

# CREAR UN PERSONAJE

## 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.

<b>STRENGTH</b>	Melee attacks and damage
<b>DEXTERITY</b>	Ranged attacks, armour class, initiative
<b>CONSTITUTION</b>	Stamina and fortitude saves
<b>INTELLIGENCE</b>	Skills and languages
<b>WISDOM</b>	Will saves and perceptive skills
<b>CHARISMA</b>	Social skills

$$\text{Modif Caract.} = \left\lfloor \frac{\text{Puntuación de Característica} - 10}{2} \right\rfloor$$

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 Culture adds another language.

10 L items = 1 bulk.

## CHARACTER CONCEPT



## CHOOSE A RACE

Raza  Caste

Tamaño  Velocidad  Genero

Hit Points  Ability Score Adjustments  +2  +2  -2

## CHOOSE A THEME

Theme

Ability Score Bonus  +1

## CHOOSE A CLASS

CLASE  Specialisation

Bonus Ataque Base  Hit Points  Stamina Points  RANGOS HABIL.  Key Ability

## ABILITY SCORES

	Racial	Theme	10 Points	Misc	Puntuación de Característica	Modif Caract.	Key Ability
FUE	10 +	+	+	+	FUE	FUE	○
DES	10 +	+	+	+	DES	DES	○
CON	10 +	+	+	+	CON	CON	○
INT	10 +	+	+	+	INT	INT	○
SAB	10 +	+	+	+	SAB	SAB	○
CAR	10 +	+	+	+	CAR	CAR	○

## SALUD

HIT POINTS Racial CLASE Nivel  
 $pg = \text{Racial} + [ \text{CLASE} \times 1 ]$

STAMINA POINTS CLASE Nivel  
 $pp = [ \text{CLASE} + \text{CON} ] \times 1$

RESOLVE POINTS Nivel Key Ability  
 $rp = [ 1 \div 2 ] + \text{Key Ability}$

## TIROS DE SALVACIÓN

SALVACIÓN DE FORTALEZA CLASE Misc  
 $\text{FORT} = \text{CON} + \text{CLASE} + \text{Misc}$

SALVACIÓN REFLEJOS  
 $\text{REF} = \text{DES} + \text{CLASE} + \text{Misc}$

SALVACIÓN VOL  
 $\text{VOL} = \text{SAB} + \text{CLASE} + \text{Misc}$

## HABILIDADES

SKILL RANKS CLASE Nivel  
 $\text{Skill Ranks} = [ \text{CLASE} + \text{INT} ] \times 1$

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

## DOTES

Nivel 1  
You gain another feat at each odd-numbered level.

## EQUIPO

ARMADURA  EAC  KAC

ARMA  d1

AMMUNITION  x  =

OTHER

OTHER

## CLASE DE ARMADURA

ENERGY ARMOUR CLASS Bonus Armadura  
 $\text{EAC} = 10 + \text{DES} + \text{Bonus Armadura}$

KINETIC ARMOUR CLASS  
 $\text{KAC} = 10 + \text{DES} + \text{Bonus Armadura}$

## CARRYING CAPACITY

ENCUMBERED Strength Score  
 $\text{bulk} = \text{Strength Score} \div 2$

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