

# Erschaffe einen Charakter

## 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

$$\text{Attributs-modifikator} = \left[ \frac{\text{Attributs-wert} - 10}{2} \right]$$

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

Volk \_\_\_\_\_ Caste \_\_\_\_\_

Größe  Speed  m Fe Gender

Hit Points  Ability Score Adjustments  +2  +2  -2

### CHOOSE A THEME

Theme \_\_\_\_\_ Ability Score Bonus  +1

### CHOOSE A CLASS

Klasse \_\_\_\_\_ Specialisation \_\_\_\_\_

Grundangriffs-Bonus  Hit Points  Stamina Points  Skill Ranks  Key Ability

### ABILITY SCORES

	Volks-bonus	Theme	10 Points	Sonstiges	Attributs-wert	Attributs-modifikator	Key Ability
ST	10 +	+	+	+	⇒ ST	ST	○
GE	10 +	+	+	+	⇒ GE	GE	○
KO	10 +	+	+	+	⇒ KO	KO	○
IN	10 +	+	+	+	⇒ IN	IN	○
WE	10 +	+	+	+	⇒ WE	WE	○
CH	10 +	+	+	+	⇒ CH	CH	○

### GESUNDHEIT

**HIT POINTS** TP = Volks-bonus + [  × 1 ]

**STAMINA POINTS** SM = [  + KO ] × 1

**RESOLVE POINTS** rp = [ 1 ÷ 2 ] +

### RETTUNGSWÜRFE

**ZÄHIGKEIT** ZÄH = KO +  +

**REFLEX** REF = GE +  +

**WILLEN** WIL = WE +  +

### FERTIGKEITEN

**SKILL RANKS** = [  + IN ] × 1

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

### TALENTE

Stufe 1 \_\_\_\_\_

You gain another feat at each odd-numbered level.

### AUSRÜSTUNG

**RÜSTUNG** \_\_\_\_\_ EAC \_\_\_\_\_ KAC \_\_\_\_\_ cr

**WAFFE** \_\_\_\_\_ W \_\_\_\_\_ cr

**AMMUNITION** \_\_\_\_\_ ×  =  cr

**OTHER** \_\_\_\_\_ cr

**OTHER** \_\_\_\_\_ cr

### RÜSTUNGSKLASSE

**ENERGY ARMOUR CLASS** EAC = 10 + GE +

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

### CARRYING CAPACITY

**ENCUMBERED** bulk =  ÷ 2

**OVERBURDENED** bulk =