**Hunter Crystal Stats and Analysis  
  
Name: Hunter Crystal  
Race: Reploid  
Height: 5’ 6”  
Weight: approx. 200lbs. of metal  
Age: Unknown  
Preferred weapons: Twin Buster Cannons, Twin Beam Sabers, Special Weapons, Z Saber inherited from his Commander.  
Personality: Calculating, Strategic, Quick thinking  
  
Hunter Crystal is an S ranked Maverick Hunter and Captain of Special Forces Unit 0. He was first discovered as a young orphaned reploid by Commander Zero. Crystal pleaded Zero to take him back to Hunter Base and train him to be a Maverick Hunter. Zero of course refused at first, though after much thought, he figured he’d give him a shot. It turned out to be a smart move on his part. Crystal sped through the training like a rocket and it was discovered that he possessed incredibly high analytical specs, which was unheard of since Sigma, ex leader of the Maverick Hunters. After 4 years of training, Crystal already was familiar with the use of busters, beam sabers and special weapons; even acquiring a few for himself. He then took the final exams and passed with flying colours along with his friend and partner, Hunter Pi, Captain of the 17th Elite Troop Unit lead by Commander X. Crystal and Pi worked together on numerous occasions. That is until they encountered Europa, one of Iblis’ maverick commanders, who infected Crystal with the same maverick virus Zero produced after the Eurasia incident, causing the hunter to go insane. After a brutal fight, the two partners passed out and were taken back to Hunter HQ for repairs. Pi never saw Crystal the same way again until during one of their later missions, where he witnessed complete strangers trying to help one another out of a collapsing building as well as Crystal’s selfless act to protect his partner at the cost of his own life. After Crystal’s recovery, the two partners took on Iblis and were able to hold their own, until he ascended to a new form and killed Zero, who was sent to provide back up. In his last moments, Zero passed on his Z Saber to Crystal as well as upgraded his arm cannons to fire level 2 charge shots from each arm. The two hunters re-engaged Iblis and they managed to take him down once and for all.  
  
Crystal utilizes twin high powered buster cannons, one on each arm, capable of firing both rapid fire shots and level 2 charge shots from each cannon. His main proficiency however is in his swordplay. With his twin beam sabers he’s able to slice through most material with ease, and even developed his own style of dual saber fighting, mainly focusing on dashing in quickly, then unloading a barrage of slashes before retreating and firing his busters to keep his foes at bay. Crystal also has a unique set of special weapons to aid him; his most commonly used being the Gatling Freeze, an attack that turns his cannons into miniguns that fire small sharp ice shards capable of piercing the foe or freezing them in place for later capture. Among his favourites include the Sougenmu, which creates a double of Crystal that acts as a decoy or distraction, Rekkoha, an attack where he slams his fist to the ground and a barrage of light energy bombards the foe from below, Hienkyaku, a high speed dash from his boosters that works both on the ground and in the air, and his Giga Attack, Niitou-Ryoudan: Genmu-Rendan, where he increases his sabers’ length and launches twin massive sword waves than can cleave through anything.  
  
Crystal is cunning, calculating, and extremely analytical. He keeps a clear and calm mind as he analyzes his foes even in the thick of battle and almost immediately has about 3 or so strategies in mind to expose his foe’s weaknesses. He’s also shown capabilities to show emotion much like most other reploids, and holds a very high respect to his superiors as well as his partner, claiming that he’s even stronger than him despite them being almost equal in everything they do. Crystal’s flaws include his slight arrogance, which sometimes leads to him slipping up his strategies and putting him in potentially dangerous scenarios. He also refuses to accept retreat as a viable option, regardless of the situation. His armour is also a flaw, seeing as he’s built more for speed rather than durability, so he can’t withstand much punishment before he shuts down. Despite these flaws, Crystal has completed even the most difficult of missions with overwhelming results. He’s one Hunter who you don’t want to cross blades with if you want to keep your head on your neck.**