

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.

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

Modificador de Habilidade = $\left[\frac{\text{Pontos de Habilidade} - 10}{2} \right]$

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.

SPENT CREDITS nd

UNSPENT CREDITS nd

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

Raça

Caste

Tamanho



Velocidade

m

m²

Gênero



Hit Points

Ability Score Adjustments

+2

+2

-2

CHOOSE A THEME

Theme

Ability Score Bonus

+1

CHOOSE A CLASS

Classe

Specialisation

Bônus Base de Ataque

Hit Points

Stamina Points

Ações em Perícias

Key Ability

ABILITY SCORES

	Racial	Theme	10 Points	Outros	Pontos de Habilidade	Modificador de Habilidade	Key Ability
FOR	10 +	+	+	+	FOR	FOR	○
DES	10 +	+	+	+	DES	DES	○
CON	10 +	+	+	+	CON	CON	○
INT	10 +	+	+	+	INT	INT	○
SAB	10 +	+	+	+	SAB	SAB	○
CAR	10 +	+	+	+	CAR	CAR	○

CURA

PONTOS DE VIDA Racial Classe Nível

$p_v = \text{Racial} + [\text{Classe} \times 1]$

PONTOS DE STAMINA Classe Nível

$pp = [\text{Classe} + \text{CON}] \times 1$

PONTOS DE MOTIVAÇÃO Key Ability

$rp = 1 + \text{Key Ability}$

TESTES DE RESISTÊNCIA

Fortitude Resistência Classe Outros

$\text{FORT} = \text{CON} + \text{Classe} + \text{Outros}$

REFLEXO RESISTÊNCIA

$\text{REF} = \text{DES} + \text{Classe} + \text{Outros}$

VONTADE RESISTÊNCIA

$\text{VONTADE} = \text{SAB} + \text{Classe} + \text{Outros}$

PERÍCIAS

SKILL RANKS Classe Nível

$\text{Skill Rank} = [\text{Classe} + \text{INT}] \times 1$

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

TALETOS

Nível

1

You gain another feat at each odd-numbered level.

EQUIPAMENTO

Armadura

EAC

KAC

ARMA

d

AMMUNITION

x

OTHER

OTHER

CLASSE DE ARMADURA

Bônus de Armadura

ENERGIA CLASSE DE ARMADURA

$\text{EAC} = 10 + \text{DES} + \text{Bônus de Armadura}$

CINÉTICO CLASSE DE ARMADURA

$\text{KAC} = 10 + \text{DES} + \text{Bônus de Armadura}$

CARRYING CAPACITY

ENCUMBERED

Strength Score

$\text{bulk} = \frac{\text{Strength Score}}{2}$

OVERBURDENED

$\text{bulk} = \text{Strength Score}$