CREE UN PERSONNAGE

CHARACTER CONCEPT

_____ _____

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.

CHOOSE A RACE

Race _____ Caste

[_____]

Taille [   ]   Rapidité [**m cases**]   Sexe [   ]

Hit Points [   ]   Ability Score Adjustments [**+2**] [**+2**] [**-2**]

STEP THREE

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

CHOOSE A THEME

Theme _____

Ability Score Bonus [**+1**]

STEP FOUR

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

CHOOSE A CLASS

Classe _____ Specialisation

[_____]

Bonus d'attaque de base [   ]   Hit Points [   ]   Stamina Points [   ]   Rangs de comp. [   ]   Key Ability [   ]

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

$$\text{Mod. de Carac.} = [\text{Valeur de Carac.} - 10] \div 2$$

Almost always round down when dividing in Starfinder.

ABILITY SCORES

		Racial	Theme	**10** Points	Divers		Valeur de Carac.	Mod. de Carac.	Key Ability
FOR	10 +	___ +	___ +	___ +	___	⇒	**FOR**	FOR	○
DEX	10 +	___ +	___ +	___ +	___	⇒	**DEX**	DEX	○
CON	10 +	___ +	___ +	___ +	___	⇒	**CON**	CON	○
INT	10 +	___ +	___ +	___ +	___	⇒	**INT**	INT	○
SAG	10 +	___ +	___ +	___ +	___	⇒	**SAG**	SAG	○
CHA	10 +	___ +	___ +	___ +	___	⇒	**CHA**	CHA	○

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.

SANTE

POINTS DE VIE   Racial   Classe   Niveau

[**pv**] = ___ + [___ × **1**]

STAMINA POINTS   Classe   Niveau

[**pa**] = [___ + **CON**] × **1**

RESOLVE POINTS   Key Ability

[**rp**] = **1** + ___

JETS DE SAUVEGARDE

JET DE VIGUEUR   Classe   Divers

[VIG] = **CON** + ___ + ___

JET DE RÉFLEXES

[REF] = **DEX** + ___ + ___

JET DE VOLONTÉ

[VOL] = **SAG** + ___ + ___

STEP SEVEN

You 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.

COMPETENCES

SKILL RANKS   Classe   Niveau

[   ] = [___ + **INT**] × **1**

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

DONS

Niveau

1 _____

You gain another feat at each odd-numbered level.

STEP EIGHT

Buy your equipment.

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

SPENT CREDITS [   ] cr

UNSPENT CREDITS [   ] cr

EQUIPEMENT

		EAC	KAC		
ARMURE	_____	___	___	[ ]	cr
ARME	_____	d ___	___	[ ]	cr
AMMUNITION	_____	× [ ]	=	[ ]	cr
OTHER	_____			[ ]	cr
OTHER	_____			[ ]	cr

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.

CLASSE D'ARMURE

ENERGY ARMOUR CLASS   Bonus d'armure

[EAC] = **10** + **DEX** + ___

KINETIC ARMOUR CLASS

[KAC] = **10** + **DEX** + ___

CARRYING CAPACITY

ENCUMBERED   Strength Score

[bulk] = ___ ÷ **2**

OVERBURDENED

[bulk] = ___