

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 = $\left[\frac{\text{Punteggio Caratteristica} - 10}{2} \right]$

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 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

m

q

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
10 +	+	+	+	+	⇒	FOR	FOR	<input type="checkbox"/>
10 +	+	+	+	+	⇒	DES	DES	<input type="checkbox"/>
10 +	+	+	+	+	⇒	COS	COS	<input type="checkbox"/>
10 +	+	+	+	+	⇒	INT	INT	<input type="checkbox"/>
10 +	+	+	+	+	⇒	SAG	SAG	<input type="checkbox"/>
10 +	+	+	+	+	⇒	CAR	CAR	<input type="checkbox"/>

SALUTE

HIT POINTS	Razziale	Classe	Livello
<div>pf</div> = <div></div> + [<div></div> × 1]			
STAMINA POINTS	Classe		Livello
<div>ma</div> = [<div></div> + COS] × 1			
RESOLVE POINTS	Key Ability		
<div>rp</div> = 1 + <div></div>			

TIRI SALVEZZA

TEMpra SALVEZZA	Classe	Varie
TEM =	COS + <input type="text"/>	+ <input type="text"/>
RIFLESSI SALVEZZA	RIF =	DES + <input type="text"/>
		+ <input type="text"/>
VOLONTÀ SALVEZZA	VOL =	SAG + <input type="text"/>
		+ <input type="text"/>

ABILITÀ

SKILL RANKS	Classe	Livello
[<input type="text"/>] =	[<input type="text"/> + INT]	× 1
Class skills get a +3 bonus once you have 1 rank.		

TALENTI

Livello	
1	
You gain another feat at each odd-numbered level.	

EQUIPAGGIAMENTO

ARMATURA	EAC	KAC	<input type="text"/>	cr
ARMA	d	<input type="text"/>	<input type="text"/>	cr
AMMUNITION	×	<input type="text"/>	= <input type="text"/>	cr
AUGMENTATIONS	<input type="text"/>	<input type="text"/>	<input type="text"/>	cr
OTHER GEAR	<input type="text"/>	<input type="text"/>	<input type="text"/>	cr

CLASSE ARMATURA

ENERGY ARMOUR CLASS	Bonus Armatura
EAC =	10 + DES + <input type="text"/>
KINETIC ARMOUR CLASS	KAC =
	10 + DES + <input type="text"/>

CARRYING CAPACITY

ENCUMBERED	Strength Score
[<input type="text"/>] =	<input type="text"/> ÷ 2
OVERBURDENED	[<input type="text"/>] =
	<input type="text"/>