Moka Mechanoïd Z

It is the year 20MM. After the great bean war, earth has been reduced to a dry land and desert where only few humans have survived. Hidden in forbidden facilities, they resist against the remains of an enormous robotic corporation lead by a deviant robot. Enslaving humanity and intelligent IA since the end of the war. Protected behind a wall and a gigantic robot army. The Corporation seek for rebels and mondial domination.

You play a rebel human or freewill robot being fighting for freedom againts, Corporation surveillance patrol, anti-humans robots and mechanicals abominations...

Scacenge remnant cities and ruined factories for a solution to end this war. May you find peace for humanity.

Human trait	Robot trait
no specifics	The character have a battery D12 to roll with his unequiped physical stat check.
	A robot cannot have regular physical disadvantages.

Mêlée weapons

1. Big army knife d4	11. Heavy hammer or d8
2. self defense Taser d4	12. Plasma cutter d8, *Deadly* on robots
3. Heavy tools d4	13. Molecular forged blade d10
4. Brass Knucle d4	14. GrindCutter d10
5. Sword or Spear d6	15. Rocket hammer d10
6. Machete or Axe d6	16. Plasma gauntlets d10
7. Big heavy pipe or baseball bat d6	17. Laser cutter d12
8. Heavy shears d6	18. Power weapon (sword, fist, spear, axe...) d12
9. Chain saw or Giant Saw d8	19. Light saber d12 *Deadly*
10. Crafted 2 handed sword / axe d8	20. Selfdestruc option d20*
*Reroll if you play a human character.	

Equipement and food

1. A bag of Beans and dry meat (d10)	11. Pilot combinaison and energy bars (d6)
2. Some old cans without sticker (d6)	12. High level clothe, Gold credit card (d8)
3. Instant noodle (d8). A boiler.	13. Miliray uniform of an forgotten squad
4. Lower citizen clothe, copper credit card (d4)	14. Miliray uniform of the ennemy
5. Boiled rat and desert herbs.	15. Beer cans (d6) and some nuts (d10)
6. Dusty rags, large hat and cape.	16. Top level citizen clothe, Gold credit card (d10)
7. Desert people clothe and resistance symbol	17. Fruits (d4), Dehydrated milk (d8)
8. Middle class citizen clothe, iron credit card (d6)	18. Fresh water cans (d6)
9. Water purification tablets (d8) and a heavy coat	19. Fresh meat (d4)
10. Military food supply (d8)	20. High citizen clothe, Crystal credit card (d12)

Missile weapons

1. Rocks and garbages d4 (ammo d6)	11. Assault rifle d8 (ammo d10)
2. Big tools d4 (ammo d4)	12. Shotgun d8 (ammo d8) unreliable
3. Throwing Daggers d4 (ammo d6)	13. Buster d8 (battery d8)
4. Modern Bow d4 (ammo d8)	14. Flamme thrower d10 (ammo d6), *Deadly* on human
5. Laser pistol d6 (Battery d8)	15. Grenade d10 (ammo d4), *Deadly* on human
6. Heavy taser (battery d6), *Deadly* on robots	16. Minigun d10 (ammo d12), *unreliable*
7. Crossbow d6 (ammo d10)	17. Rocket launcher d12 (ammo d6), unreliable
8. Hand pistol d6 (ammo d8)	18. Laser canon d12 (battery d12)
9. Unstable plasma pistol d8 (ammo d4)*	19. Plasma canon d12 (battery d6)*
10. Rusty rail riffle d8 (battery d4)	20. Quantum converter d20 (battery d4)**
*disadvantage to stat check, advantage to damage	
**If the Dr roll equals the Damage roll, you create a singularity. improvise now.	

Wealth and valuable

1. Partially burned picture of an important relative	11. Oil and rustines
2. Adhsives and ropes (d6)	12. Robotic manual (logic and behaviour)
3. Small bag of basic mechanical junk (d6)	13. Scout drone
4. Geek artefacts (minis, disks, games) (d4)	14. Thermo Scan
5. Old city map on a dusty laptop	15. Password crackers
6. Electronic chips	16. Attack drone
7. Communications devices	17. Hologram disk recorder (d8 disk)
8. Mobile beacon	18. Light talking data base
9. A shovel and googles	19. Universal battery pack (charged d8)
10. Mecanic drone support	20. Intelligent and mobile fridge (empty)

Armor

1. Fire proof coat	11. Kevlar d8
2. NBC suit	12. Handling work harnet d8* (battery d8)
3. Space suit (oxygen d8)	13. Local Shield generator (shield) (battery d8)
4. Rusty metal door or sewer plate (shield)	14. Elite free people rusty armor d10
5. Leather coat or tablier d4	15. Military armor d10
6. Heavy leather coat d4	16. Prototype light combat armor d10
7. Hyper fiber clothing d6	17. Android armor plates d10
8. Scrap metal protections d6	18. Global Shield generator d12 (battery d8)
9. Forged Shield	19. Molecular forged protections d12
10. Patchup armor d8	20. Mechanical suit d12* (battery d12)
*disadvantage to stat check rolls, advantage to Hand to hand damages	