# MASS EFFECT SAGA

Name | Player

Class and Level

Species | Gender | Background

Age | Height | Weight | Eyes | Hair | Skin

Special features

## Abilities

| | score | mod |
|---|---|---|
| Strength | | |
| Dexterity | | |
| Constitution | | |
| Intelligence | | |
| Wisdom | | |
| Charisma | | |

Ability enhancement (By level)

| 4th | 8th | 12th | 16th | 20th |
|---|---|---|---|---|
| | | | | |

## Stamina

| | total | current |
|---|---|---|
| Hit Points | | |

Condition: -1 | -2 | -5 | -10 | Helpless

Damage threshold = fortitude + feat bonus + misc bonus

Damage reduction | Shield total | Shield current | Second Wind current | Second Wind hp

Initiative | Perception | Action Points

Speed | Base Attack | Background / Morality bonus

## Combat Statistics

| Weapon | Att | Dmg | Crit X |
|---|---|---|---|
| Type | Clip/Reserve | Notes | |
| Weapon | Att | Dmg | Crit X |
| Type | Clip/Reserve | Notes | |
| Weapon | Att | Dmg | Crit X |
| Type | Clip/Reserve | Notes | |

Special moves

### Defenses

| | | | level or armor | | class bonus | | ability modifier | | misc modifier |
|---|---|---|---|---|---|---|---|---|---|
| Fortitude (constitution) | | = 10 + | | + | | + | | + | |
| Reflexes (dexterity) | | = 10 + | | + | | + | | + | |
| Will (wisdom) | | = 10 + | | + | | + | | + | |

Armor

| ref def bonus | fort def bonus | max dex bonus | misc | speed |
|---|---|---|---|---|
| | | | | |

## Feats and Powers

Feats

Powers | Mechanics | Use Biotics

## Skills

| | score | | half level | | ability modifier | | trained | | focus | | misc | reroll |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Acrobatics | | = | | + | DEX | + | | + | | + | | ☐ |
| Athletics | | = | | + | STR | + | | + | | + | | ☐ |
| Deception | | = | | + | CHA | + | | + | | + | | ☐ |
| Endurance | | = | | + | CON | + | | + | | + | | ☐ |
| Gather Info | | = | | + | CHA | + | | + | | + | | ☐ |
| Initiative | | = | | + | DEX | + | | + | | + | | ☐ |
| Knowledge Bureaucracy | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Galaxy Lore | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Life Sciences | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Physical Sciences | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Social Sciences | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Tactics | | = | | + | INT | + | | + | | + | | ☐ |
| Knowledge Technology | | = | | + | INT | + | | + | | + | | ☐ |
| Mechanics | | = | | + | INT | + | | + | | + | | ☐ |
| Perception | | = | | + | WIS | + | | + | | + | | ☐ |
| Persuasion | | = | | + | CHA | + | | + | | + | | ☐ |
| Pilot | | = | | + | DEX | + | | + | | + | | ☐ |
| Ride | | = | | + | DEX | + | | + | | + | | ☐ |
| Stealth | | = | | + | DEX | + | | + | | + | | ☐ |
| Survival | | = | | + | WIS | + | | + | | + | | ☐ |
| Treat Injury | | = | | + | WIS | + | | + | | + | | ☐ |
| Use Biotics | | = | | + | CHA | + | | + | | + | | ☐ |
| Use Computer | | = | | + | INT | + | | + | | + | | ☐ |

## Gear

Credits

## Traits

| | | | |
|---|---|---|---|
| | Chaste | / | Lustful |
| | Energetic (Paragon/Renegade) | / | Lazy |
| | Forgiving (Paragon) | / | Vengeful (Renegade) |
| | Generous (Paragon) | / | Selfish |
| | Honest | / | Deceitful |
| | Just (Paragon) | / | Arbitrary (Renegade) |
| | Merciful (Paragon) | / | Cruel (Renegade) |
| | Modest | / | Proud (Renegade) |
| | Pious | / | Worldly |
| | Prudent | / | Reckless |
| | Temperate | / | Indulgent |
| | Trusting | / | Suspicious |
| | Valorous (Paragon/Renegade) | / | Cowardly |

Directed trait _____

## Passions

| | | | |
|---|---|---|---|
| Loyalty (_____) | | _____ | |
| Love (Family) | | _____ | |
| Honor | | _____ | |

## Special Traits

Special Qualities / Talents

Languages

XP Bonus: Traits [ ] Passions [ ] Paragon/Renegade [ ]