Chapter 1

Grodd

1.1 Notation

```
SC = Stampede Cancel = bf3 ff/bb
L(C) = Leap(Close) = df1b
L = Leap = df1
L(F) = Leap(Far) = df1f
```

1.2 Meterless

```
112 xx SC D2 B2 xx L(C) J2 221+3 = 25 D2 B2 xx L(C) J2 221+3 = 22
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1.2.1 Trait

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T F21 xx SC D2 B2xxL(C) J2 221+3 = 32
```

1.2.2 Interactible

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22 xx WB B3 J3 B2 xx L(C) J2 221+3 = 45
B1 xx WB B3 J3 B2 xx L(C) J2 221+3 = 44
B2 xx WB B3 J3 B2 xx L(C) J2 221+3 = 47
112 xx WB B3 J3 B2 xx L(C) J2 221+3 = 39
```

1.3 1 Meter

1.3.1 Trait

1.3.2 Interactible

- 1.4 2 Meter
- 1.4.1 Trait
- 1.4.2 Interactible
- 1.5 3 Meter
- 1.5.1 Trait
- 1.5.2 Interactible
- 1.6 4 Meter
- 1.6.1 Trait
- 1.6.2 Interactible
- 1.7 X-Ray