# BUILD A CHARACTER

## CHARACTER CONCEPT

_____    _____

_____    _____

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## 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

Race _____ [ Caste _____ ]

Size 👤  Speed ____ ft ____ sq  Gender ⚥

Ability Score Adjustments: **+2**  **+2**  **-2**

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## 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

Class _____ [ Specialisation _____ ]

Base Attack Bonus _____    Key Ability _____

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## 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 |

Ability Modifier = [ Ability Score **- 10** ] **÷ 2**

## ABILITY SCORES

| | Racial | Theme | 10 Points | Misc | | Ability Score | Ability Modifier |
|---|---|---|---|---|---|---|---|
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | STR | STR |
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | DEX | DEX |
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | CON | CON |
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | INT | INT |
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | WIS | WIS |
| 10 + | ___ + | ___ + | ___ + | ___ | ⇒ | CHA | CHA |

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## 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.

## HEALTH

**HIT POINTS**  Racial  Class

☐ hp = ____ + ____

**STAMINA POINTS**  Class

☐ sp = ____ + CON

**RESOLVE POINTS**  Key Ability

☐ rp = **1** + ....

## SAVING THROWS

**FORTITUDE SAVE**  Class

FORT = CON + ....

**REFLEX SAVE**

REF = DEX + ....

**WILL SAVE**

WILL = WIS + ....

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## 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.

## SKILLS

**SKILL RANKS**  Class

☐ = ____ + INT ....

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

## FEATS

Level

**1** _____

You gain another feat at each odd-numbered level.

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## STEP EIGHT

Buy your equipment.

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

**UNSPENT CREDITS** ☐

## EQUIPMENT

**ARMOUR** _____ ☐

**WEAPON** _____ ☐

**AMMUNITION** _____ ☐

**AUGMENTATIONS** _____ ☐

**GEAR** _____ ☐

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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.

## ARMOUR CLASS

Armour Bonus

**ENERGY ARMOUR CLASS**

EAC = 10 + DEX + ....

**KINETIC ARMOUR CLASS**

KAC = 10 + DEX + ....

## CARRYING CAPACITY

Strength Score

**ENCUMBERED**

☐ = ____ ÷ 2 ....

**OVERBURDENED**

☐ = ....