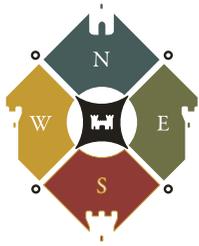
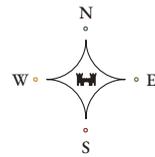


INSIGNIFICANT			ORDINARY									REMARKABLE						EXTRAORDINARY						TRANSCENDENT											
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	+I	...	...
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### SPENT DICE POOL



### FOCUSED ACTION



WESNTowers System



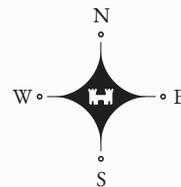
### AVAILABLE DICE POOL



**ACTION:** ATTRIBUTE DEGREE + MODIFIER + SKILL

**REACTION (ACTIVE):** ATTRIBUTE DEGREE + MODIFIER + SKILL

**REACTION (PASSIVE):** ATTRIBUTE DEGREE + MODIFIER



**ONE RULE:** (ACTION - REACTION) ± CIRCUMSTANCE = EFFECT