

Construir um Personagem

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

Raça

Caste

Tamanho



Velocidade

m

m²

Gênero



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

Bônus Base de Ataque

Hit Points

Stamina Points

Skill Ranks

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

Modificador de Habilidade = $\frac{\text{Pontos de Habilidade} - 10}{2}$

Almost always round down when dividing in Starfinder.

ABILITY SCORES

	Racial	Theme	10 Points	Outros		Pontos de Habilidade	Modificador de Habilidade	Key Ability
10 +	+	+	+	+	⇒	FOR	FOR	<input type="checkbox"/>
10 +	+	+	+	+	⇒	DES	DES	<input type="checkbox"/>
10 +	+	+	+	+	⇒	CON	CON	<input type="checkbox"/>
10 +	+	+	+	+	⇒	INT	INT	<input type="checkbox"/>
10 +	+	+	+	+	⇒	SAB	SAB	<input type="checkbox"/>
10 +	+	+	+	+	⇒	CAR	CAR	<input type="checkbox"/>

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.

CURA

HIT POINTS

Racial

Classe

Nível

hp

=

+

[

x

1

]

STAMINA POINTS

Classe

Nível

pp

=

[

+

CON

]

x

1

RESOLVE POINTS

Key Ability

rp

=

1

+

.....

TESTES DE RESISTÊNCIA

Fortitude Resistência

Classe

Outros

FORT

=

CON

+

.....

+

.....

REFLEXO RESISTÊNCIA

REF

=

DES

+

.....

+

.....

VONTADE RESISTENCIA

VONTADE

=

SAB

+

.....

+

.....

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.

PERÍCIAS

SKILL RANKS

Classe

Nível

=

[

+

INT

]

x

1

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

TALETOS

Nível

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

EQUIPAMENTO

Armadura

EAC

KAC

.....

.....

.....

ARMA

d

.....

.....

.....

AMMUNITION

x

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=

.....

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.....

AUGMENTATIONS

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.....

.....

OTHER GEAR

.....

.....

.....

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 DE ARMADURA

Bônus de Armadura

ENERGY ARMOUR CLASS

EAC

=

10

+

DES

+

.....

KINETIC ARMOUR CLASS

KAC

=

10

+

DES

+

.....

CARRYING CAPACITY

ENCUMBERED

=

.....

÷

2

OVERBURDENED

=

.....