# 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

Ability Modifier = [ Ability Score - 10] ÷ 2

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

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.

# STEP EIGHT

Buy your equipment.

Unless the GM says otherwise, level 1 characters have **1000 credits** to spend on equipment.

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## **STEP NINE**

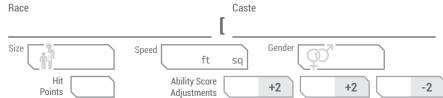
Fill in your armour class, alignment, languages, carrying capacity and other details.

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	
ace	(



#### **CHOOSE A THEME**

Theme

Thene	Ability Score Bonus	+1

#### **CHOOSE A CLASS**

Class Specialisation

Base Attack Bonus Points Points Ranks Ability

Stamina Ranks Ability

#### ABILITY SCORES

ADICIT	JCUI	œ										
	Racial		Theme		10 Points		Misc			Ability Score	Ability Modifier	Key Ability
贤 10 +		+		+		+		⇒	STR		STR	$\circ$
ğ 10 +		+		+		+		⇒	DEX		DEX	0
<sup>≥</sup> 10 +		+		+		+		$\Rightarrow$	CON		CON	0
<b>≦</b> 10 +		+		+		+		⇒	INT		INT	0
§ 10 +		+		+		+		⇒	WIS		WIS	0
돌 <b>10</b> +		+		+		+		⇒	CHA		CHA	0

# HEALTH

HIT POINTS Racial Class Level

hp = +[ × 1

STAMINA POINTS Class Level

sp = [ + CON ] × 1

RESOLVE POINTS Level Key Ability

rp = [ 1 ÷ 2] +

#### SKILLS

SKILL RANKS Class Level
+ INT ] × 1

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

#### **SAVING THROWS**

FORT = CON + +

REFLEX SAVE

REF = DEX + +

REF = DEX + + +

WILL = WIS + +

# FEATS

Level

You gain another feat at each odd-numbered level.

# **EQUIPMENT**

ARMOUR EAC KAC COMMENDED C

#### ARMOUR CLASS

ENERGY ARMOUR CLASS

EAC = 10 + DEX +

KINETIC ARMOUR CLASS

= 10 + DEX +

# CARRYING CAPACITY

Strength
Score

bulk = ÷ 2

OVERBURDENED

bulk =