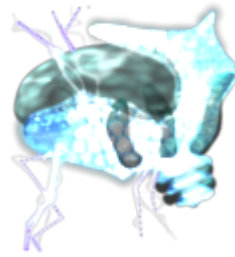


Energy Sparker

Referred to by many simply as Sparkers, Energy Sparkers are massive conglomerations of the same solidified nebula energy that gave birth to the Energy Minnows and Bees. Far more evolved than their cousins, Sparkers appear to possess the ability to control the flow of the energy around them. Radiating the same luminescent aura that all members of the Energy Species do, within the Energy Sparker it is far more concentrated and far more caustic, therefore posing a much greater threat, despite their non-aggressive nature. Biologists have also grown increasingly intrigued by what appear to be primitive sensory apparatuses encased within the Sparkers' fluid shells, anxiously awaiting and anticipating the day these creatures might develop a more complete central nervous system.



Locations

Energy Sparkers spawn on energy tiles across the universe, specifically in sectors that do not contain a planet.

Stats

Skills

Tactics	70
Hit accuracy	60
Maneuver	70
Weaponry	50
Engineering	45

Health

Hull	
Armour	
Armour strength	
Armour type	
Shield	
Shield regeneration	
Total health	

Other

XP for killing	
Loot from killing	
Roams?	
Cloaks?	
Retreat hold frequency	
Retreat hold rounds	
Respawn time	
Old age death time	

Weapons

Guns

Gun	Base damage	Shots per round	Total damage	Weapon type

Missiles

Missile	Base damage	Average reload time

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