DUNGEONS & DRAGONS
FIFTH AGE
A SCI-FI 5E CONVERSION

character name

player name

C:\LEVEL

strength

dexterity

constitution

intelligence

wisdom

charisma

inspiration

proficiency bonus

- strength
- dexterity
- constitution
- intelligence
- wisdom
- charisma

saving throws

armor class

hit dice

CURRENT HITPOINTS

maximum hitpoints

failures   death saves   successes

initiative

speed

passive perception

class

race

background

alignment

age [bio/chron]

skills

- acrobatics [dex]
- athletics [str]
- biology [int]
- computer use [int]
- culture [int]
- deception [cha]
- disguise [cha]
- engineering [int]
- history [int]
- insight [wis]
- investigation [int]
- intimidation [cha]
- law [int]
- medicine [wis]
- navigation [wis]
- perception [wis]
- performance [cha]
- persuasion [cha]
- slight of hand [dex]
- stealth [dex]
- survival [wis]

credits

WEAPONS AND ATTACKS

name	atk bonus	damage	type	range	ammo	special
				—		
				—		
				—		
				—		
				—		

traits

ideals

bonds

flaws

PROFICIENCIES

systems
- weapons
- engines
- hull
- sensors
- computers
- communications

languages

combat
- civilian weapons
- military weapons
- civilian armor
- military armor

tools
- artisan's tools
- astro-surveyor
- atmospheric vehicles
- demolitions kit
- disguise kit
- forgery kit
- gaming set
- musical instrument
- planetary surveyor
- repair kit
- space vehicles

EQUIPMENT/NOTES

FEATURES AND TRAITS