

Rive Crystal

The youngest of the Crystals, Rive Crystals were born during the end of the First Great War, though they were not discovered until the Pardus Cluster was reopened centuries later. Unlike the infected lifeforms that now roam the Pardus Sector, the crystals trapped within the Pardus Cluster found the Lucisti Virus to be beneficial, slowly evolving into the Rive Crystal form we know today. Left to mutate for centuries, foreign energy sources began to be absorbed by the crystals, many of them radioactive energies that would have originally been rejected. Though their solitary nature makes study of the Rive Crystals difficult, scientists have reason to believe these radioactive energy sources are remnants of the power sources used in the warships of the First Great War.



Locations

Rive Crystals can be found in nebula fields in the Pardus Core, the Pardus Empire Contingent, Pardus Federation Contingent, and Pardus Union Contingent.

Stats

Skills

Tactics	60
Hit accuracy	55
Maneuver	95
Weaponry	75
Engineering	80+

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

Skilling guide

Rive Crystals are a recommended NPC to train weaponry on up to 75.

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