MASS D20 EFFECT

CHARACTER NAME

HOMEWORLD

CLASS AND LEVEL

MOTTO

RACE

SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

PORTRAIT

PARAGON

RENEGADE

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HEALTH — MAX

SLD SHIELD — MAX

PLT PLATING — MAX

DR REDUCTION

INIT INITIATIVE — TOTAL = DEX + MISC

FF FLAT-FOOT — **TOUCH**

DEF DEFENSE — TOTAL = 10 + DEX + SIZE + MISC + COVER + MORE — DEFENSE MODIFIERS

SPD SPEED — BASE SPEED / IN ARMOR / RUNNING / SWIMMING

SPEED MODIFIERS — CLIMBING / FLYING

BAB BASE ATTACK

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MOD	GEAR MOD	MISC MOD
FORTITUDE (CONSTITUTION)		=	+	+	+
REFLEX (DEXTERITY)		=	+	+	+
WILLPOWER (WISDOM)		=	+	+	+

SAVE MODIFIERS

BIOTIC POINTS — CURRENT / MAINTENANCE / MAX

TECH POINTS — CURRENT / MAINTENANCE / MAX

SKILLS

SKILL NAMES	TOTAL BONUS		ABILITY MODIFIER	RANKS	MISC MODIFIER
○ BALANCE		= DEX		+	+
○ BIOTICS		= INT		+	+
○ BLUFF		= CHA		+	+
○ CLIMB		= STR		+	+
○ CONCENTRATION		= CON		+	+
○ DAMPING*		= INT		+	+
○ DECRYPTION*		= INT		+	+
○ DIPLOMACY		= CHA		+	+
○ DISGUISE		= CHA		+	+
○ ELECTRONICS*		= INT		+	+
○ FIRST AID		= WIS		+	+
○ GAMBLE		= CHA		+	+
○ GATHER INFO		= CHA		+	+
○ HACKING*		= INT		+	+
○ HEAVY WEAPONS*		= INT		+	+
○ HIDE		= DEX		+	+
○ INTIMIDATE		= CHA		+	+
○ INVESTIGATE*		= INT		+	+
○ JUMP		= STR		+	+
○ KNOWLEDGE (ART)*		= INT		+	+
○ KNOWLEDGE (PSYCHOLOGY)*		= INT		+	+
○ KNOWLEDGE (BIOLOGY)*		= INT		+	+
○ KNOWLEDGE (CIVICS)*		= INT		+	+
○ KNOWLEDGE (CURRENT EVENTS)*		= INT		+	+
○ KNOWLEDGE (HISTORY)*		= INT		+	+
○ KNOWLEDGE (PHYSICS)*		= INT		+	+

SKILL NAMES	TOTAL BONUS		ABILITY MODIFIER	RANKS	MISC MODIFIER
○ KNOWLEDGE (POP CULTURE)*		= INT		+	+
○ KNOWLEDGE (SPACE)*		= INT		+	+
○ KNOWLEDGE (STREETWISE)*		= INT		+	+
○ KNOWLEDGE (TACTICS)*		= INT		+	+
○ KNOWLEDGE (TECHNOLOGY)*		= INT		+	+
○ KNOWLEDGE (RELIGION)*		= INT		+	+
○ LISTEN		= WIS		+	+
○ MEDICINE*		= INT		+	+
○ MOVE SILENTLY		= DEX		+	+
○ PERFORM		= CHA		+	+
○ PILOTING		= INT		+	+
○ REPAIR		= INT		+	+
○ RESEARCH (BIOLOGY)*		= INT		+	+
○ RESEARCH (PHYSICS)*		= INT		+	+
○ RESEARCH (CHEMISTRY)*		= INT		+	+
○ RESEARCH (QUANTUM PHYSICS)*		= INT		+	+
○ RESEARCH (ELECTRONICS)*		= INT		+	+
○ RESEARCH (ENGINEERING)*		= INT		+	+
○ RESEARCH (GEOLOGY)*		= INT		+	+
○ SEARCH		= INT		+	+
○ SENSE MOTIVE		= WIS		+	+
○ SLEIGHT OF HAND*		= DEX		+	+
○ SPOT		= WIS		+	+
○ SURVIVAL		= WIS		+	+
○ SWIM		= STR		+	+
○ TUMBLE*		= DEX		+	+

CONDITIONAL MODIFIERS

LANGUAGES

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

ARMOR

	SHIELDS	DAMAGE REDUCTION

TYPE	ENHANCED FIBERS	CUSTOMIZATION OPTIONS

ARMOR SPECIAL QUALITIES

HEAD	
SHOULDERS	
ARMS	
CHEST	
LEGS	
OTHERS	

WEAPON

		ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

BIO-AMP

	FUNCTIONS	CHA NEEDED

MODIFICATIONS	FUNCTION COST

CYBERNETICS

	CYBERNETIC BONUS

OMNI-TOOL

THERMAL CLIPS

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

MEDI-GEL

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

GRENADES

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

REPAIR KITS

☐☐☐☐☐
☐☐☐☐☐

POWER

SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

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DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

GEAR

	WGT		WGT
	TOTAL =		

EXPERIENCE

NEXT

CREDITS

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		PUSH OR DRAG	

STORAGE LOCKER

FEATS

SPECIAL ABILITIES

NOTES