

<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	<div>Initiative</div>
				<div><input type="checkbox"/> Charmed</div>	<div><input type="checkbox"/> Grappled</div>	<div><input type="checkbox"/> Paralyzed</div>		1
				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		2
								3
<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	4
				<div><input type="checkbox"/> Charmed</div>	<div><input type="checkbox"/> Grappled</div>	<div><input type="checkbox"/> Paralyzed</div>		5
				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		6
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<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	8
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				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		10
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<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	12
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				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		14
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<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	16
				<div><input type="checkbox"/> Charmed</div>	<div><input type="checkbox"/> Grappled</div>	<div><input type="checkbox"/> Paralyzed</div>		17
				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		18
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<div>Player</div>	<div>AC</div>	<div>Hit Points</div>	<div>Passive Perception</div>	<div><input type="checkbox"/> Blinded</div>	<div><input type="checkbox"/> Frightened</div>	<div><input type="checkbox"/> Invisible</div>	<div></div>	20
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				<div><input type="checkbox"/> Deafened</div>	<div><input type="checkbox"/> Incapacitated</div>	<div><input type="checkbox"/> Petrified</div>		22
								23
<div>CLASS & LEVEL</div> <div><div>AC</div><div>Hit Points</div></div> <div><div>NAME</div><div>ATK BONUS</div><div>DAMAGE/TYPE</div></div>	<div>CLASS & LEVEL</div> <div><div>AC</div><div>Hit Points</div></div> <div><div>NAME</div><div>ATK BONUS</div><div>DAMAGE/TYPE</div></div>	<div>CLASS & LEVEL</div> <div><div>AC</div><div>Hit Points</div></div> <div><div>NAME</div><div>ATK BONUS</div><div>DAMAGE/TYPE</div></div>	<div>Notes</div>	24				
				25				
				26				
				27				
				28				
				29				
				30				
				<div>Reset All</div> <div>Reset Init.</div> <div>Reset Mons.</div>				