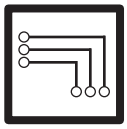
UNIT NAME Noo-Noo PLAYER

ORIGINAL PURPOSE Clean up messes



INTELLIGENCE

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

CHASSIS

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

CRUX

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

Physical Interaction

6 **Interaction Pool**
(Dex + Ref)

8 **TN to be struck**
(Mobil + Ref)

1 **Damage from Strike**
(Str÷2, round down)

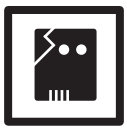
Movement

Initiative
(1d10 + Ref)

1d10 + 4

Speed
(Mob + Ref)

12
k/hour
m/round



Thresholds

OS Threshold
(DigiCon + Buffer)

3 MAX ( ) CURRENT

Damage Threshold
(Durability + Size)

8 MAX ( ) CURRENT

FEATURES	Rating
Cargo Hauler	
High Speed	
Internal Compartment	1
Vacuum Nozzle	

DEFECTS	Rating
Conspicuous	
Overriding Directive (Major)	