



TIER 1
1 - 3 = D20 + D2
TIER 2
4 - 6 = D20 + D4
TIER 3
7 - 9 = D20 + D6
TIER 4
10 - 12 = D20 + D8
TIER 5
13 - 15 = D20 + D10
TIER 6
16 - 19 = D20 + D12
TIER 7
20 = D20 + D20

NAME:

BEING TYPE:

CLASS:

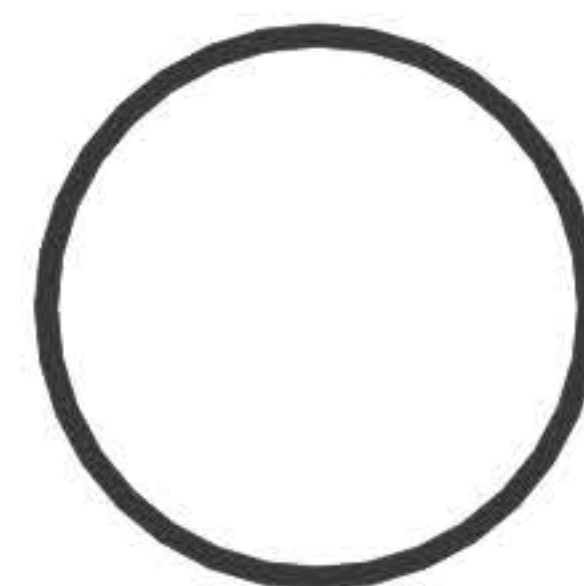
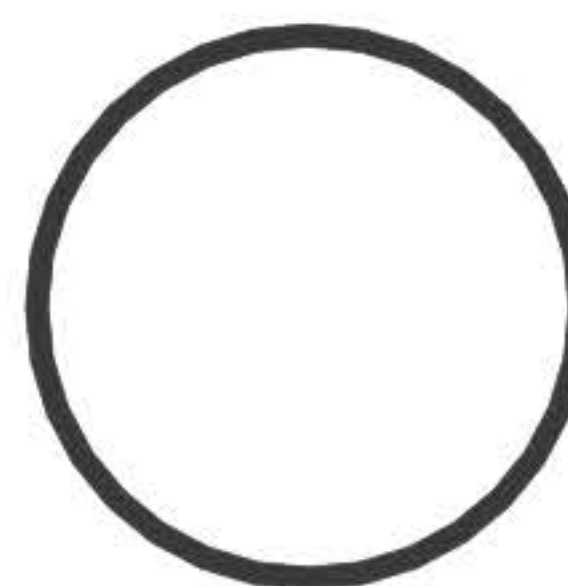
LEVEL:

WALTZ
THE GREAT ATTRACTOR

LUCKY CARDS

FACE
CARD

CURRENT CARD
BONUSES



VITALITY



MOD DIE:

HP:

CURRENT

MAXIMUM

OS:

OTHER CURRENT MAXIMUM

PASSIVE DEFENSE

PASSIVE DEFENSE STAT:

OTHER ARMOR STAT BONUS TOTAL

ACTIVE DEFENSE

BLOCK:

BOOST:

DODGE:

BOOST:

ENDURANCE



MOD DIE:

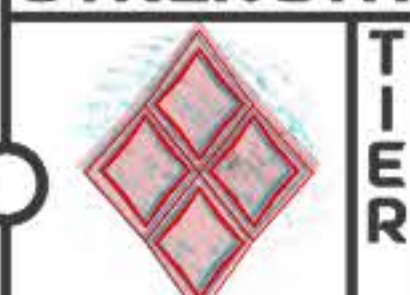
CYBERNETICS

ITEM VITALITY COST INFO

WORN/ARMOR

ITEM ENDURANCE COST INFO

STRENGTH



MOD DIE:

DEXTERITY



MOD DIE:

MOVEMENT SPEEDS

TYPE BASE BONUS TOTAL

INTELLIGENCE



MOD DIE:

WISDOM



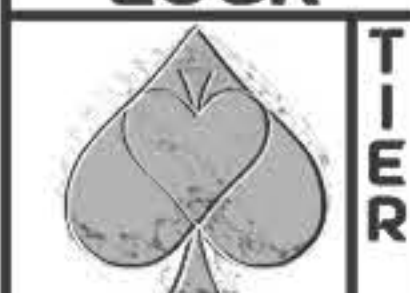
MOD DIE:

WILL



MOD DIE:

LUCK



MOD DIE:

LUCK POOL

HELD/QUICK INVENTORY

HELD CAPACITY:

QUICK INVENTORY CAPACITY:

GENERAL INVENTORY

CREDITS:

MAXIMUM CARRY WEIGHT:

ITEM

WEIGHT

ACTIONS

ACTION POOL:

NAME

SOURCE

EXPLANATION

COST

CAPACITY

REACTIONS

REACTION POOL:

NAME

SOURCE

EXPLANATION

COST

CAPACITY

PASSIVES

FOCUS THRESHOLD:

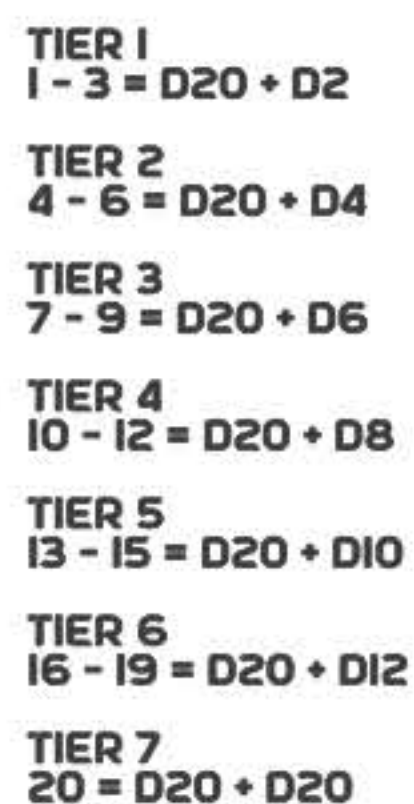
PASSIVE AWARENESS:

NAME

SOURCE

EXPLANATION

CAPACITY



SHIP NAME:	SHIP TYPE:
CLASS (SIZE):	GRADE:

WALTZ
— of —
THE GREAT ATTRACTOR

LUCKY CARDS	FACE CARD	CURRENT CARD BONUSES



PRIMARY	TIER
MOD DIE:	

HP:	/	
	CURRENT	MAXIMUM
OS:	/	/
	OTHER CURRENT	MAXIMUM

Category	Percentage
OTHER	33%
ARMOR	33%
TOTAL	33%

Category	Value
ACTIVE STAT	100
BOOST	100
SHIP MAX	100

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MOVEMENT SPEED		
BASE	BONUS	TOTAL

ACTIONS		SHIP MAX:	ACTION POOL:	
NAME	SOURCE	EXPLANATION	COST	CAPACITY

REACTIONS		SHIP MAX:	REACTION POOL:	
NAME	SOURCE	EXPLANATION	COST	CAPACITY

PASSIVES		FOCUS THRESHOLD:	PASSIVE AWARENESS:
NAME	SOURCE	EXPLANATION	CAPACITY

DEXTERITY	
	TIER
MOD DIE:	

WISDOM	
	TIER
MOD DIE:	

WILL	TIER
	
MOD DIE:	

LUCK	TIER
	
MOD DIE:	
LUCK POOL	

ATHLETIC

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