

# CREAR UN PERSONAJE

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

Modif Caract.

=

Puntuación de Característica

-10

÷ 2

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

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.

STEP EIGHT

Buy your equipment.

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

SPENT CREDITS

UNSPENT CREDITS

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

Raza

Caste

Tamaño

Velocidad

Genero

Hit Points

Ability Score Adjustments

CHOOSE A THEME

Theme

Ability Score Bonus

CHOOSE A CLASS

CLASE

Specialisation

Bonus Ataque Base

Hit Points

Stamina Points

RANGOS HABIL.

Key Ability

ABILITY SCORES

	Racial	Theme	10 Points	Misc		Puntuación de Característica	Modif Caract.	Key Ability
10 +					⇒	FUE	FUE	
10 +					⇒	DES	DES	
10 +					⇒	CON	CON	
10 +					⇒	INT	INT	
10 +					⇒	SAB	SAB	
10 +					⇒	CAR	CAR	

SALUD

HIT POINTS

Racial

CLASE

Nivel

pg

=

+

[

×

1

]

STAMINA POINTS

CLASE

Nivel

pp

=

[

+

CON

]

×

1

RESOLVE POINTS

Key Ability

rp

=

1

+

HABILIDADES

SKILL RANKS

CLASE

Nivel

=

[

+

INT

]

×

1

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

TIROS DE SALVACIÓN

SALVACIÓN DE FORTALEZA

CLASE

Misc

FORT

=

CON

+

+

SALVACIÓN REFLEJOS

REF

=

DES

+

+

SALVACIÓN VOL

VOL

=

SAB

+

+

DOTES

Nivel

1

You gain another feat at each odd-numbered level.

EQUIPO

ARMADURA

EAC

KAC

ARMA

d

AMMUNITION

×

=

AUGMENTATIONS

OTHER GEAR

CLASE DE ARMADURA

ENERGY ARMOUR CLASS

Bonus Armadura

EAC

=

10

+

DES

+

KINETIC ARMOUR CLASS

KAC

=

10

+

DES

+

CARRYING CAPACITY

ENCUMBERED

Strength Score

=

÷ 2

OVERBURDENED

=