



SAMUS ARAN, THE HUNTER

Medium humanoid (armored human-chozo hybrid), neutral good

Armor Class 20 (varia suit)

Hit Points 164 (18d10 + 45)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	21 (+5)	14 (+2)	16 (+3)	13 (+1)

Skills Athletics +12, Acrobatics +11, Investigation +8, Perception +9, Survival +9

Damage Vulnerabilities Cold

Damage Resistances Acid, Bludgeoning, Fire, Lightning, Piercing, Slashing, Thunder

Senses darkvision 300 ft., passive Perception 15

Languages Galactic Standard, Chozo, Zebesian

Challenge 18 (20 000 XP)

Charge Beam. Samus can choose not to attack this round. If she does, she gains advantage on her next beam attack, and gains a +2d10 bonus to the damage of a successful beam attack. She can charge up to an additional 8d10 of damage this way. If she takes damage while charging her attack in this way, all bonus damage is lost. Once she makes a beam attack - whether it succeeds or fails - her beam attack reverts to its original value.

Chozo Military Training. Samus Aran, the Hunter, can fire her beam weapons in melee range without triggering opportunity attacks or suffering from disadvantage.

Chozo Scan. As a bonus action, Samus Aran, the Hunter may make a Perception check against any creature that she can see. If her roll is greater than that creature's CR or level, she learns what that creature's type is, what damage immunities or vulnerabilities it has, and what attack actions it can take.

Chozo Technology. Samus Aran, the Hunter's weapon attacks count as magical for the purposes for overcoming resistance.

Environmental Mastery. Samus Aran, the Hunter, ignores difficult terrain, and can swim up to her speed without penalty.

Grapple Beam. Samus Aran, the Hunter, can shoot a beam of purple energy that attaches itself to whatever she can see, and then can then bring herself to whatever that beam was hit as an action. The beam has a range of 300ft.

Metroid DNA. Whenever Samus Aran, the Hunter, reduces a creature to zero hit points, she can choose to regain either one hit die from that creature in hit points per level of CR, two uses of a missile attack action, or one use of her power bombs. That creature automatically fails two death saves and, if it is rescued, suffers from 4 points of exhaustion.

Morphball. As a bonus action, Samus Aran, the Hunter, can turn into a condensed armored ball. She loses access to her beam and melee attack actions, but can use bombs instead. While in Morphball Form her speed gains a +20ft. bonus, she gains advantage on Dexterity (Stealth) checks, and, she can drop up to 5 (five) normal bombs or 1 (one) Power Bomb on

her turn as an action. She can use a bonus action to change back into her standard form.

Powered Armor. Samus Aran, the Hunter, gains a +6 bonus to her Strength, Dexterity, and Constitution scores while her armor is active (already added).

Power Jump. Samus Aran, the Hunter, can triple her jumping height or distance as a bonus action.

Speed Boost. Samus Aran, the Hunter, may choose to double her speed as a bonus action.

Spider Climb. Samus Aran, the Hunter, can climb on any surface without penalty.

Psychic Vulnerability. If Samus Aran, the Hunter, suffers the Frightened condition or is reduced to zero hit points, she becomes Zero Suit Samus Aran. If she stops being frightened, she becomes Samus Aran, the Hunter, once more. If Samus Aran, the Hunter, is reduced to zero hit points, it takes Zero Suit Samus 1d4+3 days to become Samus Aran, the Hunter, once more (barring Chozo intervention).

ACTIONS

Multiattack. Samus Aran, the Hunter, makes two melee attacks or one beam attack. She can combine the effects of her diffusion, ice, spazer, and wave beams with her power beam attack. She can use the same beam more than once on a single attack.

Chozo Martial Arts. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 12 (2d6 + 6) bludgeoning damage.

Arm Cannon Power Beam. *Ranged Weapon Attack:* +11 to hit, range 300/600ft., one target. *Hit* 11 (2d10 + 5) force damage.

Grapple Beam Attack. *Ranged Weapon Attack:* +4 to hit, range 300ft., one target. *Hit* No damage, but the target must make a Strength save, DC 22, or be brought within 5ft of Samus Aran, the Hunter, who can then make two melee attacks with advantage on the targeted creature as a free action. The targeted creature's movement while being pulled towards Samus Aran, the Hunter, triggers opportunity attacks as normal, and the creature is considered grappled until Samus Aran, the Hunter, turns off the beam.

Diffusion Beam. *Ranged Weapon Attack:* +11 to hit, range 300/600ft., one target. *Hit* 11 (2d10 + 5) radiant damage. The diffusion beam ignores cover and can go through solid objects.

Ice Beam. Diffusion Beam. *Ranged Weapon Attack:* +11 to hit, range 300/600ft., one target. *Hit* 11 (2d10 + 5) cold damage, and the target is stunned until the end of Samus Aran, the Hunter's next turn.

Spazer Beam. *Ranged Weapon Attack:* +11 to hit, range 300/600ft., one target. *Hit* 11 (2d10 + 5) lightning damage. The diffusion beam continues along its path, striking all targets in a straight line. Roll to attack once and apply that roll to every target within range. Samus Aran, the Hunter, can choose whether this attack affects inanimate objects or the environment.

Wave Beam. *Ranged Weapon Attack:* +11 to hit, range 300/600ft., one to five targets. *Hit* 11 (2d10 + 5) necrotic damage. Roll once for each target. The Wave Beam ignores cover.

Missiles (Recharge 4-6). Samus Aran fires a missile at a point she can see within 300ft. Every creature within 5ft. of that point must make a Dexterity save, DC 14, taking 11 (2d10) fire damage on a failed save, or half damage on a successful one.

Super Missiles (Recharge 5-6, must have Missiles available). Samus Aran fires a missile at a point she can see within 300ft. Every creature within 20ft. of that point must make a Dexterity save, DC 14, taking 22 (4d10) fire damage and being knocked prone on a failed save, or half damage on a successful one.

Bombs (Morphball Form Only). While in Morphball form, Samus Aran drops a bomb while moving. Before her next turn, she can choose to detonate a bomb as a free action. Any creature within 5ft. of a bomb when it detonates must make a Dexterity save, DC 14, taking 8 (2d6) fire damage on a failed save or half damage on a successful one. Samus Aran, the Hunter, can drop up to five bombs on her turn.

Power Bomb (Morphball Form Only, Recharge 6). While in Morphball form, Samus Aran drops a bomb. At the end of her turn, it detonates. Every creature other than Samus Aran, the Hunter, within 100ft. of the bomb must make a Constitution save, DC 15, taking 56 (8d12) fire damage on a failed save, or

half damage on a successful one. Any creature that takes damage from this attack is knocked prone, and creatures that take full damage and survived are stunned until the end of Samus Aran, the Hunter's next turn.

Screw Attack. Samus Aran, the Hunter, jumps 30ft. in a straight line, moving through spaces with other creatures without triggering opportunity attacks. Any creature in a space she moves through must make a Dexterity save, DC 20, taking 14 (4d6) slashing damage and 14 (4d6) lightning damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

Samus Aran, the Hunter, can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Samus Aran, the Hunter, regains spent legendary actions at the start of her turn.

Beam Attack. Samus Aran, the Hunter, uses one of her beam attacks.

Detect. Samus Aran, the Hunter, makes a Wisdom (Perception) or a Wisdom (Survival) check.

Legendary Save. Samus Aran, the Hunter, can attempt a previously failed saving throw.

Screw Attack (counts as 2 actions). Samus Aran, the Hunter, uses her Screw Attack action.

Samus Aran was born on a small mining colony on the planet K2-L. She was a friendly toddler who got on with everyone she met. At two, she met a space dragon named Ridley and brought him home, where he proceeded to steal everything that had been mined, kill everyone she knew, destroyed her home, ate her parents, and left her for dead.

She was rescued by the Chozo, a dying species of spiritually and technologically advanced birds and adopted her as one of their hatchlings and imprinted their DNA onto her, making her the last surviving member of their species. They raised her to be a warrior, an explorer, and a scientist.

When she came of age, Samus Aran joined the Galactic Federation Military in fighting Ridley and an organization he worked with called the Space Pirates. Frustrated by the politics of the Federation, she broke away from them and became a bounty hunter, where she thought she could do more good.

This ended up being true, as she single-handedly ended the Space Pirate War, confronted and dealt with several ancient and eldritch threats to the cosmos, helped the recovery efforts of other planets ruined by the Space Pirates, destroyed several planets, drove several galactic-threat level species to extinction, and has otherwise proven herself to be one of the most dangerous and resourceful beings in the galaxy.

Hunting her would be one of the stupidest things anyone could do.

CAPTURING SAMUS ARAN, THE HUNTER

Get ready, because you are about to take a beating.

Investigating Samus Aran. Samus Aran travels around the galaxy an awful lot, so finding her can present the first difficulty. Following her trail of destruction can be difficult - it's easier to post a job that only someone of her caliber could handle and wait for her to accept that job, or find her while she is the process of hunting someone else.

Tracking her requires an Intelligence (Investigation) check, DC 22. Once you know where she is, she tends to keep her life very private; finding any information on her requires an Intelligence (Investigation) or Wisdom (Survival) check, DC 15. Information ranges from her gender, her appearance, and where she is staying, to where she gets supplies or where her base camp is.

This is the easy part.

Fighting Samus Aran, the Hunter. Samus Aran, the Hunter, keeps her distance and uses beam attacks, changing them up as necessary.

Anyone that gets close to her will suffer from Chozo Martial Arts and then beam weapons until they are dead.

Anyone using magic on her will be grapple beam attacked, brought in close, and then have Chozo Martial Arts and beam weapons used on them until they are atomized.

If the fight lasts more than two rounds, she switches to missiles. If she takes more than thirty points of damage in a round, she'll morphball into hiding, leave bomb traps, and then use a powerbomb to weaken her enemies.

With her Chozo Scan, she knows what weaknesses the people attacking her have (if any) and will use beams that target any vulnerabilities.

Once Samus Aran, the Hunter, is reduced to zero hit points, she becomes Zero Suit Samus Aran.

ZERO SUIT SAMUS ARAN

humanoid (human-chozo hybrid), neutral good

Armor Class 15 (chozo training)

Hit Points 102 (11d10 + 30)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	16 (+3)	13 (+1)

Skills Athletics +7, Acrobatics +6, Investigation +6, Perception +7, Survival +7

Damage Vulnerabilities Cold

Senses darkvision 120 ft., passive Perception 15

Languages Galactic Standard, Chozo, Zebesian

Challenge 11 (7 200 XP)

Chozo Military Training. Samus Aran, the Hunter, can fire her beam weapons in melee range without triggering opportunity attacks or suffering from disadvantage.

Chozo Defensive Training. So long as Zero Suit Samus Aran isn't wearing armor, her Armor Class includes her Wisdom modifier.

Chozo Jump. Samus Aran, the Hunter, can double her jumping height or distance as a bonus action.

Cunning Action. Zero Suit Samus Aran can take the dash, disengage, or hide actions as bonus actions on her turn.

Grapple Beam. Zero Suit Samus Aran can shoot a beam of purple energy that attaches itself to whatever she can see, and then can then bring herself to whatever that beam was hit as an action. The beam has a range of 100ft. She must have a Chozo Blaster to use this trait.

Heightened Senses. Zero Suit Samus Aran has advantage on all Wisdom (Perception) checks involving sight or hearing.

Metroid DNA. Whenever Samus Aran, the Hunter, reduces a creature to zero hit points, she can choose to regain either one hit die from that creature in hit points, two uses of a missile attack action, or one use of her power bombs. That creature automatically fails two death saves and, if it is rescued, suffers from 4 points of exhaustion.

ACTIONS

Multiattack. Zero Suit Samus Aran makes two melee and one ranged attack.

Chozo Martial Arts. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 3) bludgeoning damage. Zero Suit Samus Aran can choose to grapple or knock prone a creature that she successfully damages.

Paralyzer Beam. *Ranged Weapon Attack:* +8 to hit, range 150/200ft., one target. *Hit* 6 (1d10) necrotic damage, and the target is stunned until the end of Zero Suit Samus Aran's next turn.

Grapple Beam Attack. *Ranged Weapon Attack:* +4 to hit, range 300ft., one target. *Hit* No damage, but the target must make a Strength save, DC 16, or be brought within 5ft of Zero Suit Samus Aran who can then make one melee attack with advantage on the targeted creature as a free action. The targeted creature's movement while being pulled towards Zero Suit Samus Aran triggers opportunity attacks as normal, and the creature is considered grappled until Zero Suit Samus Aran turns off the beam.

LEGENDARY ACTIONS

Zero Suit Samus Aran can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Zero Suit Samus Aran regains spent legendary actions at the start of her turn.

Beam Attack. Zero Suit Samus Aran uses one of her beam attacks.

Detect. Zero Suit Samus Aran makes a Wisdom (Perception) or a Wisdom (Survival) check.

Legendary Save. Zero Suit Samus Aran can attempt a previously failed saving throw.

Disengage and Dash (counts as 2 actions). Zero Suit Samus Aran disengages from a creature within 5ft. of her and moves up to her speed.

CAPTURING ZERO SUIT SAMUS ARAN

Unless Samus Aran, the Hunter, has been reduced to zero hit points, Zero Suit Samus Aran can become Samus Aran, the Hunter, as an action.

Fighting Zero Suit Samus Aran. Zero Suit Samus Aran will use her speed and mobility to avoid combat, taking shots where she can but largely doing what she can to avoid her attackers.

If anyone gets close she will use her paralyser beam, then disengage and dash away to hide as quick as she can. Her goal is to avoid combat now so that she can come back and finish things when she can become Samus Aran, the Hunter, once more.

The exception is if she thinks that her enemies have less hit points than her, so if her potential captors look pretty beat up she'll stick around and pick them off from hiding, attempting to isolate and take them out one by one.

TRANSPORTING SAMUS ARAN

As soon as she regains consciousness, Samus Aran will do her best to escape. If she can become Samus Aran, the Hunter, she does. If not, her cunning action trait allows her to make escape checks and her efforts to hide them with advantage.

Escape. If Samus gets out, she attacks her captors furiously, gaining advantage on her attack rolls.

Her goal at this point will be to gather information, after which she will attack anyone associated with the people that attacked her and keep attacking them until no trace of her remains.

Samus Aran is considered an extinction level event all by herself, and all caution should be made to keep her unconscious.

BREAKING SAMUS ARAN

Samus Aran will do whatever she must to escape, and she regains the ability to become Samus Aran, the Hunter, every 1d4+3 days.

Keeping her from summoning her suit is the highest possible priority, and breaking her as quickly as possible is recommended. This presents further problems, as she was a very high will.

Breaking Abilities. Samus Aran is a worked hard at her athleticism and is very perceptive. Strength and Wisdom are her chosen abilities.

Breaking Skills. While breaking skills, roll a d10 when targeting her specific listed skills, where 1-2 is Athletics, 3-4 is Acrobatics, 5-6 is Investigation, 7-8 is Perception, and 9-0 is Perception. If the skill being attacked is the one that shows up on the die, you have discovered one of her two chosen skills and can now go about destroying them.

Breaking Background. Samus Aran's background is either Archaeologist, Bounty Hunter, Far Traveller, Folk Hero, or Investigator. Roll 1d10 when attempting to break her background, where 1-2 is Archaeologist, 3-4 is Bounty Hunter, 5-6 is Far Traveller, 7-8 is Folk Hero, or 9-0 is Investigator. If you are breaking the same background that shows up on the die, you have discovered her background and can now go through the process of breaking her down.

Escape. If Samus Aran escapes she will not run. Instead, she will attack every ICF worker she comes across, and attempt to free as many people as possible. If she can become Samus Aran, the Hunter, she will do so. If she lacks the ability, she may hide until she can.

Notably, because of her Chozo training, Samus can undo the breaking process on her own if she is left alone long enough. She can, essentially, give herself and others therapy, and use her legendary save from her legendary actions to give herself advantage on these attempts once per day. Also, when she reduces a creature to zero hit points, she can reset the use of her legendary save for this purpose.

If she is able to become Samus Aran, the Hunter, she will use her Power Bomb, Diffusion Beam, and Spazer Beam to cause as much damage as possible, and is fully capable of destroying an Irkallan Care Facility all on her own.

She will not leave anybody - captive or captor - behind.

THE VARIA SUIT

Samus' armor is a combination of Chozo technology and psychic projection. This means that she can summon it to her at any time, and it takes no time for her to put it on or take it off. It also means that it cannot be retro-engineered or used by anyone else, as the suit is literally keyed to both her DNA and her soul.

However, the suit does have some flaws.

When she is frightened, for example, she lacks the means to maintain the suit. Likewise, anti-magic fields have a 50% chance of banishing the suit - roll a d6, and on an odd result Samus loses the ability to become Samus Aran, the Hunter, so long as she remains in the field.

Lastly, if Samus Aran's Wisdom ability is broken as detailed above, she loses the capacity to become Samus Aran, the Hunter, unless she is ordered to do so or her Wisdom ability is repaired.

Designed to be used with Chains of the Irkalla, a supplement for Fifth Edition.

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