

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |

|               |  |   |   |                                       |                                      |
|---------------|--|---|---|---------------------------------------|--------------------------------------|
| <b>ROUND:</b> | <b>NAME:</b> <input type="text"/>        | <b>HP (TOTAL):</b> <input type="text"/> | <b>HP (CURRENT):</b> <input type="text"/> |                                       |                                      |
|               | <input type="checkbox"/> Ability Damaged | <input type="checkbox"/> Dazzled        | <input type="checkbox"/> Fascinated       | <input type="checkbox"/> Invisible    | <input type="checkbox"/> Prone       |
|               | <input type="checkbox"/> Ability Drained | <input type="checkbox"/> Deafened       | <input type="checkbox"/> Fatigued         | <input type="checkbox"/> Knocked Down | <input type="checkbox"/> Shaken      |
|               | <input type="checkbox"/> Blinded         | <input type="checkbox"/> Disabled       | <input type="checkbox"/> Flat-Footed      | <input type="checkbox"/> Nauseated    | <input type="checkbox"/> Sickened    |
|               | <input type="checkbox"/> Blown Away      | <input type="checkbox"/> Dying          | <input type="checkbox"/> Frightened       | <input type="checkbox"/> Panicked     | <input type="checkbox"/> Stable      |
|               | <input type="checkbox"/> Confused        | <input type="checkbox"/> Energy Drained | <input type="checkbox"/> Grappling        | <input type="checkbox"/> Paralyzed    | <input type="checkbox"/> Staggered   |
|               | <input type="checkbox"/> Cowering        | <input type="checkbox"/> Entangled      | <input type="checkbox"/> Helpless         | <input type="checkbox"/> Petrified    | <input type="checkbox"/> Stunned     |
|               | <input type="checkbox"/> Dazed           | <input type="checkbox"/> Exhausted      | <input type="checkbox"/> Incorporeal      | <input type="checkbox"/> Pinned       | <input type="checkbox"/> Unconscious |