SKONSTRUUJ POSTAĆ

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.

CHOOSE A RACE

Rasa _____ Caste [_____]

Rozmiar _____   Speed _____ m ____ cm   Gender _____

Hit Points _____   Ability Score Adjustments [**+2**] [**+2**] [**-2**]

STEP THREE

Theme represents a core aspect of your character's background and motivations.

CHOOSE A THEME

Theme _____

Ability Score Bonus [**+1**]

STEP FOUR

Class represents your character's training, and determines your abilities.

CHOOSE A CLASS

Klasa _____ Specialisation [_____]

Bazowa Premia do Ataku _____   Hit Points _____   Stamina Points _____   Skill Ranks _____   Key Ability _____

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

$$\text{Modyfikator z Atrybutu} = [\text{Wartość Atrybutu} - 10] \div 2$$

Almost always round down when dividing in Starfinder.

ABILITY SCORES

		Rasowe	Theme	10 Points	Inne		Wartość Atrybutu	Modyfikator z Atrybutu	Key Ability
S	10 +	___ +	___ +	___ +	___	⇒	**S**	S	○
ZR	10 +	___ +	___ +	___ +	___	⇒	**ZR**	ZR	○
BD	10 +	___ +	___ +	___ +	___	⇒	**BD**	BD	○
INT	10 +	___ +	___ +	___ +	___	⇒	**INT**	INT	○
RZT	10 +	___ +	___ +	___ +	___	⇒	**RZT**	RZT	○
CHA	10 +	___ +	___ +	___ +	___	⇒	**CHA**	CHA	○

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.

ŻYCIE

HIT POINTS | Rasowe | Klasa | Poziom

___ pw = ___ + [___ × 1]

STAMINA POINTS | Klasa | Poziom

___ ss = [___ + BD] × 1

RESOLVE POINTS | Poziom | Key Ability

___ rp = [1 ÷ 2] + ...

RZUTY OBRONNE

WYTRWAŁOŚĆ RZUT OBRONNY | Klasa | Inne

WYTR = BD + ... + ___

REFLEKS Rz. Obr.

REF = ZR + ... + ___

WOLA Rz. Obr.

WOLA = RZT + ... + ___

STEP SEVEN

You 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.

UMIEJĘTNOŚCI

SKILL RANKS | Klasa | Poziom

___ = [___ + INT] × 1

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

ATUTY

Poziom

1 _____

You gain another feat at each odd-numbered level.

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

EKWIPUNEK

		EAC	KAC		
ZBROJA	_____	____	____	_____	cr
BROŃ	_____		k ____	_____	cr
AMMUNITION	_____		× ____ =	_____	cr
OTHER	_____			_____	cr
OTHER	_____			_____	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.

KLASA PANCERZA

ENERGY ARMOUR CLASS | Armour Bonus

EAC = 10 + ZR + ...

KINETIC ARMOUR CLASS

KAC = 10 + ZR + ...

CARRYING CAPACITY

ENCUMBERED | Strength Score

___ bulk = ... ÷ 2

OVERBURDENED

___ bulk = ...