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- TARGET\_SCORE**

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1. **turn\_points = 0**
- 2.
3.
  - **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.
  - **turn\_points (+/- эфекты 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

---

`cooldown_turns`

- `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
- theme/rarity

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turn\_points

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- `turn_points`
  - `pass_delta`
  - `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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