

Construir um Personagem

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.

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

Modificador de Pontos de Habilidade = $\lfloor \frac{10 - \text{Habilidade}}{2} \rfloor$

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.

CHOOSE A RACE

Raça

Caste

Tamanho



Velocidade

m m²

Gênero



Hit Points

Ability Score Adjustments

+2

+2

-2

CHOOSE A THEME

Theme

Ability Score Bonus

+1

CHOOSE A CLASS

Classe

Specialisation

Bônus Base de Ataque

Hit Points

Stamina Points

Skill Ranks

Key Ability

ABILITY SCORES

	Racial	Theme	10 Points	Outros	Pontos de Habilidade	Modificador de Habilidade	Key Ability
FOR	10 +	+	+	+	⇒	FOR	○
DES	10 +	+	+	+	⇒	DES	○
CON	10 +	+	+	+	⇒	CON	○
INT	10 +	+	+	+	⇒	INT	○
SAB	10 +	+	+	+	⇒	SAB	○
CAR	10 +	+	+	+	⇒	CAR	○

CURA

HIT POINTS	Racial	Classe	Nível
hp =	+	[× 1]	
STAMINA POINTS	Classe	Nível	
pp =	[+ CON]	× 1	
RESOLVE POINTS	Nível	Key Ability	
rp =	[1 ÷ 2]	+	

TESTES DE RESISTÊNCIA

Fortitude Resistência	Classe	Outros
FORT =	CON +	
REFLEXO RESISTÊNCIA		
REF =	DES +	
VONTADE RESISTÊNCIA		
VONTADE =	SAB +	

PERÍCIAS

SKILL RANKS	Classe	Nível
[] =	[+ INT]	× 1
Class skills get a +3 bonus once you have 1 rank.		

TALETOS

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

EQUIPAMENTO

Armadura	EAC	KAC	<input type="text"/>	cr
ARMA	d		<input type="text"/>	cr
AMMUNITION	×	<input type="text"/>	=	<input type="text"/> cr
OTHER			<input type="text"/>	cr
OTHER			<input type="text"/>	cr

CLASSE DE ARMADURA

ENERGY ARMOUR CLASS	Bônus de Armadura
EAC =	10 + DES +
KINETIC ARMOUR CLASS	
KAC =	10 + DES +

CARRYING CAPACITY

ENCUMBERED	Strength Score
bulk =	÷ 2
OVERBURDENED	
bulk =	