Metroid
(Jumpchain-compatiable CYOA)
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So you've arrived.

Across this infinite sea of stars, across planes unheard and unseen, you have come. Guided by the hand of your ineffable benefactor, or whatever force that pulls you forward across the abyss. Whatever your reasons – ambition, adventure, greed, hubris...it matters not. What matters is that you're here, before us, what is left of us.

We are but a memory, Jumper. Writings and ruins left behind, and even what we grant you now is but a legacy. But we can tell you of the shape the galaxy has taken in our absence. In the year 2003 on the Galactic Calendar, long before you will see this, the Galactic Federation will be formed. Many sentient species, humanity included, band together to make this sovereign body. However, even 'now', the galaxy is still unexplored and uncertain...full of abyssal terrors, horrors, and unknowns that baffle even the sharpest of minds. At the forefront of this are the dreaded Space Pirates, who not only raid and harass the Federation to this day, but regularly meddle and tinker with horrific sciences and monsters best left buried. The problem is persistent enough that the Federation must regularly employ Bounty Hunters to explore the unknown galaxy, as well as search and destroy these Space Pirates and others.

In the very center of all of this is the Hatchling, Samus Aran. Losing her parents and nearly her life to the Space Pirates, we took her in as one of our own. Vengeance burned within her heart, and with both our genes and relics, she became a mighty warrior – known to the Space Pirates as the dreaded Hunter. Her hunt begins in earnest now, on the year of 2075, where she will return to her surrogate home Planet Zebes with a wrathful retribution. The beginning of this year will be the time you stand before these relics, these words.

Your arrival was prepared for, and we have greeted you with the tools necessary to survive in this galaxy. We give you wisdom, power, and tools to etch your fate into the cosmic fires of the stars above. **You have 1000 points to spend.** But perhaps, this is no concern or worthy adversary of yours. Whatever you choose, choose wisely.

You may choose to be any non-extinct alien species in the galaxy, with the exceptions of ourselves: The Chozo, as well as the dreaded X, or our ancient weapons the Metroids. Being a humanoid or close to a human in physical capabilities is free – being something like the accursed space dragon Ridley or the large and dangerous species across the galaxy such as the monsters the Hatchling battles will cost 200. Space Pirates can be a draconic kin to Ridley himself for free.

Who were you, before you awakened to the truth of who and what you are? Before you became the Jumper, once again?

Scanning…

NO DATA FOUND [Free] – You are what you have always been: Yourself. Nothing more, nothing less. No one expects your arrival, nor will they know your name or your purpose. Walk without chains binding you, Jumper – memories of loved ones and hated foes alike will not sully your mind and heart. Your destiny is your own.

Galactic Federation [Free] – Soldier? Officer? Bounty Hunter? Patriot? Drone? Whoever or whatever you were, you grew up in territory of the mighty Federation, and answered the call to arms in one way or another. Military life came naturally to you, and your talents are employed with regularity. The coming years will be chaotic and bloody indeed, but you have the training and discipline to prevail.

Space Pirate [Free] – But you're no mystery at all, are you? No – whether as a client or part of their race, you are part of the Space Pirates. Ambition and science is in your very genes, to the point of disregarding morals and warning signs of danger. Perhaps you are different. Perhaps you are worse. Regardless, I pray you do not have vapor for brains when it comes to toying with the unknown. Beware the Hunter – she has no love for the Space Pirates, and you will receive little pity or mercy from her should you cross paths.

There Is Another [200] – We know you, Jumper, and we knew the truth about you long before you awakened to it. For this terrible burden, I hope you can forgive us. But we raised you as one of our own when tragedy took everything away from you, treating you as our Hatchling alongside Samus Aran, your 'sister'. Our gifts and tools for you are plenty, and more await you in the sea of stars. I hope you do not forget us, Hatchling – for you will always be in our memories.

Regardless of what you are, your body is aged about 18+1d8 in human years, and your gender is as you were before. You may spend 100 points to choose either of these yourself. You begin anywhere in the galaxy of your choosing, though if you wish to involve yourself with Samus Aran, you may begin in Zebes...she will be arriving the following day.

Gifts:

Find My Way [100, Free for NO DATA] – The galaxy is a vast place, too vast for a single lifeform on a wayward vessel. However, destiny seems to tug and pull at you, guiding you to places of interest regarding your goals or desires. You will not know why such a pull exists until you find out for yourself, and many of these fated places are dangerous indeed...but if you stand to benefit from something in this world, you will not overlook the chance.

Justice Will Prevail [100, Free for NO DATA] – Perhaps to ease the burden of your mind or from a sincere show of innocence, your words show you as earnest and likable to those around you. Your oddities will be more easily overlooked, infighting is more easily quelled, and stronger friendships are more easily gained with your own words and actions. This will not easily cloud the judgment of the enemy, the vengeful, or the irrational, but you may find an extra hand will reach out to you when you need it.

Pick Up The Pieces [200, Discount for NO DATA] – Many things are forgotten, once broken or tossed aside. These lost pieces are truly brightest in your hands, for you can see their value or what will make them whole again. Even if you do not understand the technology, you know how to repair and operate simple human-sized devices after a few moments of examination, though truly complex or awe-inspiring machines may yet elude your grasp. Security locks fail to stop you, ammo is more

plentiful than first believed, the weapon fires true in your hands – there is no such thing as 'junk' in your hands. Be wary – this does not teach you about the devices or items in question, and should they be lost beyond repair, you will not be able to do this a second time.

Noise in the Void [200, Discount for NO DATA] – A true enigma is something that cannot be simply scanned or understood by common machines – and those who rely on these methods will be punished indeed. Long-range scanners or other technological methods of detection or study of you will produce negative results, as though you did not exist. Radar fails to find you, cameras cannot capture your image, scanners fail to provide intelligence on you. Even other, more esoteric methods of detection give fuzzier returns where you are concerned, though it does not make you invisible to those who see the future or use their own minds to follow you. Should you so wish, this effect can be activated or deactivated at will.

An Open Book [400, Discount for NO DATA] – Your mind has sharpened considerably, able to compute and understand much more information than an ordinary human brain could. In addition to sharper memory, you can now 'scan' items and people to gain an immediate and cursory understanding of their physical makeup, their mental state, and insight into their combat abilities. More complicated or eldritch beings take longer or are simply impossible to 'scan', but you can also gain more detail by examining someone or something at length. It will never give you a complete understanding on its own, but you will be able to gain intelligence that a machine or a genius would have to spend hours struggling for. You also know how to construct devices that do the same, much more efficiently than many other things in this world.

This One Is Mine [400, Discount for NO DATA] – Many beings, ancient and new, have learned in their own ways to sail across the void of stars that is outer space. You are now one of them. You have a complete understanding of how to engineer a vessel that is capable of moving faster than light in space, and can build a functional one with half the materials normally necessary in terms of both quality and quantity. It may not be a thing of beauty if you find your hands empty or light, but even scrap will fly in space with your help. In addition, you have become much more efficient when engineering new devices or technology – you may use scrap or the bare minimal of materials necessary and get just as much effectiveness from the devices in question.

To Touch The Stars [600, Discount for NO DATA] – You walk within the shadows of giants, Jumper. But no longer are you at their feet – you rest on their shoulders, looking down at the expanse far below. Technology, both ancient and new, is much more easily understood by you. By disassembling and examining these devices, you will quickly gain insight into it that will let you reverse-engineer the technology in question, even using more common materials or methods to substitute for what may be an extinct method. It may not be a perfect imitation, and indeed some things may still elude your grasp, but enough time and effort will open an eternity of doors and possibility to you, Jumper. What is old will be new again.

The Light of Aether [600, Discount for NO DATA] – There were others who traveled beyond the stars in those ancient days, Jumper. One such race still lives to this day, though in dwindling numbers against an abyssal foe. The Luminoth live on the light-filled planet of Aether, and harness both light and heat as an energy source, as well as a weapon that can light enemies aflame. You now possess a considerable understanding of their technology – utilizing light in a similar way, creating sound-based detection visors, and perhaps most interesting of all: creating functional portals that allow one to traverse dimensional space. Be warned that hostile or alien dimensions, such as the Dark Aether where the Ing reside, are inherently anathema to beings from this space...the location

alone may slay you if you are unprepared or lack similar qualities to whatever natives you find. And indeed, who can say what you will discover in those spaces?

The Dark technology of the Ing eludes your understanding – such a thing is currently an anomaly, and only existent on Dark Aether itself. You will have to find another way if you want to harness the power of the dreaded Ing…

The Spartan Life [100, Free for Galactic Federation] – Strength. Courage. Discipline. These are the halmarks of a trained soldier, and it is now what you live and breathe. You have five years of military training in the Galactic Federation, which includes fighting extraterrestrial threats and maintaining your own power armor.

Forward Thinking [100, Free for Galactic Federation] – Unfortunately, most soldiers and bounty hunters aren't Samus Aran. You can't simply blast your way through a problem and then somehow destroy the problem's entire planet almost on accident. Instead, you must use what's available to you. You have a perfect logistical sense of your current ammunition, supplies, and the status of any allies in your immediate presence. You also become better at coordinating small teams.

Tried and True [200, Discount for Galactic Federation] – You don't always have the benefit of some distant precursor or benefactor on your side, particularly in situations where supplies are stretched thin and your power armor just shorted out from a hostile atmosphere. You need to make due with what you came to a mission with..and that's something you're very good at. Items and technology you use or craft are more durable and effective – guns are less likely to jam and hit weak points just a little harder, power armor functions for an extra hour after its power supply should run out, and you can otherwise push common equipment to perform better than advertised. This boost is very slight, but is a potent weapon against foes who believe you to be 'just another grunt'.

If You Want to Believe [200, Discount for Galactic Federation] – A single bounty hunter destroying entire planets? A Jumper who travels across various dimensions? A mysterious and cosmic benefactor? Absolutely preposterous. Or, at least, that's what those who hear of you will believe. You may give any deed or reputation you have a mythical air to it, so much that those who hear about you will be more inclined to believe you're a fairy tale, a myth, something to talk about on dull patrol nights. This will create a fantastic shock should you ever reveal yourself...or be effective at covering your trail, should you flee from a greater foe. Obviously, those who witness your actions on their own will be much more inclined to believe such things...but who will believe them?

Standard Issue [400, Discount for Galactic Federation] – Power Armor technology is an ancient practice, and it's one the Galactic Federation has only recently made widespread. What they lack in the Chozo's mystique and technological advancement, they make up for in practicality and efficiency. You now know how to build your own Federation Marine-style power armor, along with other common devices, including holographic computers and automated security turrets. Things as large or advanced as starships or Aurora Units are outside of this gift, however...those come later.

Think of the Benefits [400, Discount for Galactic Federation] – It's a sad thing to admit, but the Federation is little better than the Space Pirates when it comes to exploiting the dangerous things in this universe. The young Federation suffers from corruption and at least one attempted rebellion, and you now have an ear towards such wicked hearts. You can now sense who is the weakest link in an organization, especially those who are open to bribes or manipulation. You also immediately realize when someone or something in said organization plans to exploit you or items that are of interest to

you, along with an idea of how they plan to do so – a useful bargaining chip, or a warning sign of what is to come. You could just as easily use this to purge corruption as you could manipulate it...or perhaps create it yourself, in a previously upstanding organization.

The Light of Aurora [600, Discount for Galactic Federation] – The true crown jewel of Federation science is the ability to combine genetic engineering with artificial intelligence, creating the highly advanced Aurora Units. This perk, in addition to making you skilled enough at genetics to create functional clones or AI, can combine the two practices to create an amazingly efficient and loyal control unit, much like the Aurora Units of the Federation. This will take some trial and error, along with a lot of resources, but such units can manage entire planets or starships on their own with great effectiveness, though it may require yours or outside input to get to that level of efficiency. Their default design is also resource intensive and requires a large amount of space. Still, maybe with some time and tinkering, you could make something a bit more miniaturized for the same purpose...after all, human DNA is surprisingly malleable in your hands…

And What Would This 'Jumper' Advise You To Do Now? [600, Discount for Galactic Federation] – You know that some must live and some must die. Hard choices have to be made on the battlefield, and entire platoons have to be coordinated properly to be used to their full effectiveness. You are now a master of both of these. You can quickly calculate the results of a choice in terms of strategy and tactics within seconds, and while you can't see into the future, you'll find your math tends to be spot on. You are also a capable leader at both the squad and the General level, able to coordinate small teams to large armies effectively, being a master tactician and strategist...and you will only perform even better with forces that admire or trust you in a strong capacity.

Hit & Run [100, Free for Space Pirate] – The Federation never quite understands how weak and spread thin they really are, and you've learned to take full advantage of this. You now have years of experience in raid and hit-and-run tactics, able to quickly steal whatever loot or technology you seek with great haste before the bulk of the law can come to stop you. In addition, you receive a minor speed and dexterity boost when enacting an ambush or stealing from someone.

Cranial Improvements [100, Free for Space Pirates] – You seem to have something many of your kin are horrendously lacking in: forward-thinking. You can now spot obvious flaws in security measures you or another individual has taken, and can exploit or fix them with ease. You also receive a sixth sense when a particular experiment or action of yours has a high chance of backfiring. That said, it doesn't discriminate 'dangerous' and 'terrible' in terms of ideas, so you best weigh your odds carefully instead of relying on this sense.

Hazardous Hands [200, Discount for Space Pirate] – Well, they're more like crab claws, really. Regardless, you will find that your kind have a penchant for playing with fire, and perhaps you do as well. When handling any sort of volatile or dangerous materials, or things that would risk infecting or corrupting you in some fashion, you will find transporting and simply holding such things won't pose any real risk to you. You may want to find an actual containment method, though – you don't want to hold those all day, do you? As a bonus, you are now immune to any mundane disease or virus, though a product of supernatural power may overcome this. Where does the Poison, Phazon, fall under? Test it yourself, if you're so curious.

Vapor for Brains [200, Discount for Space Pirate] – Common sense isn't so common in the galaxy, and you've picked up ways to exploit this. Whether it's a very unethical and very 'gifted' science team experimenting on your comrades or a Federation crony looking for a quick stash of credits, sentient species in the galaxy tend to believe very bad ideas will work out in the long run. So why not nudge them along? You are now incredibly skilled at convincing others that incredibly dangerous and stupid ideas are, in fact, good ideas. You won't necessarily convince someone to off themselves or eat a Power Beam at your discretion, but you will find it easy to make them overestimate their own abilities or run headlong into danger. Suckers.

Slice and Splice [400, Discount for Space Pirate] – DNA is such a fascinating thing, isn't it? The road to genetic sciences has opened up to you, and you've become a master of manipulating genetics and mutation. Cloning, genetic modification, and splicing has become an art form to you – even it tends to be more 'art' than 'science', sometimes. Some trial and error is necessary, but the process itself is incredibly easy for you. You can't exactly make someone capable of something genetically impossible in a world without some otherworldly cell cultures or other understandings, but...well. If you get your hands on a Metroid, you may yet unleash a new form of biological terror on the galaxy.

Mechanical Monstrosity [400, Discount for Space Pirate] – Cybernetics is such a wonderful craft, isn't it? Bypass the limitations of the flesh and genetics by using superior machines. You are now skilled at making augmentations and entire robotic bodies or vehicles from scratch, along with how to program a basic combat or civilian AI into them – nothing with full sentience, but enough to clean your base without going rampant or questioning if it has a soul. In addition, you can skillfully graft or augment any biological being with such enhancements without worry of biological rejection – perhaps making their body all cybernetic except for the brain (which naturally has quite a few computation upgrades anyways), or replacing a lost limb. Anesthetic during surgery is optional – the screams mean it's working!

One Of Many [600, Discount for Space Pirate] – It can be difficult living in a galaxy hostile to the forces of progress and science, of which you and your kin are undoubtedly a part of. Sometimes, the fruits of your research are destroyed and your leaders are killed repeatedly by the vengeful Hunter. But you always have a backup handy. You can now recreate any sentient being you have a preserved DNA sample with a 90% or better success rate, complete with the memories or genetic ability of what you're cloning at the time the sample was collected. While magically-tied abilities may be lost in translation, you will find it easy to pick up work where you left off if the original is destroyed.

Science Tubing [600, Discount for Space Pirates] – Technology is surprisingly modular in your hands, able to combine and utilize different practices and using them together with ease, as well as creating devices that can accept new, on-the-fly modifications with ease, such as a 'slot' for accepting Phazon, a new energy source, and more. This does little for supernatural sources – there's only so much you can bend before something breaks – but as a bonus, technologies you combine, even when mutually incompatible, seem to function just fine...however, pushing the envelope or constantly combining conflicting sources will eventually burn through this safety net, and you will find yourself biting off more than you can chew. Or the device in question will explode. It's a bit of a coin toss, really.

Human-Chozo Physiology [Free, Restricted to Another] – In your youth, you were infused with the DNA of the Chozo, an ancient avian race who adapted mysticism, technology, and a warrior culture together. They raised and trained you to be able to survive on your own in this galaxy, and it shows. Your body is well above the human peak in terms of physical ability...not quite superhuman, but not quite ordinary either. If you needed glasses or vision correction, such is no longer the case – all of your senses are restored and sharper. You can run, jump, and use reflexes just above the human peak and are strong enough to wear heavy power armor as nothing more than an extension of your body. In addition, your skin contains no blemishes, and scars heal very easily, only remaining if you so desire it.

As for skills, you are well-versed in acrobatics and have a disciplined trigger finger, able to accurately aim with any weapon you wield and put many marksman who trained for years in their discipline to shame. Furthermore you will have notable close combat ability with a wide array of grapples and strikes at your disposal. Be warned, despite these many improvements, you may still be very much human...direct hits from weaponry in this world will dispose of you quickly and unceremoniously without power armor or some sort of protection, and the improvements do little for your durability against plasma or bullets.

Silence of the Stars [100, Free for Another] – Traveling the void of the galaxy by yourself may not be considered wise or healthy to onlookers, but sometimes, you cannot suffer the company of others or risk lives that don't feel the same heavy burden that you carry. You will find that you will always maintain clarity of mind and self even when you've separated yourself from society or companions for a long time, and sickness of the mind and heart from loneliness will not touch you.

One With The Galaxy [100, Free for Another] – Technology and the spirit are not quite as different as one would think. The machine is not merely a material aspect of the world, it is born of the dreams and will of minds open enough to create them. You understand this better than anyone, now. You will find that no matter how much or how little of a machine your body becomes, you still have a 'soul', and spiritual abilities or senses do not dilute from its overabundance. In addition, you become better at using esoteric practices to give you new insights into technology, though without existing knowledge and skill, these are merely dreams.

Respectable Career [200, Discount for Another] – A warrior is needed in all places, whether on the open battlefield or in the shadows. You may be called upon to do unsavory things, or to take mercenary work to survive. Despite this, notable individuals in the world will look upon you by virtue of your merits and skill, not your side or choice of career. Indeed, powerful and influential figures may be drawn to you for your services if your goals could potentially align with theirs...

Acrobatic Excellence [200, Discount for Another] – Quickness. Reflexes. Spin jumps. Through extensive training and fitness, your body has become incredibly flexible and aerodynamic, able to jump much higher than an ordinary person and move on snap reflexes even outside of your power armor. And inside power armor, your movements are surprisingly fluid despite any bulk or extra weight, able to wear most armors your size like a second skin – though heavy and dense armors can still slow you down. This aids you in perceiving moments that you might knock your enemy off-balance, seeing that glimmer of opportunity as the strike is about to hit. Should you contain Human-Chozo Physiology as well...these benefits compliment each other greatly.

Entrusted One [400, Discount for Another] – Despite being born of another kin many worlds apart, other species see you not as an alien or an anomaly, but as a beacon of hope. A paragon of your kind among their own. Unfamiliar and alien creatures will be willing to speak with you as an equal, and respect you as a peer regardless of differences in power, knowledge, or state of being. Beings who name you as one of their foes or stand against everything you do will not be so trusting...but even among them, your presence will carry its weight, and you will be known as a worthy foe.

Carry On [400, Discount for Another] – This galaxy is full of both wonders and terrors, beasts of legend and rumor that will gladly tear an unwary explorer limb from limb, caves and ruins containing secrets best left buried. Yet, it means very little to you, for your mission or your curiosity cannot be denied. Your body can last through considerable physical punishment, and your mind is a stoic fortress against hardship and terror. If you find yourself limping to a medical bay or surviving a mind-shattering horror, not only are your chances of survival likely, but you will return to your feet as though nothing happened. Direct attacks on your mind with enough emotional weight or fatal blows remain problematic, but anything short of it is nothing but another day on the job for you.

WARNING, WARNING [600, Discount for Another] – It does not matter how subtle or unsubtle you are: you are a harbinger of death and doom for your enemies. Not only do you quickly gain a fearsome reputation among those who oppose you, but damage you enact upon your foes is nothing short of awe inspiring. If you personally slay or disable an important figurehead or leader of a faction, or owner of a structure you seek to destroy, their holdings and assets seem to collapse quite literally afterwards. This does not necessarily mean an entire planet will self-destruct upon slaying its governor (unless he was foolish enough to place a device capable of doing such), but their infrastructure will collapse, their command structure struggles and likely fails to recover, and their allies scatter.

An entire research facility may have its self-destruct mechanism switched as if by mere chance, or just happen to be in your path upon you bringing low the head researcher. Should you desire to pick up the scraps and make your destructive wrath less physical, such buildings and structures will remain intact, and should your enemies try to cover their tracks, you will have ample time to halt any self-destruct mechanisms yourself. Death rides on a pale horse...and you are Death itself.

Part Of A Whole [600, Discount for Another] – You are not the product of your DNA or your genetic makeup. Rather, that is a product of you, and you are still yourself. Your body is amazingly receptive to genetic modification, even those that would normally contradict or damage your biological ‘core self’ or other such changes. Your body will yield results from positive mutations much more frequently and consistently, and negative mutations are mitigated or nonexistent depending on the potency of the change. In addition, you only retain appearance changes or physical traits that you personally desire, and while particular weaknesses may be impossible to separate from a change (injecting yourself with Metroid DNA will likely result in inheriting their weakness for ice, but not their ravenous hunger for energy or deformities), you will always appear as human or as your ‘self’ as you wish to be. You could even mix and match such physical traits, though it takes some time to...’adjust’ appropriately.

Not only that, but the almost eldritch qualities of your DNA is nothing short of horrifying to those who try to examine you. Those who try to genetically reverse-engineer your biology without your guidance are baffled and confused at best, or risk their sanity trying to make sense of you. Only with your personal insight is this possible, and it’s a task best reserved for yourself or the most skilled of geneticists in all of creation. It does not matter. You are you, nothing else. And you are worth more than the sum of your parts.

Power Armor:
Power Armor is a mainstay of this universe. It is, at once, your shield and your sword against the horrors in the dark, and what will keep you alive on many alien planets. You receive +1500 Suit Points to spend on all other upgrades. If you wish, you may convert 100 choice points into 200 more Suit Points as many times as you want, but not vice-versa.

What's Old Is New Again [100sp] – If you already have a body-sized suit of armor or a previous model of power armor already, then you may import it for this simple price. All features will integrate seamlessly with each other, and be perfectly compatibility for the purpose of the armor operating as normal.

[Universal Systems]

Life Support [Free/100sp] – Power Armor lives up to its name: it protects and keeps its user alive, first and foremost. Even the most basic of suits will provide a self-sustaining life support system. It puts the user in a sealed environment that can survive in a vacuum (though not extreme temperatures like sealed magma chambers or a sub-zero arctic), along with a self-sustaining oxygen supply. In addition, the suit will automatically repair itself and damage to the user's vitals through the expenditure of Energy Tanks, which sustain the suit's protection and the life of its user. It can also combat toxins or poisons that manage to move past the Power Armor's protective seal, though it takes time to administer antibodies, and may leave the user vulnerable. You start with one life tank in your armor. For 100sp per tank, you can start with more.

Internal HUD [Free] – Whether through your retina or the visor of your helmet, you have a fully operational HUD system depicting the status of your life support, the status of your weapon (and ammo, should you rely on it), and a map system that automatically updates as you travel through a particular location. It needs to be modified manually to gain any new features beyond what you purchase here, but the programming code is flexible for the purpose of adding tactical, on-board systems.

Suit Up [Free/200sp] – A problem that more primitive power armor systems have is that putting on a bulky suit of technology can be a little time-consuming, especially if you're not expecting to engage in combat anytime soon. This solves that issue – your armor is stored within a digital space until it comes time to equip it, where it will form around your body within a matter of seconds. Best done in a relaxed or non-hostile environment, for damage can disrupt the process. You can just as easily 'de-equip' the suit, where it will wait in a pod within your Warehouse for modifications, repairs, or when you need it again.

You receive this feature for free, but for 200sp, you also receive blueprints and a box of enough working parts to apply this to other suits of power armor you may own, or any sort of technological equipment you add to your body. If you have a suit tailored to your biology, then this instead creates a 'civilian mode' that lets you read as flesh and bone (or whatever you're made of). Excellent for getting past metal detectors.

Make It Yours [100sp] – Everything in this world has a particular aesthetic to it. The Space Pirates prefer modifications with a crustacean, sometimes rustic look to it. The Galactic Federation prefers simple, cost-efficient military gear. The Chozo armor designs look sleek and efficient despite their age and time sitting in ancient ruins. All Base armor comes with similar designs and styles appropriate to

their origin, but perhaps you desire a more...personal touch. You may tailor your power armor or personal modifications to any appearance you desire, so long as its function does not change, and it is obviously still some sort of power armor or modification. Do you prefer something with skulls and crossbones, with a steampunk look? Do you want something simple and nondescript? Or even something of scattered wires and sparks, looking like a broken down machine? The choice is yours.

Biosuit [100sp/200sp] – A common practice among Space Pirates and those with a low opinion of their own physical limitations is to not simply 'wear' a suit of power armor, but to modify it into their very bodies and adapt it in their biology. The benefit to this is that Life Tanks will be focused entirely on healing your body instead of both it and the protective layer outside of it, making it a bit more efficient. While the outer layers of your physical body won't have external protection, everything beneath your skin will, causing a nasty surprise for the odd fellow who thinks punching you in the face will be effective. The primary downside is that removing a Biosuit tends to be a slower and more painful process, and modifying it will be a bit more tedious. Lucky you, this feature comes with a Modification Table in your Warehouse that will make any adjustments you desire on its own, having a programmable AI that will act accordingly and act as a free set of hands.

Post-Jump, the Biosuit acts as an altform and will rest within your Warehouse in a pod when not in use, same as a normal suit of Power Armor via Suit Up. This base feature costs 100sp, but for 200sp instead, the suit seamlessly integrates with your biological form, making it impossible to tell from outward appearance you have any physical augmentations at all. Your physical parts will even be affected by your natural healing ability, letting your own form maintain it with no effort on your part.

[Armor Systems]

Power Insulation System [100sp – Free for NO DATA] – Despite the fact Power Armor can operate independently for hours at a time, it runs similar risks to shorting out or being overloaded like any sort of electronic device. This is especially problematic if it short circuits and can't be used right in the middle of a battle. That's what this is for. The suit will insulate any extra, outside energy from reaching its subsystems, and while it will still be damaged by loose electrical currents, it will not suffer from any structural or systemic malfunctions from the current or things that would cause such short outs. In addition, your subsystems are incredibly resilient against hacking or other damage, and will reboot in mere seconds if compromised in any way. This can still leave you vulnerable in a tight spot, but it will be for minutes or seconds instead of hours.

Nano Repair System [100sp – Free for Galactic Federation] – While Life Tanks do a wonderful job of repairing the armor and the wearer, it can be a little annoying to constantly have to maintain it and clean up after a long battle. Wear and tear has an annoying habit of ruining that particular look you want to go for. Luckily, this 'dumb' nanomachine system has you covered. Whenever your armor is chipped or physically damaged, or even if the paint is scratched somehow, this sub-system will work to both clean and maintain your power armor. This means that you won't have to actually do the hygienic work or constantly keep your armor maintained yourself. That said, this isn't programmed for battlefield use, and won't really speed up your healing ability or Life Tank use in any fashion – it is good for looking nice and keeping the armor together for those who can't be bothered to do it manually.

The Coffin System [100sp – Free for Space Pirate] – Power Armor is meant to be an extension of one's body, not a replacement. This is a somewhat painful alternative for those with missing limbs or otherwise inoperable bodies. When missing an essential body part for the armor, it instead hooks up to the nearest available nerve from the part, and will move entirely based on signals from said nerves.

In short, the armor operates by input from your nervous system instead of your own muscle movements underneath it. This enables a slightly faster reaction time and also lets all limbs function even if your own body is a broken mess underneath. For an extra (undiscounted) 100sp, your power armor's movements can be entirely thought operated as it directly hooks up to your brain, though this also means removing it will be a bit more difficult in the heat of the moment – having a chord plugged directly into your skull will do that.

Varia [100sp – Free for Another] – There are plenty of dangerous and unwelcome environments in the galaxy, some of which can make short work of even basic Life Support Systems. Luckily, your armor has picked up the Varia Suit upgrade. The Varia System creates an isolated temperature environment for the user in addition to the base Life Support systems, and the wearer can travel in locations like volcanic caverns or the nighttime arctic in relative comfort without their armor, its equipment, or self suffering adversely for it. The internal temperature of the user's body can even be adjusted at will. That said, this protection is not absolute – swimming in magma or taking a swan dive into a star is still a bad idea. In addition to this environment protection, heat or cold-based attacks are less effective against the armor.

Ego Guardian Protocol [200sp – Discount for NO DATA] – Although the suit can protect the user from most physical hazards, some ills of the mind or illusions that fool the naked eye are not nearly so forgiving. The user may fall victim to post-traumatic stress, or become unable to perform in combat. This is a safeguard. Upon activation or when a particular trigger (programmed by the user) is activated, the armor immediately sends several signals through the user's nerves that creates an artificial 'combat high' and a state of supreme focus, letting them shut out emotional stimuli and focus on the battle at hand. The emotions of fear, joy, and other extremes are temporarily suppressed. It is tailored specifically to your biology to create a similar reaction, though foes who try to reverse-engineer such a process will have better luck threading a needle through concrete. This lasts for only a few minutes at a time, but can be reactivated or toggled at will.

Reactive Protection System [200sp – Discount for Galactic Federation] – What your home world would call 'modern' weaponry can do surprisingly little to Power Armor, but still, many common weapons and dangers in this galaxy can burn through its protection with terrifying effectiveness, and burning through Life Tanks is both physically and logistically painful. This system lets your subsystems focus primarily on the defensive and protective aspects of your armor, reinforcing it seconds before impact from a weapon or attack, reducing its effectiveness greatly. This is automatic, however, it is limited by the computation speed of your subsystems – an undetected attack or something too quick for it to react to will strike normally. While this significantly mitigates damage, powerful or fast enough attacks ultimately won't be hindered very much by it, so do be careful.

Hazard Shield [200sp – Discount for Space Pirate] – An extremely necessary part of Space Pirate Technology for surviving on their home world. This self-sustaining energy field manifests itself immediately on close contact with dangerous environmental hazards – radiation, toxic waste or poison, acid rain, Phazon – without any input from the user, isolating them completely and safely from risks associated from close contact with the armor. While this includes some weaponry, strong enough 'charges' from these hazardous wastes can still damage you and the armor, though as a small mercy, the shield will still block any poisonous or long-term effects...acid loses its potency in mere seconds, unwelcome radiation fails to effect your systems or body, and so forth.

Gravity [200sp – Discount for Another] – Deep underneath the ocean? On a planet with an extremely strong gravitational pull? Otherwise at risk of being crushed by an enormous amount of pressure? Not to worry! This suit upgrade creates an isolated gravitational field around the user, which reduces the effects of both kinetic force and outside pressure. In short, you can walk through liquids just as easily and fluidly as you could on the surface, and planets with absurdly powerful or weak gravity will have no effect on you. In short, the effects of pressure and force have a mitigated or nonexistent effect on the user of the Power Armor. This also lets you adjust the personal 'gravity' of the suit as well, as long as SOME form of gravity exists near them. As a bonus, damage from 'impact' based weapons or things relying on kinetic force do less damage to the user. If one has the **Varia** upgrade it enhances the temperature protection allowing one to travel through lava or near-absolute zero temperatures, but still not survive absolute zero or deep into a star.

Energy Transfer Module [400sp – Discount for NO DATA] – A valuable prize and necessary asset of the Luminoth, the effects of this module are twofold. Originally having the ability to render the user Ing possession useless by virtue of constantly generating light, the Module grants the armor and its wearer complete immunity to supernatural possession or attempts to 'corrupt' its technology through similar means. In addition, the armor can now freely store a large amount of energy within itself, the Module originally being designed to steal back the planetary energy sustaining several parts of Aether. This energy can either be transferred to a different source you can connect the armor to, or it can be 'spent' to temporarily supercharge individual armor components.

That said, while you can contain a large amount of energy, your armor can't necessarily handle using that much on its own...trying to fire a planet's worth of energy through your tiny Arm Cannon is more likely to make you explode and die than actually create a practical weapon. If you truly must use such an abundant source of energy, do use caution – as a mercy, your armor's on-board system will warn you when you're about to use more than your hardware can handle. Only one type of energy can be contained at a time.

Trauma-Reactive Armor [400sp – Discount for Galactic Federation] – While the parts of your armor may be durable and age-resistant, a sad fact of the matter is that many horrors in the galaxy can tear through it like wet tissue paper if you come unprepared. A step-up from the Reactive Protective system is this interesting little subsystem engineered by the Galactic Federation in an attempt to cut down on the expenditure of Life Tanks. Your entire armor has an undetectable 'second skin' made of a nanosystem covering it. Upon suffering any kind of impact or physical trauma, the coating immediately hardens and becomes extremely durable around the point of impact, all but nullifying shock and most small arms damage except for the initial dent.

It synergizes excellently with its predecessor as well, for the Reactive Protective System gives the subsystem an almost clairvoyant sense of where to reinforce the armor before the impact even begins. There's no difference in weight or movement from the temporary 'armor' as well. This is not an impenetrable defense, but you'll find yourself burning through a life tank 'occasionally' instead of 'constantly' if you find yourself on the receiving end of many angry beasts in this galaxy.

Phantom Stealth System [400sp – Discount for Space Pirate] – A favorite of the elite Space Pirate units, this is a stealth unit designed to make the user almost completely invisible to the naked eye. Using a type of light refraction to make the armor appear completely transparent, the user becomes both invisible to the eyes of ordinary beings as well as other types of radar and technological detection. Less mundane methods of detection may pierce this, and despite being invisible you are still

very much tangible and touchable, thus possible to damage. However, should your opponents make the mistake of allowing you to get close, they may not get that chance. Just be warned – observant enough beings or a scanner made specifically to deal with the Phantom System can 'eyeball it', as it were.

Screw Attack [400sp – Discount for Another] – Named so for the acrobatic spin normally used with this upgrade, the armor discharges a large amount of energy from its core in a controlled burst, creating a rotating burst of power around the user. The field lasts only a few seconds at a time, but can be used again at will, and is strong enough to smash through solid underground rock as easily as wet paper, and often being the last thing an unarmored enemy will come into contact with. This variant also doesn't require the jump – you may activate the Attack at your leisure, though only things you're in touch contact with will be affected by it. Do note that the ability doesn't provide extra locomotion on its own – Movement modules will be needed to use the jump ability at longer ranges.

Light [600sp – Discount for NO DATA] – The dangers in this galaxy are not nearly so finite as a toxic environment, atmosphere, or alien lifeforms with an infinite taste for blood and death. There are things beyond space itself, trapped in folded dimensions full of horrors singing doom to those who dare cross into their territory. Great behemoths, ancient and ravenous, along with the darkened world of the Ing...many things can end your life merely from you stepping into their domain. No longer. Your suit bears the light of Aether, and a unique part of Luminoth technology adapted to your use. In alien dimensions or worlds where the space itself is hostile to your physical body or the coherence of your forms, worlds where the laws what is and what isn't is bent with horrifying regularity...you stand as a stone in a river. Your power armor's form can still be damaged, but not altered against your will, nor harmed by an environment it could not normally hope to survive in. Howling winds of the soul, bent space, dimensional horrors...they will have to fight you personally to have any power over you.

Prototype Enhancement Device [600sp – Discount for Galactic Federation] – Currently something of a pipe dream in Federation technology is the idea of weaponizing energy created through an organism's own 'life force', similar to what Metroids seem to hunger for. However, no such worthwhile energy seems to exist, and so the project will be on the shelf...for now. This upgrade's ability has a two way function: It can either 'supercharge' any and all other armor subsystems by channeling an energy drawn from the wearer to create a 'Hyper Mode', or it can instead inject a biological agent directly into the wearer while the armor 'filters' out dangerous or permanent side effects, mitigating if not outright removing them. This means things like combat drugs or particular enhancement agents can be used with relative safety to the user. Still, the suit doesn't come with any such energy to use on its own...perhaps as a consolation, you have blueprints of how to adapt either of its functions to any energy or biological agent you have access to. Maybe you'll find a way…?

Fusion [600sp – Discount for Space Pirate] – What is this? Such a thing doesn't exist in the galaxy just yet, born of a desperate measure to save the Hunter's life. Still, it's not out of the question for an aspiring Space Pirate to stumble on such a result themselves...this suit is made of part flesh and part technology, seamlessly integrated together. It may be Metroid DNA or that of a previously unknown creature. Regardless, the result you've created is that the DNA of a single creature (either a Metroid or something you had a sample of beforehand, chosen when you buy this) has been meshed with power suit technology. The benefits are twofold – any sort of biological natural ability the creature had is accessible through the suit. The second benefit is that technology you install onto the suit from this point on will immediately integrate with the suit's biology without fear of conflict...and you can likewise modify the suit genetically like any other organism, and the technology will adapt to it in turn. This won't always create a 1:1 effect and will need some research,

along with trial and error...but you may have found the missing link between a perfect bioweapon and a perfect suit of armor. It's just a matter of fusion.

Legendary [600sp – Discount for Another] – The true power behind Chozo technology is not merely its staying power over the course of centuries, but how easily it can integrate both the best of its own world and the best of other worlds. In short, the power armor can take damaged or stolen technological devices from a foe or an ally, and immediately install it without error or fuss. Taking the module behind a flamethrower will give you that same flamethrower's ability, taking augmented limbs that enabled a foe to jump extremely high will let you do the same thing. As long as the technology still has some capacity to function, you can integrate it immediately with your power armor. It would also be possible to download a schematic for a piece of equipment and let your suit manufacture it. You can remove systems from your suit with similar ease, and this also makes stripping your equipment due to changes in your physiology impossible, barring catastrophic damage.The only downside is that the energy and size requirements do not change – space station-size superweapons still require more power and space than a normal person-sized power armor can hope to generate, and generally will not function without some modifications on your part. Still, you'll find that the discarded weapons of foes will be ever more useful in your hands...

[Weapon Systems]

Arm Cannon System [Free] – All of these weapons are designed to work interchangeably with each other within a single arm cannon, which rests on one arm of your armor (that you may choose). The weapon systems below can all be toggled or combined at will, though newer and self-installed systems may need some work to integrate with it properly. Can be set to a 'stun' or 'kill' setting at will.

Power Beam [Free] – A basic weapon used across the galaxy, considered a mainstay of power armor weaponry. These yellow pellet-sized charges of energy have the benefit of having no need for ammunition, with the downside that it does very slight damaged to armored or tough foes. Still, this is the foundation for many of the weapon systems below, and its versatility – lacking an 'element' or exact energy signature – should not be underestimated. Semi-automatic.

Charge Beam [100sp] – Of course, one of the fastest ways to make a weak weapon useful is to just use more of it. In this case, add more to it. By 'holding' a single shot of energy from one of your weapons, your suit will supercharge it into a larger blast that will do considerably more damage that whatever the original charge was. The downside is that this only works for energy-based weapons, acting mostly on the principle of 'add more energy'.

Diffusion Beam [100sp – Requires Charge Beam] – An odd upgrade, of unknown origin. This simple upgrade allows shots that are fully fired from the Charge Beam to affect a moderately wider area of about arms length from the point of impact when striking a wall or an enemy. The force and energy blasting through walls while not necessarily destroying them or providing a fragmentation effect against nearby enemies without any loss of power.

Gatling Mode [100sp] – The other side of the fence is that quantity has a quality all on its own. The arm cannon becomes a fully automatic weapon, and while the Power Beam is even more diluted in this form, it's also a little bit better at penetrating defenses mostly through the constant 'taps' of the attack on a single spot. Can be easily adapted to more primitive ballistic weapons, though you may not find much use for it here. Perhaps you're a fan of the classics?

Missiles [100sp] – A Power Beam isn't always going to cut it, especially against foes resistant to simple energy shots. That's what this secondary weapon is for. While limited in ammunition and requiring reloads, missiles are exactly what they sound like – anti-personnel and even anti-vehicle explosive weapons designed to ruin someone's day. They can be fired instantly and explode on contact in a lovely little 'boom'. For 100sp more, you can 'charge' the missile, consuming more ammunition but firing an incredibly powerful Super Missile at a target, able to turn most ground vehicles into scrap with a well-placed shot. Boom. For a final 100sp more, you no longer need to 'charge' a missile nor do they consume more ammo.

Storm Missiles [200sp - Requires Missiles] – For when you need to hit multiple targets at a time you can now purchase this upgrade. With this you can activate a lock-in system that allows you to have three locks onto a single target and five different targets. Each lock consumes and will fire three basic missile. When fired every missile will flawlessly track and hit their target so long as the target still exists and there is a valid path to the target.

Diffusion Missiles [200sp – Requires Missiles] – A unique weapon of destruction, currently still in prototype stages in the Galactic Federation R&D. In addition to the already potent destructive power of a missile, these missiles can actually be 'charged' with energy from the arm cannon. When fully charged, the missile will explode in a 'wave' of the chosen energies in an expanding explosion, enough to cover an entire room. This is a powerful but dangerous area of effect weapon, and is best used when you want everything else in the room frozen/on fire/electrocuted/dead. As a bonus, this comes with blueprints for modifying the standard-issue missiles and different types of explosives you can use in tandem with them...or even fluids or biological agents.

Blade Mode [100sp] – Perhaps you simply prefer to get up close and personal? That's fine. You can just as easily replace or add to your default arm cannon a single melee weapon of your choosing. The benefit of this weapon is that not only is it better at piercing defenses by cutting or smashing power, but it can be freely augmented with various weapon types just as easily as the cannon. Primary downside being...it's a melee weapon in a galaxy where beam and plasma weapons are fairly common. Do be careful.

Spazer Beam [100sp] – Of course, you may find yourself fighting more than one target, and the weapons offered here leave something to be desired in range and spread. This lovely upgrade fixes that problem just a little, letting you fire your weapon in a 3-wave spread that covers a wider area in front of you, letting you strike larger or multiple targets depending on the angle that you aim. Good for clearing a room.

Ice Beam [100sp] – It's best to keep a cool attitude to this weapon. This freezes your weapon's 'bullets' to extreme sub-zero temperatures, enough so that human-sized biological beings that are unfortunate enough to be caught in its blast will be frozen solid almost immediately. The freeze won't last too long on its own, but often just long enough to shatter a poor foe into pieces with a well-placed missile. This is the principal weakness of Metroids, and as such is a very important weapon if you plan on dealing with such creatures.

Wave Beam [100sp] – A unique weapon with electrical properties, the Wave beam is not only the bane of many sensitive electronics or ones without proper protection, but it can even pass through inanimate objects with a surprising amount of ease, able to move past even reinforced security doors with little effort. This makes shooting through walls a viable strategy, though thick enough material can

make the energy dissipate quickly before it can actually impact anything or anyone. It won't go on forever, effectively. Still, if you need to catch someone by surprise…

Plasma Beam [200sp] – Burn, burn, burn. If the Wave Beam is the bane of solid objects and electrical systems, the Plasma Beam is the enemy of everything else. This super-heated beam can penetrate all but the strongest of armor like a hot knife through butter, and is likely to even set the target it struck on fire within mere seconds after impact. Combined with the Charge Beam, you can reduce even the most hardy of foes to ash.

Light Beam [200sp] – A trademark weapon of the Luminoth as their conflict with the Ing began to spiral out of control, this operates similarly to the plasma beam – a high temperature beam of light that is good at piercing defenses. However, it is also the natural enemy of things that rely on the 'dark' or 'absence of light' for their power or their physical forms...it could perhaps even count as a 'holy' weapon in some worlds, depending on what you fight. Unlike the version the Luminoth use, this beam does not have limited ammunition and can be used at will.

Dark Beam [200sp] – The corrosive and malevolent energy of the Ing has been harnessed by you, and does not suffer from limited ammunition, to boot. This darkened and foul beam acts similar to an acid, attaching to and burning through the flesh and metal of an unfortunate target...and it only gets worse should it come into contact with vital organs. The other benefit is that this focused energy, following the Ing ability to traverse dimensions, is that spatially displaced or dimensionally intangible beings can very much be hurt by this weapon. Woe onto them.

Annihilator Beam [100sp – Requires Light Beam and Dark Beam] – While the Ing and the Luminoth are opposed to each other by nature, their technology is frighteningly powerful when combined together. This is a testament to that. This weapon combines the best qualities of the Light and Dark Beam, in addition to having a rapid rate of fire and being able to 'home in' on targets without any input from the user, as if sensing what target is the most important to strike first. As a bonus, it has a much faster rate of fire, as well.

Nova Beam [400sp] – Where did you get this?! This sort of weapon is not normally designed for power armor – its regular use is as a MINING TOOL. Regardless, this powerful jade beam with a hell of a kickback to it can best be summarized as 'the angry cousin of a Charge Beam and Plasma Beam' - if you hit someone's head with this, it won't be there anymore. Entire limbs and sheets of reinforced building material can be shredded like paper by this beam...and that's before you even charge it up! Be careful where you point it, okay?

[Visor Systems]

Scan Visor [Free] – A very basic but helpful tool, almost considered mandatory on long journeys into alien planets. This scans an individual object or person and gives you some basic, cursory details about the item in question. Even better, if the armor has access to a larger intelligence network or any sort of long-term data banks, it can draw fairly accurate conclusions and guesses about the scanned object by comparing it to observations the data provides – or even a complete dossier, if you can access one. How handy is that?

Intel Connection [100sp] – The short version of this is that your armor is now capable of communicating with a network. Or as some humans would say, 'you have wi-fi'. Your armor can mentally access the Internet or any public equivalent with a thought, and gives you something to do on

slow exploration days. Has a planetary range and can be toggled at will. The armor automatically filters out all viruses, though try not to be distracted by pictures of your favorite bounty hunter when you're seconds away from entering a firefight.

Thermal Visor [100sp] – An easy way to deal with most rudimentary stealth systems or those hiding in the dark? Thermal sensors. This changes the user's view into a heat-based detection system, warm objects and living beings appearing a bright orange, while everything else is a shade of purple. Can be modified for better color coordination to suit the user. Using this in a volcano or a hot area is a bad idea.

X-Ray Visor [100sp] – This visor is a little unconventional, but it is no less effective. The visor allows the user to view things that exist outside of the visible spectrum of light, as well as the skeletal structure of nearby living beings. Doesn't come with any sort of radiation risk for the user or those it views, so don't worry about it.

Echo Visor [100sp] – This visor creates a visual 'echolocation' system, allowing you to track objects and creatures through the sounds they make, visually appearing as 'ripples' in your vision. Excellent for detecting...well, noise. Sensitivity can be adjusted.

Dark Visor [100sp] – A unique invention during the war with the Ing, the Luminoth created this detection system to deal with their dimensional adversaries. This visor allows you to clearly view things that exist in spatial or dimensional distortions between the reality you're currently in, and the one it is currently 'close' to. Also good at spotting possible rifts or portals that can be tapped into to lead to said dimension.

[Movement Systems]

Thruster System [Free] – A fairly basic and common addition to a suit of power armor is a pair of thrusters on the back. These aren't capable of sustained flight or long-term use, but can provide extra jumping power or momentum when you need to move in another direction VERY quickly. Thought activated.

Grapple Beam [100sp] – Because grappling hooks are for primitives. This blue energy 'chain' hooks onto any surface you can reach with it, not just a 'hook', and can let you swing to and from that position with ease, the device adjusted specifically to carry your weight. It even works on flat surfaces, and can be used to pull apart doors or debris.

Space Jump [100sp] – Do you like jumping? Do you like double jumping? Do you want to jump FOREVER? Well, aren't you in luck! Not only can you jump higher, but you can jump 'again' to regain momentum and continue being in the air. You can do this as many times as you want! Why is this priced so low? Well...in order to use it, you HAVE to be spinning while curled up into a ball to continue jumping. It also only works in a place where a form of gravity actively exists, otherwise you're just spinning uselessly in a zero-gravity environment. It can also be problematic to navigate and protect yourself, since you're an easy target to anti-air weapons. Still, if you like jumping or need to get up somewhere really high...

Morph Ball [100sp] – This is one of the more...esoteric systems of the Chozo. The armor compresses into a spherical form with the user harmlessly contained within it, with sensory awareness of their surroundings, and is able to roll around of their own volition. It is astoundingly useful for infiltration or

navigating tight spaces, but is otherwise a baffling topic for Space Pirates and the Federation alike. The only person who uses it regularly is Samus, and attempts to recreate the technology have been...disastrous at best. Comes with an energy bomb feature, able to explode with a small concussive impact with no risk to the user, that can be used at will.
+**Spider Ball [100sp – Requires Morph Ball]** – The morph ball can now magnetically attach itself to any metallic surface while remaining in motion. The uses for this strange form are now a bit less confusing – you can access any building this way, if you play your cards right.
+Cross Bomb [100sp – Requires Morph Ball] – A moderately enhanced version of the Morph Ball bombs. Rather than merely a singular explosion, this creates a chain of linear explosions in all cardinal axis. This provides a minor boost to firepower but comes with the additional use of a method of quickly accelerating oneself in one of those cardinal directions.
+Super Bomb [200sp – Requires Morph Ball] – An extremely destructive version of the Morph Ball bombs. Instead of creating a fairly mute concussive impact, the force of this blast (strangely, still leaving the user unharmed) can tear a room apart and rend boulders or structural details apart in a short amount of time. The only downside is that these have limited ammunition. Use with caution.

Speed Booster [200sp] – Do you want to go fast? Really fast? This fast? Alright. This is the Speed Booster. After running ahead for a minimum of two seconds, you can activate this booster to immediately propel yourself forwards at high speeds, up to a soft cap of mach 1. The module can even harmlessly cancel your momentum when you're about to collide with a solid object...this feature can be turned off, for the reckless or those attempting a spectacular shoulder slam.

That said, a strange glitch in this function allows you to come to a stop without actually deactivating the device, letting you 'store' the energy from the speed boost. You can then aggressively propel yourself in a single direction even faster, often killing anything squishy and dumb enough to get in your way. This 'Shinespark' is not an intentional feature, but maybe you could harness it properly with a little bit of time…

Flight Module [200sp] – You know what's annoying when you're on an alien planet? Walking. Why do you have to walk everywhere and try to find your way around an annoyingly specific security door. You know what's better? Flying. Yes, this jetpack with retractable wings will let you fly at supersonic speeds in the air, though it has limited fuel. It also works most effectively in the atmosphere, though it can be used for short-term space travel. Try not to fly into any turbines on any pre-FTL worlds...or dangerous aliens with wings.

[Aeion Systems]

Aeion Integration [Free] – Aeion is an energy source from SR388. Rumors circulate that it is somehow linked to the Chozo's actions on the planet in a very important way. Regardless, you suit seems to contain a small reservoir of this energy with which to activate "Aeion Abilities". Currently, you have none right now. But perhaps upgrades you find or purchase here will use this energy. "Aeion Abilities" can't be used in parallel with each other like other abilities can only being able to be activated one at a time. Your reserve of Aeion replenishes over a short three seconds after depletion.

Scan Pulse [100sp] – With this upgrade it is possible to emit a pulse of Aeion energy that scans the entirety of the immediate area. It's total coverage enables comparatively swift information gathering. This scan can penetrate walls of moderate density and detect structural weak points providing notification of hidden areas. The process requires ten seconds of charging time before the pulse can be unleashed.

Beam Burst [100sp] – By using the Aeion energy at your disposal to catalyze your power beam, this upgrade vastly increases your firepower. The effect provides something similar to the **Gatling Mode**, but in comparison providing little to no dissolution of individual shot power. In fact, should one have the **Charge Beam**, it would be more appropriate to say each enhanced shot does more damage than average, seeming like a diluted version of the Charge shot rather than the basic power beam. Should one also have **Gatling Mode** and use it in conjunction the rate of fire would be absolutely blistering. Beam Burst of course drains your Aeion energy allowing up to 8 seconds of constant fire at a time.

Phantom Cloak [100sp] – Unlike other Aeion systems, this upgrade goes more skin-deep than the others. Providing an optical camouflage that completely hides your presence from sight, sound and scent. This drains Aeion energy at a steady rate with movement while only being able to maintain a walk, and use of weapon systems further draining power. Worse, when your Aeion energy runs out it will start taking from your life support system but never leaving it completely bereft of energy, instead turning off as a failsafe. Due to the system needing to be reset, one must move before being able to resume restoring Aeion energy. While both similar and inferior to the Space Pirates **Phantom Stealth System** in a lot of ways. No scanner in the galaxy can currently defeat this stealth system, even those that can counter the Space Pirate's version.

Lightning Armor [200sp] – Want to be untouchable and shock your enemies! By using the Aeion energy within your reserve to supply an electric barrier around yourself that is possible. This provides a protection against attacks, nullifying kinetic impacts or dispersing plasma and acid. Not only that but it of course can damage enemies as all extremely high amperage and voltage electrical currents can. This high voltage is such that it nearly doubles the range of all your melee attacks as the lightning arcs in tandem with your swings.The barrier is mostly self-contained and does not leak energy over time but strong or continuous impacts will quickly drain the energy barrier as will attempting melee attacks. Overloading the barrier disables Aeion energy restoration for twenty seconds unless an outside source of Aeion energy is used.

Flash Shift [200sp] – By far one of the most useful Aeion abilities the Chozo ever devised. This can allow one to warp short distances in a direction while retaining momentum both on the ground and in the air. A singular warp depletes your supply of Aeion, however you can still do up to three consecutively in short succession using the spare energy of the first warp. This allows for instantaneous melee attacks or swift dodging of incoming blasts. This also requires a degree of practice to master, with a novice only being able to warp reasonably at a similar elevation from their starting point to their destination, while a master can move much farther with each warp and can even travel diagonally.

Phase Drift [200sp] – Similar to the Flash Shift which allows one to manipulate themselves relative to space. This allows one to manipulate themselves relative to time. While in use, the user perceives the world around them moving or reacting at half the rate it normally would, and this is in fact reality. But the reasoning for this is that the individual is actually going through their own time stream at

twice the rate. All functions of your power armor including projectiles still work and travel at speeds relative to your own time stream. This ability can be sustained for a massive twenty seconds but like the Lightning Armor disables Aeion energy restoration for twenty seconds unless an outside source of Aeion energy is used when it is disabled.

Items:

Of course, you can't get that far on power armor alone. Some things, old and new, will aid you along in your journey. You need merely pay the price for them.

Spaceship [Free] – You receive a simple FTL craft designed for your personal use with an aesthetic either matching your faction, or the chosen look of your customized power armor (if you bought Make It Yours). It is large enough to carry and sustain you and your companions, but not much more than that, being a personal craft instead of a battleship. Comes with rudimentary defenses and working cryostasis systems for long and boring journeys. You may import a spaceship you already own.

Recharge Station [Free] – A simple device stored in either your Warehouse or your Spaceship, this recharge station immediately replenishes all of your Power Armor's Life Tanks, ammunition, and repairs any leftover damage on it. Can't be used for much else, but works with all Power Armor you and your companions purchase from this jump.

Masked Identification Signal [100, Free for NO DATA] – Being an enigma will not win you many friends in Federation space, or any place with official recording keeping. That's what this is for. Whenever you need to present some form of I.D. or public passport, flashing this blank card or transmitting the code printed on it (adjusted to whatever device you're using) will let you pass a citizen or user of whatever you're trying to access. This only works if you don't already have a reputation or established identity. Note that this is for moving past public checkpoints or accessing public networks...this will not give you administrative access or anything requiring legitimate authority.

Assortment of Crystals [200, Discount for NO DATA] – Several important pieces of Luminoth technology emphasize the importance of crystals. You can't imagine why – these glittering bits of rock are pretty to look at, but they don't do that much on their own. You could research a way to use it with your technology...or you could sell them for money, likely being worth more than their weight in credits to civilizations that value them. On average, you'd guess selling them would give you around 5,000 in US dollars back in your homeworld, if you got a good deal. If you spend some time studying them, you'll eventually find they work really well as energy conduits…

Strange Symbols [400, Discount for NO DATA] – Of course, an insufferable part of ancient and technologically advanced races is that they tend to prefer 'mysterious hieroglyphs' as opposed to 'instruction manuals'. Still, this one is remarkably more concise...this tablet has detailed instructions on how to open a dimensional gateway. While traversing to a whole new universe or timeline is asking too much, things that are just a 'layer' away from this world could be accessed. The design looks a bit cumbersome and needs a lot of energy, though...and do such worlds even exist in this universe? Dare you find out?

Energy Controller [600, Discount for NO DATA] – Finally! Something that isn't a 'do it yourself' kit! This is a dormant device, about the size of a small building, that looks like some sort of generator. Apparently, it harnesses a large amount of light to either provide power to a city-sized area, or it can cause geographical changes with a similar area of effect size, like a mild terraforming effort. That said,

mere solar light from the passing of the day doesn't generate enough to let you use this effectively...you would have to harness a larger amount of light to power the Controller properly. Maybe those crystals of the Luminoth have something to do with it...or maybe you have another way to catch the light?

Survival Kit [100, Free for Galactic Federation] – For all those nights you find yourself stranded in the middle of nowhere. Has about a month's worth of rations (all of which taste bland at best), a flashlight, and an energy cell that can power most personnel-sized devices for several hours.

Name and Rank? [200, Discount for Galactic Federation] – Of course, if you're part of the Federation, this is already a given to your story. You're registered as either a soldier or a legal bounty hunter, with all the status befitting your rank and role. However, in future worlds, this will provide a set of documents that will let you join any existing military regardless of nationality or qualifications, no questions asked. These can only be used once per jump, however, and already being an active enemy of said military or opposing their goals will render this ineffective.

B.O.X. Security Robot [400, Discount for the Galactic Federation] – Armed with grenade and missiles launchers and having the tenacity of a small tank, this spider-like robot runs on a biological neutral network that is hard-wired to be loyal to you. It has basic animal intelligence, but can potentially become slightly smarter with time, up to the level of a human. It does not count as a companion, but is replaced if destroyed like all items.

X Parasite Sample [600, Discount for the Galactic Federation] – You shouldn't have this, Jumper. You shouldn't have access to this at all. But it seems that you do. This contains a genetic sample of an X Parasite. The Parasite itself is dead, unable to reproduce or infect a host, but its basic form is preserved enough that you can feed it genetic material, and it will change shape to match the organism it has DNA samples of. You could study how it reacts to your experimentation, perhaps study the X in a safe environment...maybe even find a way to make your own. Or 'improved' versions…

Tubes [100, Free for Space Pirate] – It appears to be a series of metal tubes. Many of them. They're not geared towards a particular use or purpose, but they're large enough for a Morph Ball to roll through them with relative ease. If you hooked them up together, they'd make for easy object transportation...at least, what you could fit through them. There's probably a use for this...somewhere. One thing is for sure, these are some astoundingly effective tubes.

EMP Grenades [200, Discount for Space Pirate] – The key to defeating opponents who rely on technology is to simply take that away. This is a crate full of grenades that explode with an electromagnetic pulse, able to scramble if not destroy most unprotected technology caught within its field. You get about 24 to use, and it restocks the following week.

Phazon Sample [400, Discount for Space Pirates] – This is a single crate, heavily reinforced to avoid a toxic leak, of Phazon – a blue, conductive liquid that is incredibly radioactive and prone to violently mutating anything unfortunate enough to survive it. The crate is reinforced enough that you don't need to fear it poisoning you until you open it, but this substance is both dangerous and volatile. I hope you know what you're doing.

Metroid Eggs [600, Discount for Space Pirates] – The most dangerous organism in the galaxy next to the X Parasites, and now you have about six of them. They are held within a glass container that

keeps the eggs in stasis, and they will only begin hatching about an hour after you release them. While the Metroids will be docile towards you and your companions, they are still very vicious and ravenous, and will immediately feed on any other living beings they come into contact with. You may keep them as exotic pets or attack dogs...but do note they will gradually get much bigger with age. Ever seen an Omega Metroid, Jumper? You will soon.

Be warned. There's a non-zero chance one of them might grow into a Queen if given time and age to grow.

Zero Suit [100, Free for Another] – This blue, skin-tight suit has a rather simple application: it's designed to be a comfortable layer of clothing to wear under power armor. Indeed, any sort of armor you wear over this feels easier to move about in, or at least a little more comfy than it would be beforehand. That said, this outfit is a little...well. It leaves little to the imagination. You could get a more modest version, if you prefer.

Logbook and Connection [200, Discount for Another] – The features of this item are twofold. First, you receive access to any public network through your Spaceship with a VERY long range – in light years and across systems, effectively, meaning yes you will have access to things like the Internet during long space journeys. Second, this digital logbook hooked up to your ship or your Warehouse will keep track of all things you have encountered in your journey – scan logs, conversations you've had, things you've made or collected...in essence, you have a primer and reminder on what you've seen and done on your adventures. Can be password protected or made private.

Chozo Statue [400, Discount for Another] – The Chozo did love their statues, didn't they? This tall avian made of ancient rock and stone is tough enough to tank many missile blasts and strong enough to tear through reinforced metal. While it can not speak, it is loyal to you and fully dedicated to your protection, and can obey simple orders. It does not count as a companion, but could potentially be imported as one if you want to give it full sentience, where it will obey all rules associated with such.

Legacy of the Lost [600, Discount for Another] – It seems the Chozo have left you something, Jumper, across time and all of space. Perhaps they cared for you as their own. Perhaps they saw your victory as a necessary evil. Maybe you're just really lucky. This is no single item – rather, when you are at a total impasse, you will happen to stumble across dormant Chozo Statues holding various items or upgrades that will let you overcome said obstacle. This tends to be contextual and only mildly useful after your first use, and often do not enable things like apotheosis or things that would threaten the entire galaxy...but when you find yourself lost, their distant hands will guide you. Curious how they managed to put these in future jumps, as well...they're certainly thorough.

Companions:

Assemble A Team [100-300] – It can be troubling to journey in this dangerous galaxy without some help. You may import or create up to two new companions for 100 points, four for 200 points, or up to eight for 300, giving them 600 points to spend freely, free power armor, and 1500 suit points to spend. New companions who are Drop-Ins are obviously not Jumpers themselves, but likely strange or 'off the grid' individuals who don't quite fit the other backgrounds.

Junior [200 – Discount for Drop-In/Space Pirate] – How interesting. This is an adolescent Metroid. Not only that, but it's...surprisingly intelligent. As in, it could actually 'type' to you using its tiny fangs on a keyboard and form a vaguely coherent sentence. It seems to think you're its parental figure and is loyal to you and your companions. It will even rest on your head with no adverse effects to yourself. What will you do with your new, dangerous little friend?

Friendly AI [200 – Discount for Galactic Federation/Another] – It's a common practice to upload the brains of skilled Galactic Federation COs into computers, creating a fully sentient AI to aid in future conflicts or oversee important missions. You've managed to get your hands on one – the AI rests in either your Spaceship or a basic robotic body built with 800 Suit Points, with room for upgrades. It is amazingly intelligent, having the benefits of 'What Would This 'Jumper' Advise You To Do Now' as well. Its personality and name is to your choosing, but it will often advise you on tactical data and recommend useful courses of action to you.

Ridley [200 – Discount for Drop-In/Space Pirate] – In the shape of a gigantic dragon is this foul and vicious leader of the Space Pirates. Equal parts wicked and cunning, Ridley seems to have taken an interest in your chain, seeing it as a valuable way to collect data. Securing his loyalty is difficult, but Ridley is a brilliant enough scientist on his own to count as having the benefits of the entire Space Pirate perk tree. Cannot be taken with The Hunter.

Hands of the Maker [200 – Discount for Drop-In/Space Pirate] – Even the Space Pirates have their own pariahs and outcasts...and even they have lines they believe are too extreme to cross, as rare as that may be. This one believed they don't go far enough in only cloning their own race, Metroids, and the ever-dead Ridley and seeks to perfect cloning technology, being able to engineer any organism at their will with an almost fanatical glee. Despite this, they have no real desire to conquer the galaxy or even plunder it for resources, merely wanting to work on their own science and research in relative peace. They're strangely fond of you, as well as...a tiny bit fixated on your biology and makeup if you have many strange alien forms and abilities. They have the benefits of the perks 'One of Many', 'Slice and Splice' and 'Vapor for Brains'. Their behavior is also relatively in line with the drawback 'TUUUUBES'...you might want to help them with that if you take them along.

The Hunter [200 – Discount for Galactic Federation/Another] – Whether through familiar ties or a twist of fate, it seems Samus Aran herself has seen fit to follow you as a companion. Samus is a quiet and stoic individual, often focused in her job as a bounty hunter, but perhaps there will be something else waiting for her in the multiverse. She comes with any arsenal or equipment she still has at the end of your jump, which may either be a lot or hardly any depending on your own actions, though her spaceship is left behind. Her equipment is tailored specifically to her and cannot be used by others, though it can be studied and possibly reverse-engineered if she trusts your efforts. Cannot be taken with Ridley. She has the benefits of all perks free and discounted for Another.

Mrs. X [200] – Such a dangerous new friend you've made. It's one of the dreaded X Parasites...one that somehow mimicked the form of the Hatchling and her equipment, yet such an event has not happened yet. Did she appear from the future, or some distant possibility? It's hard to say...but she's strangely docile and protective of you. As time passes, she will develop a new personality based on her experiences and actions, although the Hatchling's nature will sometimes shine through regardless. She has a form that mimics the Hatchling's arsenal and appearance, though she will develop new 'equipment' from her biology as time goes on, even mimicking your own if you allow it. It will not spread any of its kind without your approval...that should be a relief.

Alternatively, you may instead take the Phazon duplicate of the Hatchling - 'Dark Samus', with a similar personality and loyalty to you...though this one is a bit more aggressive, especially towards your enemies. You may take both by buying this twice.

Drawbacks:

It is possible that this place offers more than you can afford. If you don't mind making your journey more tumultuous, you may take up to 600 points worth of drawbacks. We caution to ignore anything that tells you otherwise.

Corruption [+0] – You. I can see you. I can smell you, Jumper. This galaxy has so much to offer you. So much power. So much knowledge. Is this really enough? Don't you want more? All you need to do is invite me to join you...I will be your provider. Your companion. Your shadow in the mirror. You may take up to 400 more points of drawbacks, above your so-called 'limit'. But for each 100 more points you take, I get a tenth of what you are, ever closer to matching you...and you may not leave until I am slain. Surely, I am no worthy foe of yours...it is well worth the price, isn't it?'

This drawback manifests in one of two ways. Either your body is partially infected with a malevolent entity that will gnaw at your sense of reason and sanity, or manifests as a shadowy 'double' that represents the antithesis of what you stand for, strengthened by Phazon. The good news is that regardless of what defenses you currently have, its Phazon also functions as its achilles heel, able to hurt it regardless of your own powers if you can harness it. The bad news is that it knows this and won't be easy prey. You must either resist this poison in your mind until the end of the jump or kill your shadowy double (its strength being about 10% of you copied for every 100 points in total drawbacks) before the jump ends. Falling to the corruption one way or another will end your chain.

The Prime Directive [+0] – An often forgotten, dismissed tale is the trials that Samus had to endure as a result of Phazon spreading across the galaxy, beginning as following a distress signal near an unknown planet. You may decide if the Metroid Prime trilogy will occur in this jump – if it does not, then Phazon simply does not exist beyond what you may have purchased...or the effects of Corruption.

Bottles? [+0] – There is a chain of events that brings great shame to The Hunter, and makes very little sense in the scope of the galaxy. If such a thing is abominable to you, you may declare if the events of Other M are canon or not. Adam Malkovich's death, if you do not intervene, will happen through a different course instead.

Collect Them All! [+100] – It doesn't matter what you're trying to do – explore a planet, infiltrate a base, go out for a cup of coffee – you seem to constantly need to do tedious tasks to actually reach your end goal. Getting certain items to open doors, fetching things from across the area, and even more running around...it's not difficult, but it will be tedious and make your time here very frustrating.

Fire and Screams [+100] – You are not sound of mind, Jumper. Whether through tragedy or a long period of isolation, you will see flashes in your mind's eye of the worst day of your life, and it will tear at your soul and distract you from the task at hand. It is unlikely to result in your death, but you will be hard-pressed to know a good night's sleep within this jump.

Remember Me? [+100] – What is this? People and individuals you don't recognize, even from your memories of this world, randomly introduce themselves to you and act like they've known you for years. They also seem privy to embarrassing secrets or things you've done, and will bring them up at every opportunity. You even find a way to run into these people out in the middle of nowhere. They just. Won't. Go. Away.

TUUUUUBES! [+100] – You just can't get over them. Tubes, that is. You have an amazingly unhealthy fixation with using tubes for...well, everything. Transportation? Tubes. Science? Tubes. Surgery for a civilian? TUBES! This obsession will create more than a few embarrassing stories.

Not Again! [+200] – Well, this is annoying. It seems every item you own except for your in-jump purchases will randomly stop functioning or be lost somehow. The good news is that you can re-collect everything by exploring the nearby area, and enemies will turn a blind eye to them...the bad news is that you will have to do this CONSTANTLY, and on foot. For 100 more points, that 'blind spot' is gone, and it will turn into a race to get your stuff back before your foes can steal or use them.

Delicious Candy [+200] – There are many volatile and dangerous forces and creatures in this world, which requires a critical and careful mind to handle and use properly. You have neither of these things. While you may be intelligent or brilliant beyond measure, you have poor impulse control and tend to do things like severely mutate Metroids and then put them in a faulty containment system, make a plan that will almost guarantee putting yourself and several companions in danger, and mistaking Phazon for your favorite food. You will be a constant danger to yourself and those around you, and while you won't put yourself in a certain-death scenario, you will certainly be skirting the line and be constantly surprised when you do.

Other J [+200] – It seems you're not yourself, Jumper. Your will is weaker, your emotions stronger, your resolve more easily faltered. You only seem to function properly when either a companion or a figure of authority are directing you, and until then, you're but a shadow of what you once were. Is this truly worth it…?

A Ravenous Abyss [+200] – The wildlife and dangers of the galaxy have a taste for your blood. Alien planets are more dangerous, the Space Pirates more quick to respond to your presence, and their weapons against you seem to be a little more effective than they were before. No matter where you go or what you do, danger awaits. Be prepared.

Authorization Required [+300] – Choose either an unhelpful and antagonistic CO, or your least helpful companion that matches that description or comes close enough to it. That individual now has control of all of your powers and equipment. Attempts to kill them are futile, and while they won't

purposefully kill you, they seem eager to send you into incredibly dangerous and nonsensical situations that could be easily avoided if they just let you use your damned Varia armor. They will regularly send you on missions to further their agenda.

The Hunted [+300 – Cannot be taken with The Hunter or There Is Another] – Samus Aran is after you. Her power-ups are tailored to deal with you. Her resolve is unshakable. She cannot be stopped, even by death. Run.

Coveted [+300] – Your interdimensional nature is of prime interest to both the Galactic Federation and the Space Pirates. The former will try to capture you, placing you at the absolute highest bounty where the military and bounty hunters will scramble to catch you themselves, for peaceful applications only of course. Space Pirates believe you're the missing link in their research and will seek to catch you, dead or alive. They can't mirror all of your abilities or counter all of them, but they become harder and tougher to fight each time you repel them. Your only choice is to either run and hide, or tear down every last member of both factions, leaving the galaxy devoid of both powers.

Uncontrolled [+300] – One who desires power shall be granted it, and one who is granted power shall be flooded with it. Unfortunately, this is the case for you. Any kind of energy manipulating equipment or powers you possess shall no longer be moderated. Were you able to absorb energy with but a touch, you would not be able to stop until you ceased making contact. Should you wish to fire a blast of energy, it would always fire at the highest possible setting. And should you try to reach out telepathically with your mind you would not be able to filter your voices nor avoid screaming into theirs. This is not so punishing should you be weak. But if you do have power, then expect whole worlds to burn by your hand with but a graze.

Ending:

And so it ends. You have survived this galaxy of both horrors and wonders, and likely won't be leaving empty-handed. What comes next?

Return to the Nest – Home is so far away now, but it's always been waiting for your safe return. Your journey ends, keeping all you have gained.

Into the Unknown – Stay in this galaxy? Have you found something you cannot replace, or found yourself with a heavy heart? I understand. You will live in this world for the rest of your days. Who knows what the future will hold?

Onwards, Forever – There is nothing else to say or do, except to move forward. Your move onto the next world.

Changelog:

0.5b: Reverted back to 1500sp after I both realised and was told I fucked up. Added text to Legend to make stripping gear harder, and downloads possible. Added more to super missiles to make it so you don't need to charge missiles like in Metroid Dread at a cost. Added storm missiles and diffusion beam. Making the conversion rate for sp 1:2 upon (popular?) approval

0.5 Formatting changes due to needing to convert to google docs and back again. Added some additions to Human-Chozo Physiology and Acrobatic Excellence to represent Samus's close combat abilities. Has Gravity enhance Varia to reflect the ability to survive lava. Lowered cost of morph ball, added Cross Bomb. Increase Suit Points from 1500 to 2000sp. Added Aeion Upgrades. Added a new 300 CP drawback to have four of each kind of drawback - Kilanon

0.4: Formatting changes, added ability to be humanoid aliens or a space dragon like Ridley in the intro, new companion options. Considering adding proper X or Metroid race options in the future. Added a note regarding power armor and exotic altforms/species choices.

0.3: Buffed the Samus companion option, lowered the price to Another from 300 to 200. 0.2: Reduced the price of some beam options, made companions-with-power armor cost 300 instead of 400.

0.1: Made the jump.

Notes:

All items, if they don't list a particular respawn, restock and are returned to normal the following week. Metroid Eggs only respawn if one, some, or all of the originals are dead, and will be in an egg state once more. Power Armor, if destroyed, will be in the Warehouse good as new the following day, with any modifications you installed (unless you want it to be fresh, where it will only have certain upgrades or only your initial purchases here).

Assume your Power Armor is tailored to whatever altform you happen to be wearing at the time you're using it, including bizarre species choices.