

FOLLOWING DAY ->

Diagram illustrating a 2D grid structure with 12 columns and 2 rows. The columns are numbered 1 through 12. The first row contains 12 columns, and the second row contains 11 columns. Each cell in the grid is represented by a small square icon.

Player	AC	Hit Points	Passive Perception	<input type="checkbox"/> Blinded <input type="checkbox"/> Charmed <input type="checkbox"/> Deafened	<input type="checkbox"/> Frightened <input type="checkbox"/> Grappled <input type="checkbox"/> Incapacitated	<input type="checkbox"/> Invisible <input type="checkbox"/> Paralyzed <input type="checkbox"/> Petrified	
Player	AC	Hit Points	Passive Perception	<input type="checkbox"/> Blinded <input type="checkbox"/> Charmed <input type="checkbox"/> Deafened	<input type="checkbox"/> Frightened <input type="checkbox"/> Grappled <input type="checkbox"/> Incapacitated	<input type="checkbox"/> Invisible <input type="checkbox"/> Paralyzed <input type="checkbox"/> Petrified	
Player	AC	Hit Points	Passive Perception	<input type="checkbox"/> Blinded <input type="checkbox"/> Charmed <input type="checkbox"/> Deafened	<input type="checkbox"/> Frightened <input type="checkbox"/> Grappled <input type="checkbox"/> Incapacitated	<input type="checkbox"/> Invisible <input type="checkbox"/> Paralyzed <input type="checkbox"/> Petrified	
Player	AC	Hit Points	Passive Perception	<input type="checkbox"/> Blinded <input type="checkbox"/> Charmed <input type="checkbox"/> Deafened	<input type="checkbox"/> Frightened <input type="checkbox"/> Grappled <input type="checkbox"/> Incapacitated	<input type="checkbox"/> Invisible <input type="checkbox"/> Paralyzed <input type="checkbox"/> Petrified	
Player	AC	Hit Points	Passive Perception	<input type="checkbox"/> Blinded <input type="checkbox"/> Charmed <input type="checkbox"/> Deafened	<input type="checkbox"/> Frightened <input type="checkbox"/> Grappled <input type="checkbox"/> Incapacitated	<input type="checkbox"/> Invisible <input type="checkbox"/> Paralyzed <input type="checkbox"/> Petrified	


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Reset All


Reset Init.

Reset Mons.

# CLASS & LEVEL



AC







Hit Points

NAME

ATK BONUS

DAMAGE/TYPE

CLASS & LEVEL		
		
AC	Hit Points	
NAME	ATK BONUS	DAMAGE/TYPE
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

CLASS & LEVEL		
		
AC	Hit Points	
NAME	ATK BONUS	DAMAGE/TYPE

[illegible]

Reset  
All      Reset  
Init.      Reset  
Mons.