herself had that feeling to it anyway. Before she knew it, her magitek arsenal was indeed helping bring peace to the Metroid universe, and on Olympus as well, and Sebaysha is prepared to lend her aid when she is needed. As it to be expected from those in Juni's family, Sebaysha is a friendly & approachable girl. With a good sense of responsibility, she will see a task she started finished without fail. However, she doesn't work at night. However, Sebaysha is not without fears as she has some bad phasmaphobia. Like Zipporah, Sebaysha is extremely fearful of anything related to horror like ghosts, zombies, even haunted houses and she certainly detests the idea of going into haunted houses. She apparently has it slightly worse than Zipporah does as it also goes slightly into nyctophobia territory, which is a fear of darkness. In fact, Sebaysha went as far as to stay as far away from being on Dark Aether as possible at first due to it being so dark. It was only through some encouragement that she finally set foot on Aether's dark twin when it was time for an official second trip. She likes to tinker with machines, and figuring out how they work. However, she takes building machines seriously as faulty machines make her furious. Like a handful of her sisters, Sebaysha is a proven absolute mudlark, never hesitating to throw herself into quicksand the moment she spots one. The best field mechanic in the party.
* Abilities: Being 1/2 Mermaid, Sebaysha is capable of transforming into her mermaid form the moment she enters the water, eliminating the need for anything that enables free movement in 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, Sebaysha strongly prefers the water to be clean before she thinks about transforming. Sebaysha is seen as a highly skilled mechanic. She can build things in mere minutes & have then working in even less time than when she built her devices. However, Sebaysha specializes in magitek engineering as most of her inventions are born through magitek, and the weapons she builds are of fine quality & work as intended. However, this does not mean Sebaysha sits on the sidelines while others go out & hunt targets. Sebaysha herself is a good combatant as well, being a sharpshooter with guns & capable of handling a sword with ease. With the exception of her swords, her guns are all born of magitek & so their blasts depend on the magic used. That said, Sebaysha is a decent spell caster, too. However, she only knows the 4 basic elemental magics. However, it's better than nothing. Her starting gear & magics are as follows.
* Mechanic Suit: Sebaysha's outfit for when she has to work on her inventions. The suit not only protects her from parts that may fly off, but it's also sturdy enough to stand up to space pirate weaponry. It's light & comfy despite the great padding that provides Sebaysha's protection.
* Magitek Toolkit: Sebaysha's handy toolkit. It contains everything she needs to get something up & running. It also serves the purpose of building new items & weapon upgrades. However, she requires matierials to build something. On the bright side, she doesn't want money, just the matierials.
* Magitek Armcannon: Sebaysha's main means of defense. This arm cannon is similar to Samus's own arm cannon, but being a hybrid of science & magic, it not only fires of normal beam weapons, it can also shoot bolts of magic. However, magic weapons use mana power. Main weapons include Power Beam, Ice Beam, Wave Beam, and Plasma Beam. There is also a magic version of Ice Beam, but there's also a Flame Beam & Thunder Beam, which are the magic versions of the Wave & Plasma Beams, respectively. It also shoots missiles, including elemental missiles. But Sebaysha's arm cannon is incompatible with super missiles until she gets an upgrade for it. It does however, have the Charge Beam installed.
* Magitek Shotgun: One of Sebaysha's crafted weapons. Modeled after a Remington 1100 pump-action combat shotgun, Sebaysha uses this bad boy to clear out an area of enemies more effieciently than she would with her arm cannon's missiles. As a result of the blasts having a large blast radius, the magic blasts it can fire can hit multiple enemies at once. It too can charge up blasts for more damage. It is capable of using regular shotgun shells if need be however.
* Magitek Colt Revolvers: Modeled after the Colt Anaconda with 8inch long barrels, these magitek revolver allow for rapid fire action. The type of magic they unleash is dependant on the cylinder installed, and the bullets they hold, and it's possible to mix & match. They can use regular bullets as well if needed. The only problem is: They cannot charge their shots.
* Power Falchion: Sebaysha's personal beam sword. She tends to use this if it's in a situation too dangerous to use ranged attacks, and it's quite lethal to say the least. It usually takes on the typical falchion appearance, that being a single edge sword. But Sebaysha can make it appear like the Falchion used by Marth in certain situations. In those instances, it can deal extra damage to certain beasts like Ridley.
* Grappling Module: A technical gauntlet designed for using different grapple upgrades. The Grapple Swing & Grapple Lasso are present.
* Varia Shield: Prevents damage from acid & heat.
* Pyromancy: Sebaysha is talented in the ways of fire magic and knows many spells related to it. She is skilled enough to get her flames to red-hot temperatures, but will leaves the melting of the coldest ice to her Plasma Beam, which tends to be hotter.
* Hydromancy: Sebaysha has great strides in the ways of water magic. She is able to manipulate the water in many ways, and for enemies underwater, this can spell disaster for them.
* Geomancy: Sebaysha has natural talent in bending the earth to her will, ranging from creating sharp stone spires to impale her foes to causing earthquakes that can crack open the earth itself. Sebaysha has also mastered Sinkomancy, able to make her own quicksand pits when necessary. And sometimes, it becomes a must.
* Aeromancy: Sebaysha has a knack for using the wind to her advantage as well. With plentiful knowledge of wind spells, Sebaysha has the skills need to blow flying enemies off course & into others. However, bigger flying enemies are beyond her skill.