

CHARACTER CREATION

RANDOM RACE DETERMINATION

Use the following table to randomly determine a character's race.

| %d | Table |
|---------|------------|
| 01 - 50 | Starfinder |
| 51 - 00 | Other |

RANDOM RACE DETERMINATION

| %d | Race | d% | Race |
|---------|-------------------|---------|--------------------|
| 01 - 07 | Android | 54 - 59 | Human |
| 08 - 14 | Dwarf | 60 - 65 | Kasatha |
| 15 - 21 | Elf | 66 - 72 | Lashunta (Damaya) |
| 22 - 28 | Gnome (Bleaching) | 73 - 79 | Lashunta (Korasha) |
| 29 - 34 | Gnome (Feychild) | 80 - 86 | Shirren |
| 35 - 40 | Half-Elf | 87 - 93 | Vesk |
| 41 - 47 | Halfling | 94 - 99 | Ysoki |
| 48 - 53 | Half-Orc | 00 | Reroll |

RANDOM OTHER RACE DETERMINATION

| %d | Race | d% | Race |
|---------|-------------------|---------|----------|
| 01 - 05 | Canidae | 51 - 55 | Muhensai |
| 06 - 10 | Dohiryuu | 56 - 60 | Risen |
| 11 - 15 | Draenei | 61 - 65 | Rysan |
| 16 - 20 | Faelyn | 66 - 70 | Smal'kyn |
| 21 - 25 | Firstborn (Air) | 71 - 75 | Soman |
| 26 - 30 | Firstborn (Earth) | 76 - 80 | Sombra |
| 31 - 35 | Firstborn (Fire) | 81 - 85 | Taur'fei |
| 36 - 40 | Firstborn (Water) | 86 - 90 | Ursine |
| 41 - 45 | Golan | 91 - 95 | Woodkyn |
| 46 - 50 | Kynet | 96 - 00 | Reroll |

RANDOM GENDER DETERMINATION

Use the following table to randomly determine a character's gender.

RANDOM GENDER DETERMINATION

| %d | Gender |
|---------|--------|
| 01 - 50 | Male |
| 51 - 00 | Female |

RANDOM ALIGNMENT DETERMINATION

Use the following table to randomly determine a character's alignment.

RANDOM ALIGNMENT DETERMINATION

| %d | Alignment | d% | Alignment |
|---------|--------------|---------|-----------------|
| 01 - 11 | Lawful Good | 56 - 66 | Chaotic Neutral |
| 12 - 22 | Neutral Good | 67 - 77 | Lawful Evil |
| 23 - 33 | Chaotic Good | 78 - 88 | Neutral Evil |

| | | | |
|---------|----------------|---------|--------------|
| 34 - 44 | Lawful Neutral | 89 - 99 | Chaotic Evil |
| 45 - 55 | Neutral | 00 | Reroll |

RANDOM THEME DETERMINATION

Use the following table to randomly determine a character's theme.

RANDOM ALIGNMENT DETERMINATION

| %d | Theme | d% | Theme |
|---------|---------------|---------|------------|
| 01 - 10 | Ace Pilot | 51 - 60 | Priest |
| 11 - 20 | Bounty Hunter | 61 - 70 | Scholar |
| 21 - 30 | Icon | 71 - 80 | Spacefarer |
| 31 - 40 | Mercenary | 81 - 90 | Themeless |
| 41 - 50 | Outlaw | 91 - 00 | Xenoseeker |

RANDOM CLASS DETERMINATION

Use the following table to randomly determine a character's class. Some classes may have restrictions governing them, and should be followed carefully when randomly determining them.

RANDOM CLASS DETERMINATION

| %d | Class | d% | Class |
|---------|-----------|---------|--------------|
| 01 - 14 | Envoy | 57 - 70 | Solarian |
| 15 - 28 | Mechanic | 71 - 84 | Soldier |
| 29 - 42 | Mystic | 85 - 98 | Technomancer |
| 43 - 56 | Operative | 99 - 00 | Reroll |