

Erschaffe einen Charakter

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

$$\text{Attributs-modifikator} = \left[\frac{\text{Attributs-wert} - 10}{2} \right]$$

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

Volk Caste

Größe Speed m Fe Gender

Hit Points Ability Score Adjustments +2 +2 -2

CHOOSE A THEME

Theme

Ability Score Bonus +1

CHOOSE A CLASS

Klasse Specialisation

Grundangriffs-Bonus Hit Points Stamina Points Skill Ranks Key Ability

ABILITY SCORES

	Volks-bonus	Theme	10 Points	Sonstiges	Attributs-wert	Attributs-modifikator	Key Ability
ST	10 +	+	+	+	⇒ ST	ST	○
GE	10 +	+	+	+	⇒ GE	GE	○
KO	10 +	+	+	+	⇒ KO	KO	○
IN	10 +	+	+	+	⇒ IN	IN	○
WE	10 +	+	+	+	⇒ WE	WE	○
CH	10 +	+	+	+	⇒ CH	CH	○

GESUNDHEIT

HIT POINTS TP = + [× 1]

STAMINA POINTS SM = [+] × 1

RESOLVE POINTS rp = 1 +

RETTUNGSWÜRFE

ZÄHIGKEIT ZÄH = + +

REFLEX REF = + +

WILLEN WIL = + +

FERTIGKEITEN

SKILL RANKS = [+] × 1

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

TALENTE

Stufe 1

You gain another feat at each odd-numbered level.

AUSRÜSTUNG

RÜSTUNG EAC KAC

WAFFE W

AMMUNITION × =

OTHER

OTHER

RÜSTUNGSKLASSE

ENERGY ARMOUR CLASS EAC = 10 + +

KINETIC ARMOUR CLASS KAC = 10 + +

CARRYING CAPACITY

ENCUMBERED bulk = ÷ 2

OVERBURDENED bulk =