Construir um Personagem

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 [____]   ações em Perícias [____]   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 = [Pontos de Habilidade − 10] ÷ 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**	FOR	○
DES	10 +	____ +	____ +	____ +	____	⇒	**DES**	DES	○
CON	10 +	____ +	____ +	____ +	____	⇒	**CON**	CON	○
INT	10 +	____ +	____ +	____ +	____	⇒	**INT**	INT	○
SAB	10 +	____ +	____ +	____ +	____	⇒	**SAB**	SAB	○
CAR	10 +	____ +	____ +	____ +	____	⇒	**CAR**	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

PONTOS DE VIDA Racial   Classe   Nível

[____ pv] = ____ + [____ × 1]

PONTOS DE STAMINA Classe   Nível

[____ pp] = [____ + **CON**] × 1

PONTOS DE MOTIVAÇÃO Nível   Key Ability

[____ rp] = [1 ÷ 2] + ...

TESTES DE RESISTÊNCIA

Fortitude Resistência   Classe   Outros

[**FORT**] = **CON** + ____ + ____

REFLEXO RESISTÊNCIA

[**REF**] = **DES** + ____ + ____

VONTADE RESISTENCIA

[**VONTADE**] = **SAB** + ____ + ____

STEP SEVEN

You 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

[____] = [____ + **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.

STEP EIGHT

Buy your equipment.

Unless the GM says otherwise, level 1 characters have **1000 credits** to spend on equipment.

SPENT CREDITS [____] nd

UNSPENT CREDITS [____] nd

EQUIPAMENTO

		EAC	KAC		
Armadura	_____	____	____	[| | |]	nd
ARMA	_____	d	____	[| | |]	nd
AMMUNITION	_____	× [| | |]	=		nd
OTHER	_____			[| | |]	nd
OTHER	_____			[| | |]	nd

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

Bônus de Armadura

ENERGIA CLASSE DE ARMADURA

[**EAC**] = 10 + **DES** + ...

CINÉTICO CLASSE DE ARMADURA

[**KAC**] = 10 + **DES** + ...

CARRYING CAPACITY

Strength Score

ENCUMBERED

[____ bulk] = ... ÷ 2

OVERBURDENED

[____ bulk] = ...