

Tech RPG (081026) by RedBirdofChaos

Armor (Energy)	- The Die you use to resist Energy attacks
Armor (Physical)	- The Die you use to resist Physical Attacks
Armor (Ranged)	- The Die you use to resist Ranged Attacks
CPU	- The Die you use to see if your tech can solve a problem
Drive	- The total life you have.
Speed	- The Die you use to see if you go first in battle or how fast your Tech is
Strength (Carrying)	- The total you can carry , and the die you use for extreme carrying
Strength (Jump)	- The Die you use to see how far you jump
Strength (Lift)	- The total you can lift at once , and the Die you use in extreme lifts
Weapon (Energy)	- The die you use for seeing how much damage you do with a Energy weapon
Weapon (Physical)	- The die you use for seeing how much damage you do with a Physical weapon
Weapon (Ranged)	- The die you use for seeing how much damage you do with a Ranged weapon
Optional	- The die you use for an optional stat. A Tech can only contain 1 of these

Every stat starts at 0. For every 4 points your Tech gains in that stat it adds 1D6 die to the stats ability.

At the beginning of the game you gain 100 stat points to place however you want to.

Each Tech has 16 expansion slots on its body. You may place the stats in these expansion slots.

If a Tech has a stat more then once it uses the cumulative Die of those expansions. They level separately.

After Every successful battle each Tech gains 4 points in the expansion slots of its choice.

Increasing the corresponding stat. A expansion slot can only be increase by 1 point a battle.

Life is recharged at a rate of 1/10th for every hour shut down completely.

Battle

First you see what goes first by rolling speed.

This can be done 1 time after each time everything goes or 1 time a battle

Then battle proceeds in that order of highest speed to lowest speed rolled.

At the Techs turn it rolls a die against the corresponding die of the one attacked. Weapon VS Armor.

The amount a attack roll goes over the defense roll decides damage done to life.

The battle is over when nothing is attacking anymore.

After every unsuccessful battle each Tech on the losing side loses 1D6 points in one expansion of choice.

If an Expansion is reduced to less then 0 points it is destroyed and takes 1 month to rebuild to 0 points.

Optional Parts

Build Unit	- Allows placement of 3 stat points in one expansion. Replacing the default 1 per battle.
Engine	- The total of how much extra damage a tech can take before it shuts down.
Flight Unit	- The total of how far a Tech can fly at any given time.
Formless Option	- The tech can assume any form having equal or less total points in its expansions. It does not change its stats or abilities just its appearance.
Programming Unit	- Allows 1 perfect roll per battle.
Repair Unit	- Total amount of energy regained after every battle without shutting down to recharge.

