

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 Culture adds another language.

10 L items = 1 bulk.

CHARACTER CONCEPT



CHOOSE A RACE

Race _____ Caste _____

Size Speed ft sq Gender

Hit Points Ability Score Adjustments +2 +2 -2

CHOOSE A THEME

Theme _____ Ability Score Bonus +1

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 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ STR	STR	<input type="radio"/>
DEX	10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ DEX	DEX	<input type="radio"/>
CON	10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ CON	CON	<input type="radio"/>
INT	10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ INT	INT	<input type="radio"/>
WIS	10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ WIS	WIS	<input type="radio"/>
CHA	10 + <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	⇒ CHA	CHA	<input type="radio"/>

HEALTH

HIT POINTS Racial Class Level
hp = + [× 1]

STAMINA POINTS Class Level
sp = [+ **CON**] × 1

RESOLVE POINTS Level Key Ability
rp = [1 ÷ 2] +

SAVING THROWS

FORTITUDE SAVE Class Misc
FORT = **CON** + +

REFLEX SAVE
REF = **DEX** + +

WILL SAVE
WILL = **WIS** + +

SKILLS

SKILL RANKS Class Level
 = [+ **INT**] × 1

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

FEATS

Level 1 _____

You gain another feat at each odd-numbered level.

EQUIPMENT

ARMOR _____ **EAC** _____ **KAC** _____ cr

WEAPON _____ **d** _____ cr

AMMUNITION _____ × = cr

OTHER _____ cr

OTHER _____ cr

ARMOR CLASS

ENERGY ARMOUR CLASS Armor Bonus
EAC = 10 + **DEX** +

KINETIC ARMOUR CLASS
KAC = 10 + **DEX** +

CARRYING CAPACITY

ENCUMBERED Strength Score
bulk = ÷ 2

OVERBURDENED
bulk =