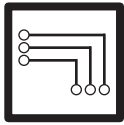


UNIT NAME D-R See PLAYER _____

ORIGINAL PURPOSE Test administer and proctor



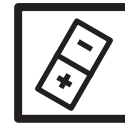
INTELLIGENCE

- 4 RealityCom
- 5 HumanCom
- 2 DigiCon
- 2 MechaniCon



CHASSIS

- 3 Dexterity
- 2 Mobility
- 5 Perception
- 2 Reflexes
- 2 Strength



CRUX

- 3 Durability
- 3 Buffer
- 4 Size
- 2 Power



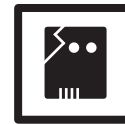
Physical Interaction

- 5 Interaction Pool (Dex + Ref)
- 5* TN to be struck (Mobil + Ref)
- 1 Damage from Strike (Str÷2, round down)



Movement

- Initiative (1d10 + Ref)
- 1d10 +
- Speed (Mob + Ref)
- 4 k/hour
m/round



Thresholds

- OS Threshold (DigiCon + Buffer)
- 5 MAX CURRENT
- Damage Threshold (Durability + Size)
- 7 MAX CURRENT

FEATURES

Rating

*Agile

Databank	2	
Enhanced Cameras	1	

DEFECTS

Rating

Conspicuous

Overriding Directive (Major)*	+4
Power Cutoff	

*teach new information to humans