

BUILD A CHARACTER

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

$$\text{Ability Modifier} = \left[\frac{\text{Ability Score} - 10}{2} \right]$$

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.

CHARACTER CONCEPT

CHOOSE A RACE

Race

Caste

Size



Speed



Gender



Hit Points



Ability Score Adjustments



CHOOSE A THEME

Theme

Ability Score Bonus



CHOOSE A CLASS

Class

Specialisation

Base Attack Bonus



Hit Points



Stamina Points



Skill Ranks



Key Ability



ABILITY SCORES

| | Racial | Theme | 10 Points | Misc | Ability Score | Ability Modifier | Key Ability |
|-----|--------|-------|-----------|------|---------------|------------------|-------------|
| STR | 10 + | + | + | + | ⇒ STR | STR | ○ |
| DEX | 10 + | + | + | + | ⇒ DEX | DEX | ○ |
| CON | 10 + | + | + | + | ⇒ CON | CON | ○ |
| INT | 10 + | + | + | + | ⇒ INT | INT | ○ |
| WIS | 10 + | + | + | + | ⇒ WIS | WIS | ○ |
| CHA | 10 + | + | + | + | ⇒ CHA | CHA | ○ |

HEALTH

HIT POINTS

$$\text{hp} = \text{Racial} + \left[\frac{\text{Class}}{1} \times 1 \right]$$

STAMINA POINTS

$$\text{sp} = \left[\frac{\text{Class}}{1} + \text{CON} \right] \times 1$$

RESOLVE POINTS

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

SAVING THROWS

FORTITUDE SAVE

$$\text{FORT} = \text{CON} + \text{Class} + \text{Misc}$$

REFLEX SAVE

$$\text{REF} = \text{DEX} + \text{Class} + \text{Misc}$$

WILL SAVE

$$\text{WILL} = \text{WIS} + \text{Class} + \text{Misc}$$

SKILLS

SKILL RANKS

$$\text{Skill Ranks} = \left[\frac{\text{Class}}{1} + \text{INT} \right] \times 1$$

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

FEATS

Level

$$\text{Level 1}$$

You gain another feat at each odd-numbered level.

EQUIPMENT

ARMOUR

EAC

KAC

WEAPON

d

AMMUNITION

x

OTHER

OTHER

ARMOUR CLASS

ENERGY ARMOUR CLASS

$$\text{EAC} = 10 + \text{DEX} + \text{Armour Bonus}$$

KINETIC ARMOUR CLASS

$$\text{KAC} = 10 + \text{DEX} + \text{Armour Bonus}$$

CARRYING CAPACITY

ENCUMBERED

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

OVERBURDENED

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