UNIT NAMEORIGINAL PURPOSE		
INTELLIGENCE	CHASSIS	CRUX
RealityCom	Dexterity	Durability
HumanCom	Mobility	Buffer
DigiCon	Perception	Size
MechaniCon	Reflexes	Power
	Strength	
Physical Interaction	Movement	Thresholds
<pre>Interaction Pool (Dex + Ref)</pre>	Initiative (1d10 + Ref) 1d10 +	OS Threshold (DigiCon + Buffer)
TN to be struck (Mobil + Ref)	Speed (Mob + Ref)	MAX CURRENT Damage Threshold
Damage from Strike (Str÷2, round down)	k/hour m/round	(Durability + Size) MAX CURRENT
FEATURES	Rating DEFECTS	Rating

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