

# BUILD A CHARACTER

## 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

$$\text{Ability Modifier} = \left[ \frac{\text{Ability Score} - 10}{2} \right]$$

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

Race \_\_\_\_\_ Caste \_\_\_\_\_

Size  Speed  ft  sq Gender

Hit Points  Ability Score Adjustments  +2  +2  -2

## CHOOSE A THEME

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

## CHOOSE A CLASS

Class \_\_\_\_\_ Specialisation \_\_\_\_\_

Base Attack Bonus  Hit Points  Stamina Points  Skill Ranks  Key Ability

## ABILITY SCORES

	Racial	Theme	10 Points	Misc	Ability Score	Ability Modifier	Key Ability
STR	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>STR</b>	<b>STR</b>	<input type="radio"/>
DEX	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>DEX</b>	<b>DEX</b>	<input type="radio"/>
CON	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>CON</b>	<b>CON</b>	<input type="radio"/>
INT	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>INT</b>	<b>INT</b>	<input type="radio"/>
WIS	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>WIS</b>	<b>WIS</b>	<input type="radio"/>
CHA	10 + _____	_____ + _____	_____ + _____	_____ + _____	⇒ <b>CHA</b>	<b>CHA</b>	<input type="radio"/>

## HEALTH

**HIT POINTS** Racial Class Level  
**hp** = \_\_\_\_\_ + [ \_\_\_\_\_ × 1 ]

**STAMINA POINTS** Class Level  
**sp** = [ \_\_\_\_\_ + **CON** ] × 1

**RESOLVE POINTS** Level Key Ability  
**rp** = [ 1 ÷ 2 ] + \_\_\_\_\_

## SAVING THROWS

**FORTITUDE SAVE** Class Misc  
**FORT** = **CON** + \_\_\_\_\_ + \_\_\_\_\_

**REFLEX SAVE**  
**REF** = **DEX** + \_\_\_\_\_ + \_\_\_\_\_

**WILL SAVE**  
**WILL** = **WIS** + \_\_\_\_\_ + \_\_\_\_\_

## SKILLS

**SKILL RANKS** Class Level  
\_\_\_\_\_ = [ \_\_\_\_\_ + **INT** ] × 1

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

## FEATS

Level 1 \_\_\_\_\_

You gain another feat at each odd-numbered level.

## EQUIPMENT

**ARMOUR** \_\_\_\_\_ **EAC** \_\_\_\_\_ **KAC** \_\_\_\_\_  cr

**WEAPON** \_\_\_\_\_ **d** \_\_\_\_\_  cr

**AMMUNITION** \_\_\_\_\_ ×  =  cr

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

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

## ARMOUR CLASS

**ENERGY ARMOUR CLASS** Armour Bonus  
**EAC** = 10 + **DEX** + \_\_\_\_\_

**KINETIC ARMOUR CLASS**  
**KAC** = 10 + **DEX** + \_\_\_\_\_

## CARRYING CAPACITY

**ENCUMBERED** Strength Score  
**bulk** = \_\_\_\_\_ ÷ 2

**OVERBURDENED**  
**bulk** = \_\_\_\_\_