CREAR UN PERSONAJE

CHARACTER CONCEPT

_____ _____
_____ _____

BUENO / LEGAL / CAOTICO / MALIGNO (alignment grid)

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

Raza _____ [Caste _____]

Tamaño	Velocidad	' c	Genero

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

CLASE _____ [Specialisation _____]

Bonus Ataque Base	Hit Points	Stamina Points	RANGOS HABIL.	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

$$\text{Modif Caract.} = [\text{Puntuación de Característica} - 10] \div 2$$

Almost always round down when dividing in Starfinder.

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	○

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.

SALUD

HIT POINTS | Racial | CLASE | Nivel

___ pg = ___ + [___ × 1]

STAMINA POINTS | CLASE | Nivel

___ pp = [___ + CON] × 1

RESOLVE POINTS | Nivel | Key Ability

___ rp = [1 ÷ 2] + ...

TIROS DE SALVACIÓN

SALVACIÓN DE FORTALEZA | CLASE | Misc

FORT = CON + ___ + ___

SALVACIÓN REFLEJOS

REF = DES + ___ + ___

SALVACIÓN VOL

VOL = SAB + ___ + ___

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.

HABILIDADES

SKILL RANKS | CLASE | Nivel

___ = [___ + INT] × 1

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

DOTES

Nivel **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

EQUIPO

		EAC	KAC		cr
ARMADURA	_____	___	___	____	cr
ARMA	_____	d1	___	____	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.

CLASE DE ARMADURA

ENERGY ARMOUR CLASS | Bonus Armadura

EAC = 10 + DES + ...

KINETIC ARMOUR CLASS

KAC = 10 + DES + ...

CARRYING CAPACITY

ENCUMBERED | Strength Score

___ bulk = ... ÷ 2

OVERBURDENED

___ bulk = ...