

# СОЗДАНИЕ ПЕРСОНАЖА 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.

<b>STRENGTH</b>	Melee attacks and damage
<b>DEXTERITY</b>	Ranged attacks, armour class, initiative
<b>CONSTITUTION</b>	Stamina and fortitude saves
<b>INTELLIGENCE</b>	Skills and languages
<b>WISDOM</b>	Will saves and perceptive skills
<b>CHARISMA</b>	Social skills

$$\text{Модиф. Хар-ки} = \left[ \frac{\text{Значение Хар-ки} - 10}{2} \right]$$

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.

## CHOOSE A RACE

Народ

Caste

Размер



Скорость

фт

кв

Пол



Hit Points

Ability Score Adjustments

+2

+2

-2

## CHOOSE A THEME

Theme

Ability Score Bonus

+1

## CHOOSE A CLASS

Класс

Specialisation

Базовый Бонус Атаки

Hit Points

Stamina Points

Skill Ranks

Key Ability

## ABILITY SCORES

	Народа	Theme	10 Points	Прочее	Значение Хар-ки	Модиф. Хар-ки	Key Ability
СИЛ	10 +	+	+	+	⇒ СИЛ	СИЛ	○
ЛОВ	10 +	+	+	+	⇒ ЛОВ	ЛОВ	○
ВЫН	10 +	+	+	+	⇒ ВЫН	ВЫН	○
ИНТ	10 +	+	+	+	⇒ ИНТ	ИНТ	○
МУД	10 +	+	+	+	⇒ МУД	МУД	○
ХАР	10 +	+	+	+	⇒ ХАР	ХАР	○

## ЗДОРОВЬЕ

HIT POINTS

Народа

Класс

Уровень

ПЗ

=

+

[

×

1

]

STAMINA POINTS

Класс

Уровень

СМ

=

[

+

ВЫН

×

1

]

RESOLVE POINTS

Уровень

Key Ability

rp

=

[

1

÷

2

]

+

.....

## НАВЫКИ

SKILL RANKS

Класс

Уровень

=

[

+

ИНТ

×

1

]

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

## ЧЕРТЫ

Уровень

1

You gain another feat at each odd-numbered level.

## СНАРЯЖЕНИЕ

БРОНЯ

EAC

KAC

ОРУЖИЕ

d

AMMUNITION

×

OTHER

OTHER

cf

cf

cf

cf

cf

## КЛАСС БРОНИ

ENERGY ARMOUR CLASS

Бонус Брони

EAC

=

10 +

ЛОВ

+

KINETIC ARMOUR CLASS

KAC

=

10 +

ЛОВ

+

## CARRYING CAPACITY

ENCUMBERED

Strength Score

bulk

=

÷

2

OVERBURDENED

bulk

=