

CREE UN PERSONNAGE

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

$$\text{Mod. de Carac.} = \left[\frac{\text{Valeur de Carac.} - 10}{2} \right]$$

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

Race Caste

Taille Rapidité m cases Sexe

Hit Points Ability Score Adjustments +2 +2 -2

CHOOSE A THEME

Theme Ability Score Bonus +1

CHOOSE A CLASS

Classe Specialisation

Bonus d'attaque de base Hit Points Stamina Points Rangs de comp. Key Ability

ABILITY SCORES

	Racial	Theme	10 Points	Divers	Valeur de Carac.	Mod. de Carac.	Key Ability
FOR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAG	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SANTE

POINTS DE VIE Racial Classe Niveau

pv = + [× 1]

STAMINA POINTS Classe Niveau

pa = [+ CON] × 1

RESOLVE POINTS Key Ability

rp = 1 +

JETS DE SAUVEGARDE

JET DE VIGUEUR Classe Divers

VIG = CON + +

JET DE RÉFLEXES

REF = DEX + +

JET DE VOLONTÉ

VOL = SAG + +

COMPETENCES

SKILL RANKS Classe Niveau

= [+ INT] × 1

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

DONS

Niveau 1

You gain another feat at each odd-numbered level.

EQUIPEMENT

ARMURE EAC KAC cr

ARME d cr

AMMUNITION × = cr

OTHER cr

OTHER cr

CLASSE D'ARMURE

ENERGY ARMOUR CLASS Bonus d'armure

EAC = 10 + DEX +

KINETIC ARMOUR CLASS

KAC = 10 + DEX +

CARRYING CAPACITY

ENCUMBERED Strength Score

bulk = ÷ 2

OVERBURDENED

bulk =