

SKONSTRUUJ POSTAĆ

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

$$\text{Modyfikator z Atrybutu} = \left[\frac{\text{Wartość Atrybutu} - 10}{2} \right]$$

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.

CHARACTER CONCEPT



CHOOSE A RACE

Rasa

Caste

Rozmiar



Speed

m cm

Gender



Hit Points



Ability Score Adjustments



CHOOSE A THEME

Theme

Ability Score Bonus



CHOOSE A CLASS

Klasa

Specialisation

Bazowa Premia do Ataku



Hit Points



Stamina Points



Skill Ranks



Key Ability



ABILITY SCORES

	Rasowe	Theme	10 Points	Inne	Wartość Atrybutu	Modyfikator z Atrybutu	Key Ability
S	10 +	+	+	+	⇒ S	S	○
ZR	10 +	+	+	+	⇒ ZR	ZR	○
BD	10 +	+	+	+	⇒ BD	BD	○
INT	10 +	+	+	+	⇒ INT	INT	○
RZT	10 +	+	+	+	⇒ RZT	RZT	○
CHA	10 +	+	+	+	⇒ CHA	CHA	○

ZDROWIE

HIT POINTS	Rasowe	Klasa	Poziom
<div>pw</div>	=	+	[<div></div> × <div>1</div>]
STAMINA POINTS	Klasa	Poziom	
<div>ss</div>	=	[<div></div> + <div>BD</div>] × <div>1</div>	
RESOLVE POINTS	Poziom	Key Ability	
<div>rp</div>	=	[<div>1</div> ÷ <div>2</div>] +	

RZUTY OBRONNE

WYTRWAŁOŚĆ RZUT OBRONNY		Klasa	Inne
WYTR	=	BD	+ +
REFLEKS Rz. Obr.			
REF	=	ZR	+ +
WOLA Rz. Obr.			
WOLA	=	RZT	+ +

UMIEJĘTNOŚCI

SKILL RANKS	Klasa	Poziom
=		1
Class skills get a +3 bonus once you have 1 rank.		

ATUTY

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

EKWIPUNEK

ZBROJA	EAC	KAC	
BROŃ	k		
AMMUNITION	x		
OTHER			
OTHER			

KLASA PANCERZA

ENERGY ARMOUR CLASS	Armour Bonus
EAC = 10 + ZR +	
KINETIC ARMOUR CLASS	
KAC = 10 + ZR +	

CARRYING CAPACITY

ENCUMBERED	Strength Score
<div>bulk</div>	= ÷ 2
OVERBURDENED	
<div>bulk</div>	=