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# sfsguide. Character Creation

This page details the steps for creating a character for the Starfinder Society. These steps mirror those in the [Starfinder Core Rulebook](#) with a few additional Roleplaying Guild-specific rules and benefits.

## Character Sheets

There is no standard character sheet format required. The only requirements are that it must be legible, clear, and reviewable by the GM. Blank analog character sheets for Starfinder can be found at:

- [Paizo's Starfinder page](#) (printable)
- [Hero Lab Online](#) (digital)

## Resources

Players may use any Paizo published books or supplements they own during character creation, provided the options are permitted by the [Character Options](#) document. Players residing in the same household may share owned resources. Options in the Core Sources are considered always available resources regardless of ownership.

## Character Creation Guidelines

The following steps elaborate and expand on [character creation](#) for Starfinder Society characters (*Core Rulebook* page 14)

### 1. Create A Character Concept

Remember, your character is a member of the Starfinder Society first and foremost, and as such, your character should be able to work with any other Starfinder and abide by the Society's Motto: "Explore, Report, Cooperate".

### 2. Choose A Race

Race follows the normal rules in the *Core Rulebook*.

The choices offered in [Chapter 3](#) of the *Core Rulebook* are always available, as are the Legacy races in [Chapter 13](#).

The following races are always available provided you own a copy of the corresponding source book:

- draelik, formian, ikeshti, kalo, maraquoi, nuar, ryphorian, skittermander, verthani and witchwyrd from [Starfinder Alien Archive](#)
- ijtikri and izalguun from [Starfinder Alien Archive 3](#)
- copaxi from [Starfinder Alien Archive 4](#)

As of the beginning of Year 5 (May 27, 2022), the following races will become always available: dragonkin, sarcesian, and shobhad ([Starfinder Alien Archive](#)); pahtra and vlaka ([Starfinder Alien Archive 2](#)). Their corresponding AcP boons will become unavailable; see this [Paizo blog post](#) for more information.

Additionally, there are many races that can be accessed by spending AcP. This includes System Traveler boons, which allow a player to spend AcP from one game system to access new races in another; for example, a player could spend Pathfinder Society (2e) AcP to access certain races for Starfinder Society play. See the Boons tab of the [My Organized Play](#) page on paizo.com for a complete current list.

If you have a Race Admittance boon for a race that has since become always available, see the [Starfinder Society FAQ](#) for more information on applying the boon.

### 3. Choose A Theme

All Starfinder Society characters must select a character theme during character creation. Themes can be found starting on [page 29](#) of the *Core Rulebook*.

### 4. Choose A Class

All Starfinder Society characters begin at 1st level.

## 5. Finalize Ability Scores

Starfinder Society characters buy their ability scores as detailed on [page 18](#) of the *Core Rulebook*.

Starfinder Society characters must use the Buying Ability Scores [rules](#) and cannot use the optional rules for Character Flaws, Ability Quick Picks, or Rolling Ability Scores.

## 6. Apply Your Class

The Starfinder Society follows all the [standard rules](#) for applying [class](#).

## 7. Assign Skill Ranks And Choose Feats

The Starfinder Society follows all the [standard rules](#) for assigning [skill](#) ranks and choosing [feats](#).

**Skills:** Each time a character invests a skill rank in [Culture](#), they may choose an additional language from the list of always available languages in “Finishing Details” below or from any language listed on one of their Chronicle Sheets.

## 8. Buy Equipment

All characters begin with 1,000 credits to spend on [armor](#), [weapons](#), and other [equipment](#). Characters can purchase any piece of equipment listed in [Chapter 7](#) of the *Core Rulebook* with an item level no greater than 2nd. Characters can purchase any piece of equipment authorized by the [Character Options](#) page with an item level no greater than 1st.

Characters retain any remaining credits on a personal credstick that can be used for future purchases.

## 9. Fill In The Finishing Details

The last step to character creation is filling in remaining details as explained on [page 16](#) of the *Core Rulebook*. Listed below are additional considerations for Starfinder Society characters.

**Age:** Characters must be between the age of maturity and the maximum age (see Table 3-1 on page 41 of the *Core Rulebook* or the relevant table in

the source book where the race appears). When determining the maximum age of a race, you can assume the dice results would be their theoretical maximum. For example, a human would have a maximum age of 120, while a ysoki would have a maximum age of 80.

**Alignment:** Players may not play evil characters. When choosing an alignment, be sure it satisfies any alignment requirements for your character’s theme (such as the priest theme).

**Deities And Philosophies:** Characters can worship any deity or philosophy listed on [page 482](#) of the *Core Rulebook*. Characters with the [priest theme](#) must choose a deity or philosophy whose alignment is within one step (on either the good-evil axis or the law-chaos axis) of the character’s alignment.

**Home World:** This is where your character was raised, and it must be your racial home world, one of the Pact Worlds presented in the *Core Rulebook*, or a populated world presented in *Near Space*.

**Languages:** Characters gain some languages based on their race and home world, but might speak additional languages depending on their Intelligence or class. All Starfinder Society characters are literate and speak Common. A character with a high Intelligence score can select bonus languages from [the list](#) on pages 40-41 of the *Core Rulebook*.

They can also select the following languages from other sources:

- Bolidan, Daimalkan, Embri, Ghoran, Orrian, Osharu, Pahtra, Quorlu, and Vlakan (Spoken, Signed and Tactile) from [Starfinder Alien Archive 2](#)
- Accaran, Akan, Brenneri, Dirindi, Dromadan, Espraksi, Hortaa, Iji, Izalguun, Koshorian, Lumos, Morlamaw, Perani, Raxi, Sazaron, Shimreeni, Spathinae and Telian from [Starfinder Alien Archive 3](#)
- Copaxi from [Starfinder Alien Archive 4](#)

**Natural Disabilities:** The Starfinder Roleplaying Game allows for characters to be naturally blind or deaf as part of character creation; these character options are allowed as part of the Starfinder Society. The selection must be made at character creation and cannot be reversed. A character can choose to be either naturally blind or naturally deaf; he cannot choose to be both. A blind character gains the tactile version of any language he knows, while a character who begins play deaf automatically knows the signed versions of their known languages.

**Starship:** The Society provides Starfinders with starships as needed. See this Guide's [Starships](#) page for more information on how starships work in the campaign.

## Other Items

The beginning of Starfinder Society games includes character introductions, so consider making a few

notes on your character's appearance, personality, and pronouns to share with other players. [The Universe of the Starfinder Society](#) and Chapter 12 of the Core Rulebook both contain information on the campaign setting you can use for this purpose.

The Starfinder Roleplaying Game uses maps with a standard 1-inch grid to determine movement and tactical positioning in combat, so you need a physical representation of your character to use on the grid. Paizo produces a wide range of [Starfinder Pawns](#) and also works with Reaper Miniatures and WizKids to offer a wide variety of [gaming miniatures](#), so you can find just the right figure for your character.

For digital play, this should be a digital image. Speak to your GM about their preferred image formats and size requirements.

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