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TARGET\_SCORE

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- 1.
- 2.
- 3.

turn\_points = 0

- turn\_points
- 
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- 4.

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- 5.

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- 6.

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- 7.

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8.

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turn\_points (+/- эффекты модов/предметов)

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$2^{(count-3)}$

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1.

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2.

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1.

2.

3.

`turn_points`

4.

1.

`pass_delta`

2.

3.

- `add_amount = max(0, turn_points + pass_delta)`

4.

- `name`
  - `desc`
  - `trigger`
  - `condition`
  - `effect`
  - `note`
-

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cooldown\_turns

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- `name`
  - `desc`
  - `type`
  - `cooldown_turns`
  - `triggers`
  - `activate_condition`
  - `effect`
    - `delta points`
    - `set_flag`
    - `mutate_state`
  - `notification`
- 

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`weights=(w1..w6)`

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`code`

•

`name`

•

`weights`

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`theme/rarity`

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`turn_points`

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turn\_points

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pass\_delta

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pass\_delta

- total += max(0, turn\_points + pass\_delta)

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on\_roll

on\_pass

- 

on\_roll/on\_save/on\_pass

activate()

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