











Pts.		Mod.		Pts.		Mod.
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<input type="text"/>	DEX			<input type="text"/>	SPD	
<input type="text"/>	CON			<input type="text"/>	RFX	
<input type="text"/>	INT			<input type="text"/>	LFT	
<input type="text"/>	WIL			<input type="text"/>	PER	

Damage Meter

Diagram illustrating a 3-stage pipeline structure with stages L, M, H, and D. Each stage is represented by a box divided into four sub-stages. The delays for each sub-stage are indicated by numbers: -1, -2, -3, and U. The stages are connected sequentially, with the output of one stage feeding into the next. The input is labeled M, P, and S, and the output is labeled U.

Community Codex Adaptive Role-Playing System 0.9.1

Type	Value

$\frac{1}{2}$ $\frac{1}{3}$ $\frac{1}{4}$ $\frac{1}{5}$ $\frac{1}{6}$ $\frac{1}{7}$ $\frac{1}{8}$ $\frac{1}{9}$ $\frac{1}{10}$

Pts.		Mod.	Pts.		Mod.
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<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	SPD	<input type="text"/>
<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	RFX	<input type="text"/>
<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	LFT	<input type="text"/>
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Damage Meter











Damage from M

	L	M	H	D
M	-1	-2	-3	U
P	-1	-2	-3	U
S	-1	-2	-3	U

Community Codex Adaptive Role-Playing System 0.9.1

Type	Value

$\frac{1}{2}$ $\frac{1}{3}$ $\frac{1}{4}$ $\frac{1}{5}$ $\frac{1}{6}$ $\frac{1}{7}$ $\frac{1}{8}$ $\frac{1}{9}$ $\frac{1}{10}$

Pts.		Mod.	Pts.		Mod.
<input type="text"/>	STR		<input type="text"/>	CHA	
<input type="text"/>	DEX		<input type="text"/>	SPD	
<input type="text"/>	CON		<input type="text"/>	RFX	
<input type="text"/>	INT		<input type="text"/>	LFT	
<input type="text"/>	WIL		<input type="text"/>	PER	

Damage Meter

Diagram illustrating a 3-stage pipeline (L, M, H, D) with three parallel tracks. The top track starts with 'M' and ends with 'U'. The middle track starts with 'P' and ends with 'U'. The bottom track starts with 'S' and ends with 'U'. Each track has four stages, with the first stage containing a value (-1, -2, or -3) and the last stage containing 'U'.

Community Codex Adaptive Role-Playing System 0.9.1

Type	Value