

SKONSTRUUJ POSTAĆ

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

Modyfikator z Atrybutu

= [Wartość Atrybutu - 10] ÷ 2

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

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.

STEP EIGHT

Buy your equipment.

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

SPENT CREDITS

UNSPENT CREDITS

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.

CHARACTER CONCEPT

CHOOSE A RACE

Rasa

Caste

Rozmiar

Speed

Gender

Hit Points

Ability Score Adjustments

CHOOSE A THEME

Theme

Ability Score Bonus

CHOOSE A CLASS

Klasa

Specialisation

Bazowa Premia do Ataku

Hit Points

Stamina Points

Skill Ranks

Key Ability

ABILITY SCORES

	Rasowe	Theme	10 Points	Inne	Wartość Atrybutu	Modyfikator z Atrybutu	Key Ability
S	10 +	+	+	+	S	S	○
ZR	10 +	+	+	+	ZR	ZR	○
BD	10 +	+	+	+	BD	BD	○
INT	10 +	+	+	+	INT	INT	○
RZT	10 +	+	+	+	RZT	RZT	○
CHA	10 +	+	+	+	CHA	CHA	○

ŻYCIE

HIT POINTS

Rasowe

Klasa

Poziom

STAMINA POINTS

Klasa

Poziom

RESOLVE POINTS

Key Ability

RZUTY OBRONNE

WYTRWAŁOŚĆ

RZUT OBRONNY

Klasa

Inne

REFLEKS

Rz. Obr.

WOLA

Rz. Obr.

UMIEJĘTNOŚCI

SKILL RANKS

Klasa

Poziom

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

ATUTY

Poziom

1

You gain another feat at each odd-numbered level.

EKWIPUNEK

ZBROJA

EAC

KAC

BROŃ

k

AMMUNITION

x

OTHER

OTHER

KLASA PANCERZA

ENERGY ARMOUR CLASS

EAC

10 +

ZR

+

KINETIC ARMOUR CLASS

KAC

10 +

ZR

+

CARRYING CAPACITY

ENCUMBERED

bulk

=

÷ 2

OVERBURDENED

bulk

=