

BUILD A CHARACTER

STEP ONE

What sort of character do you want to play?

STEP TWO

Race represents your species.

Some races have more than one type.

All medium and small races move at 30ft per round unless stated otherwise.

STEP THREE

Theme represents a core aspect of your character's background and motivations.

STEP FOUR

Class represents your character's training, and determines your abilities.

STEP FIVE

You have **10 points** to allocate between your ability scores.

STRENGTH	Melee attacks and damage
DEXTERITY	Ranged attacks, armour class, initiative
CONSTITUTION	Stamina and fortitude saves
INTELLIGENCE	Skills and languages
WISDOM	Will saves and perceptive skills
CHARISMA	Social skills

$$\text{Ability Modifier} = \left[\frac{\text{Ability Score} - 10}{2} \right]$$

Almost always round down when dividing in Starfinder.

STEP SIX

Fill in the sheet with your class abilities.

Fill in your hit points, stamina points, resolve points and saving throws using numbers for your class at level 1.

To calculate resolve points, divide your level by two (rounded down, but always at least 1) and add your class' key ability modifier.

STEP SEVEN

Your class determines the number of **skill ranks** you get at each level (always at least 1).

Class, theme and race may each add a bonus to some skills.

STEP EIGHT

Buy your equipment.

Unless the GM says otherwise, level 1 characters have **1000 credits** to spend on equipment.

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STEP NINE

Fill in your armour class, alignment, languages, carrying capacity and other details.

All PCs speak 'common'; each positive **INT** modifier or rank in linguistics adds another language.

10 L items = 1 bulk.

CHARACTER CONCEPT

CHOOSE A RACE

Race

Caste

Size



Speed

ft

sq

Gender



Ability Score Adjustments

+2

+2

-2

CHOOSE A THEME

Theme

Ability Score Bonus

+1

CHOOSE A CLASS

Class

Specialisation

Base Attack Bonus

Key Ability

ABILITY SCORES

	Racial	Theme	10 Points	Misc	⇒	Ability Score	Ability Modifier
10 +	+	+	+	+	⇒	STR	STR
10 +	+	+	+	+	⇒	DEX	DEX
10 +	+	+	+	+	⇒	CON	CON
10 +	+	+	+	+	⇒	INT	INT
10 +	+	+	+	+	⇒	WIS	WIS
10 +	+	+	+	+	⇒	CHA	CHA

HEALTH

HIT POINTS

Racial

Class

$$\text{hp} = \text{Racial} + \text{Class}$$

STAMINA POINTS

Class

$$\text{sp} = \text{Class} + \text{CON}$$

RESOLVE POINTS

Key Ability

$$\text{rp} = 1 + \text{Key Ability}$$

SAVING THROWS

FORTITUDE SAVE

Class

$$\text{FORT} = \text{CON} + \text{Class}$$

REFLEX SAVE

$$\text{REF} = \text{DEX} + \text{Class}$$

WILL SAVE

$$\text{WILL} = \text{WIS} + \text{Class}$$

SKILLS

SKILL RANKS

Class

$$\text{Skill Ranks} = \text{Class} + \text{INT}$$

Class skills get a +3 bonus once you have 1 rank.

FEATS

Level

1

You gain another feat at each odd-numbered level.

EQUIPMENT

ARMOUR

WEAPON

AMMUNITION

AUGMENTATIONS

GEAR

cr

cr

cr

cr

cr

ARMOUR CLASS

ENERGY ARMOUR CLASS

Armour Bonus

$$\text{EAC} = 10 + \text{DEX} + \text{Armour Bonus}$$

KINETIC ARMOUR CLASS

$$\text{KAC} = 10 + \text{DEX} + \text{Armour Bonus}$$

CARRYING CAPACITY

ENCUMBERED

Strength Score

$$\text{Encumbered} = \text{Strength Score} \div 2$$

OVERBURDENED

$$\text{Overburdened} = \text{Strength Score} \div 2$$