

Name	AC	Hit Points	<input type="checkbox"/> Passive Perception <input type="checkbox"/> Inspiration	<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	<input type="checkbox"/> Poisoned <input type="checkbox"/> Restrained <input type="checkbox"/> Stunned	
Name	AC	Hit Points	<input type="checkbox"/> Passive Perception <input type="checkbox"/> Inspiration	<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	<input type="checkbox"/> Poisoned <input type="checkbox"/> Restrained <input type="checkbox"/> Stunned	
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MIDNIGHT                      SUNRISE                      NOON                      SUNSET