

СОЗДАНИЕ ПЕРСОНАЖА 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

$$\text{Модиф. Хар-ки} = \left[\frac{\text{Значение Хар-ки} - 10}{2} \right]$$

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

Раса

Caste

Размер



Скорость

фт

кв

Пол



Hit Points

Ability Score Adjustments

+2

+2

-2

CHOOSE A THEME

Theme

Ability Score Bonus

+1

CHOOSE A CLASS

Класс

Specialisation

Базовый Бонус Атаки

Hit Points

Stamina Points

Skill Ranks

Key Ability

ABILITY SCORES

	Расовый	Theme	10 Points	Прочее	Значение Хар-ки	Модиф. Хар-ки	Key Ability
СИЛ	10 +	+	+	+	⇒ СИЛ	СИЛ	○
ЛОВ	10 +	+	+	+	⇒ ЛОВ	ЛОВ	○
ВЫН	10 +	+	+	+	⇒ ВЫН	ВЫН	○
ИНТ	10 +	+	+	+	⇒ ИНТ	ИНТ	○
МУД	10 +	+	+	+	⇒ МУД	МУД	○
ХАР	10 +	+	+	+	⇒ ХАР	ХАР	○

ЗДОРОВЬЕ

HIT POINTS

$$\text{ПЗ} = \text{Расовый} + [\text{Класс} \times 1]$$

STAMINA POINTS

$$\text{СМ} = [\text{Класс} + \text{ВЫН}] \times 1$$

RESOLVE POINTS

$$\text{rp} = 1 + \text{Key Ability}$$

СПАСБРОСКИ

СТОЙКОСТИ СПАС

$$\text{СТОЙ} = \text{ВЫН} + \text{Класс} + \text{Прочее}$$

РЕАКЦИИ СПАС

$$\text{РЕФ} = \text{ЛОВ} + \text{Класс} + \text{Прочее}$$

ВОЛИ СПАС

$$\text{ВОЛЯ} = \text{МУД} + \text{Класс} + \text{Прочее}$$

НАВЫКИ

SKILL RANKS

$$= [\text{Класс} + \text{ИНТ}] \times 1$$

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

ЧЕРТЫ

Уровень

$$1$$

You gain another feat at each odd-numbered level.

СНАРЯЖЕНИЕ

БРОНЯ

EAC

KAC

WEAPON

d

AMMUNITION

x

OTHER

OTHER

КЛАСС ЗАЩИТЫ

ENERGY ARMOUR CLASS

$$\text{EAC} = 10 + \text{ЛОВ} + \text{Бонус Брони}$$

KINETIC ARMOUR CLASS

$$\text{KAC} = 10 + \text{ЛОВ} + \text{Бонус Брони}$$

CARRYING CAPACITY

ENCUMBERED

$$\text{bulk} = \frac{\text{Strength Score}}{2}$$

OVERBURDENED

$$\text{bulk} = \text{Strength Score}$$