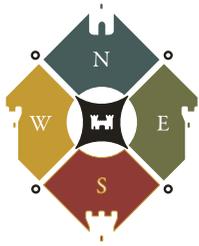
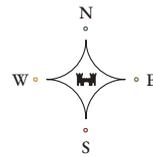


INSIGNIFICANT			ORDINARY									REMARKABLE						EXTRAORDINARY						TRANSCENDENT											
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	+I
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			L			M			H			L			M			H			L			M			H								

AVAILABLE DICE POOL



FOCUSED ACTION



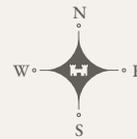
WESNTowers System



SPENT DICE POOL



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



ACTION: ATTRIBUTE DEGREE + MODIFIER + SKILL

REACTION (ACTIVE): ATTRIBUTE DEGREE + MODIFIER + SKILL

REACTION (PASSIVE): ATTRIBUTE DEGREE + MODIFIER