

# 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.

<b>STRENGTH</b>	Melee attacks and damage
<b>DEXTERITY</b>	Ranged attacks, armour class, initiative
<b>CONSTITUTION</b>	Stamina and fortitude saves
<b>INTELLIGENCE</b>	Skills and languages
<b>WISDOM</b>	Will saves and perceptive skills
<b>CHARISMA</b>	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 +	+	+	+	+	⇒	<b>STR</b>	<b>STR</b>
10 +	+	+	+	+	⇒	<b>DEX</b>	<b>DEX</b>
10 +	+	+	+	+	⇒	<b>CON</b>	<b>CON</b>
10 +	+	+	+	+	⇒	<b>INT</b>	<b>INT</b>
10 +	+	+	+	+	⇒	<b>WIS</b>	<b>WIS</b>
10 +	+	+	+	+	⇒	<b>CHA</b>	<b>CHA</b>

### 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

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