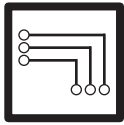


UNIT NAME EVE PLAYER _____

ORIGINAL PURPOSE Reconnaissance



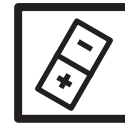
INTELLIGENCE

- 3 RealityCom
- 3 HumanCom
- 1 DigiCon
- 1 MechaniCon



CHASSIS

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



CRUX

- 3 Durability
- 3 Buffer
- 3 Size
- 1 Power



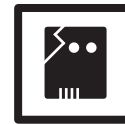
Physical Interaction

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



Movement

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



Thresholds

- OS Threshold (DigiCon + Buffer)
- 4
- MAX CURRENT
- Damage Threshold (Durability + Size)
- 3*
- MAX CURRENT

FEATURES

Rating

Biofrequency Scanner	1
Cutting Laser	
Flight Ceiling	1
High Speed	
Internal Compartment	1
Manipulative Limb	1
Nuclear Battery	

DEFECTS

Rating

Lightweight	2
Overriding Directive (Minor)	1
*Plastic Casing	3
Power Cutoff	
Rare Model	