UNIT NAME Master Handy - Workshop Model PLAYER

ORIGINAL PURPOSE Light maintenance and repair

INTELLIGENCE

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

CHASSIS

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

CRUX

- 5 Durability
- 2 Buffer
- 3 Size
- 3 Power

Physical Interaction

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

Movement

Initiative
(1d10 + Ref)

1d10 + ( )

Speed
(Mob + Ref)

(5)
k/hour
m/round

Thresholds

OS Threshold
(DigiCon + Buffer)

3 MAX ( ) CURRENT

Damage Threshold
(Durability + Size)

8 MAX ( ) CURRENT

FEATURES	Rating
Flight Ceiling	1
Floodlights	
Tool Set	
Rack	3

DEFECTS	Rating
Noisy	(+4)