[develop this as a template for all future Elu object data-sheets; develop a nice aesthetic structure to make people want to collect, possess, and gameplay with certain ones they desire based on the game-play engine/code/theory and especially based on the Elu Game Des Engine]

[this is the “data-sheet” for an Elu object, based on the work done in [Elu object structure] file]

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| --- | --- | --- | --- |
| Tyrion | | | Type: |
| Game-model/structure | | | |
| Special Data 1 | Special Data 2 |  |  |
| Main Data | | | |
| Supplementary Data | | | |