UNIT NAME Master Handy - Household model PLAYER

ORIGINAL PURPOSE

INTELLIGENCE

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

CHASSIS

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

CRUX

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

Physical Interaction

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

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

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

Movement

Initiative (1d10 + Ref)

1d10 + 2

Speed (Mob + Ref)

4

k/hour
m/round

Thresholds

OS Threshold (DigiCon + Buffer)

3 MAX

3 CURRENT

Damage Threshold (Durability + Size)

7 MAX

7 CURRENT

FEATURES	Rating
Common Model	
Cutting Laser	
Manipulative Limb (Standard)	
Solar Powered	
Vice Grip	1

DEFECTS	Rating
Overriding Directive (Minor)	1
Slow Charger	1