

Jojo's Bizarre Tabletop Game

Character Name

Hit Point Maximum

Current Hit Points

Race + Passion

Class + Level

Stand Damage Reduction

(Per Round)

Stand DC

Death Saves

Successes	Failures

Saving Throws

Skill Proficiencies

Strength	<input type="radio"/>	_____	<input type="radio"/> Acrobatics (Dex)	<input type="radio"/> Medicine (Wis)
Dexterity	<input type="radio"/>	_____	<input type="radio"/> Animal Handling (Wis)	<input type="radio"/> Nature (Int)
Constitution	<input type="radio"/>	_____	<input type="radio"/> Arcana (Int)	<input type="radio"/> Perception (Wis)
Intelligence	<input type="radio"/>	_____	<input type="radio"/> Athletics (Str)	<input type="radio"/> Performance (Cha)
Wisdom	<input type="radio"/>	_____	<input type="radio"/> Deception (Cha)	<input type="radio"/> Persuasion (Cha)
Charisma	<input type="radio"/>	_____	<input type="radio"/> History (Int)	<input type="radio"/> Religion (Int)
Proficiency Bonus			<input type="radio"/> Insight (Wis)	<input type="radio"/> Sleight of Hand (Dex)
			<input type="radio"/> Intimidation (Cha)	<input type="radio"/> Stealth (Dex)
			<input type="radio"/> Investigation (Int)	<input type="radio"/> Survival (Wis)

Armor Class

Hit Dice

Movement Speed

Character	Stand

Stand Armor Class

Initiative Bonus

Passive Perception

Strength

Dexterity

Constitution

Intelligence

Wisdom

Charisma

Power

Precision

Durability

Range

Speed

Stand Energy

Class Features

Feats

Attacks + Actions

Inventory

Languages + Other Proficiencies

Attacks Per Round

Inspiration

Undead Character Sheet

Character Name

Head Hit Points

Current Head Hit Points

Type and Level of Undead

Head Armor Class

Energy

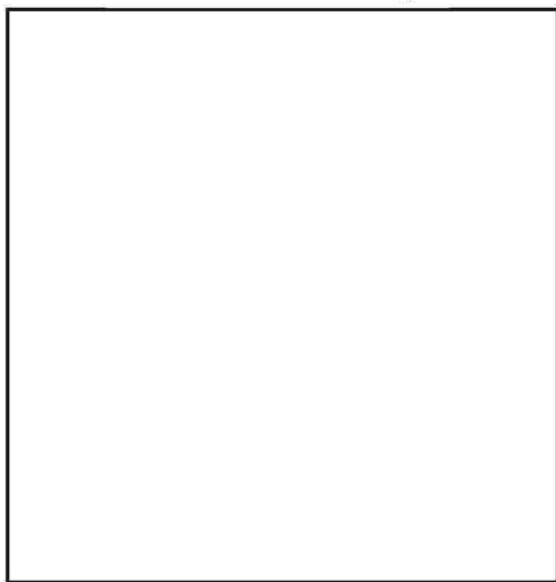
Minions

Class Features

Attacks + Actions

Attacks Per Round

Character Drawing



Weight

Height

Age

Hair Color

Skin Tone

Eye Color

Voice

Passion

Job(s)

Known Languages

Ideals

Flaws

Personality

Relationships

Inventory

