

MIDNIGHT

DAYBREAK

NOON

SUNSET

FOLLOWING DAY →

12

1

2

3

4

5

6

7

8

9

10

11

12

1

2

3

4

5

6

7

8

9

10

11

Player

AC

Hit Points

Passive Perception

Blinded

Charmed

Deafened

Frightened

Grappled

Incapacitated

Invisible

Paralyzed

Petrified

Player

AC

Hit Points

Passive Perception

Blinded

Charmed

Deafened

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Player

AC

Hit Points

Passive Perception

Blinded

Charmed

Deafened

Frightened

Grappled

Incapacitated

Invisible

Paralyzed

Petrified

Henchman Name

Class & Level

AC

Hit Points

NAME

ATK BONUS DAMAGE/TYPE

Henchman Name

Class & Level

AC

Hit Points

NAME

ATK BONUS DAMAGE/TYPE

Henchman Name

Class & Level

AC

Hit Points

NAME

ATK BONUS DAMAGE/TYPE

Notes

Initiative

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

Reset All

Reset Init.

Reset Mons