

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.

CHOOSE A RACE

Raça

Caste

Tamanho



Velocidade

m

m²

Gênero



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

Classe

Specialisation

Bônus Base de Ataque

Hit Points

Stamina Points

Skill Ranks

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

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

Almost always round down when dividing in Starfinder.

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	○

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.

CURA

HIT POINTS	Racial	Classe	Nível
<div>pv</div> = <div></div> + [<div></div> × <div>1</div>]			
STAMINA POINTS	Classe	Nível	
<div>pp</div> = [<div></div> + <div>CON</div>] × <div>1</div>			
RESOLVE POINTS	Nível	Key Ability	
<div>rp</div> = [<div>1</div> ÷ 2] +			

TESTES DE RESISTÊNCIA

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

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.

PERÍCIAS

SKILL RANKS	Classe	Nível
<div></div>	= [<div></div> + INT] × <div></div>	1

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

TALETOS

Nível
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

EQUIPAMENTO

Armadura	EAC	KAC	[] cr
ARMA	d		[] 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.

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 =	