



JoJo's Bizarre Tabletop Game

Character Name

Hit Point Max

Current Hit Points

Race & Passion

Class & Level

Damage Reduction

Stand DC

Death Saves

Saving Throws

Skill Proficiencies

Armor Class

Hit Dice

Movement Speed

Strength	<input type="checkbox"/>	Acro (dex)	<input type="checkbox"/>	Medic (wis)
Dexterity	<input type="checkbox"/>	Animals (wis)	<input type="checkbox"/>	Nature (int)
Constitution	<input type="checkbox"/>	Arcana (int)	<input type="checkbox"/>	Percept (wis)
Intelligence	<input type="checkbox"/>	Athlete (str)	<input type="checkbox"/>	Perform (cha)
Wisdom	<input type="checkbox"/>	Decept (cha)	<input type="checkbox"/>	Persua (cha)
Charisma	<input type="checkbox"/>	History (int)	<input type="checkbox"/>	Religion (int)
Proficiency Bonus:	<input type="checkbox"/>	Insight (wis)	<input type="checkbox"/>	Slight (dex)
	<input type="checkbox"/>	Intimid (cha)	<input type="checkbox"/>	Stealth (dex)
	<input type="checkbox"/>	Invest (int)	<input type="checkbox"/>	Survive (wis)

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Strength	<input type="checkbox"/>	<input type="checkbox"/>
Dexterity	<input type="checkbox"/>	<input type="checkbox"/>
Constitution	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>
Proficiency Bonus:	<input type="checkbox"/>	<input type="checkbox"/>

Dexterity	<input type="checkbox"/>	<input type="checkbox"/>
Constitution	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>

Constitution	<input type="checkbox"/>	<input type="checkbox"/>
Intelligence	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>

Intelligence	<input type="checkbox"/>	<input type="checkbox"/>
Wisdom	<input type="checkbox"/>	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	<input type="checkbox"/>

Power	<input type="checkbox"/>	<input type="checkbox"/>
Precision	<input type="checkbox"/>	<input type="checkbox"/>
Durability	<input type="checkbox"/>	<input type="checkbox"/>
Range	<input type="checkbox"/>	<input type="checkbox"/>
Speed	<input type="checkbox"/>	<input type="checkbox"/>

Stand Energy	<input type="checkbox"/>	<input type="checkbox"/>
Attacks & Actions	<input type="checkbox"/>	<input type="checkbox"/>
Inventory	<input type="checkbox"/>	<input type="checkbox"/>

Class Features	<input type="checkbox"/>	<input type="checkbox"/>
Feats	<input type="checkbox"/>	<input type="checkbox"/>

Attacks Per Round:	<input type="checkbox"/>	<input type="checkbox"/>	Inspiration:	<input type="checkbox"/>	<input type="checkbox"/>
Languages & Other Proficiencies	<input type="checkbox"/>	<input type="checkbox"/>			

JoJo D&D Undead Character Sheet

Character Name

Head Hit Points

Current Head Hit Points

Type & Level

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Head AC

Energy

Minions

Class Features

Attacks & Actions

JoJo D&D Flavor Sheet

Character Image

Character Name

Backstory

Ideals

Flaws

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Weight

Height

Age

Personality

Hair Color

Skin Tone

Eye Color

Relationships

Voice

Other Information