

CREA UN PERSONAGGIO

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.

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

Modificatore Caratteristica = $\left\lfloor \frac{\text{Punteggio Caratteristica} - 10}{2} \right\rfloor$

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.

SPENT CREDITS cr
UNSPENT CREDITS 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.

CHOOSE A RACE

Razza Caste

Taglia Velocità Gender

Hit Points Ability Score Adjustments

CHOOSE A THEME

Theme Ability Score Bonus

CHOOSE A CLASS

Classe Specialisation

Attacco Base Bonus Hit Points Stamina Points Grado Abilità Key Ability

ABILITY SCORES

	Razziale	Theme	10 Points	Varie	Punteggio Caratteristica	Modificatore Caratteristica	Key Ability
FOR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DES	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
COS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CAR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SALUTE

HIT POINTS pf = + [× 1]

STAMINA POINTS ma = [+] × 1

RESOLVE POINTS rp = 1 +

ABILITÀ

SKILL RANKS = [+] × 1

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

TIRI SALVEZZA

TEMpra SALVEZZA TEM = + +

RIFLESSI SALVEZZA RIF = + +

VOLONTÀ SALVEZZA VOL = + +

TALENTI

Livello 1

You gain another feat at each odd-numbered level.

EQUIPAGGIAMENTO

ARMATURA EAC KAC

ARMA d

AMMUNITION × =

OTHER

OTHER

CLASSE ARMATURA

ENERGY ARMOUR CLASS EAC = 10 + +

KINETIC ARMOUR CLASS KAC = 10 + +

CARRYING CAPACITY

ENCUMBERED bulk = ÷ 2

OVERBURDENED bulk =