

BASEFLIP Method

This method of generating ability scores results in characters who all have a total of 86 ability points. Use the following method.

1. Each ability starts with a base score of 10, 8, or 6.
2. Roll 1d6 six times, assigning each result to the roll box in order. Start with Strength, then Dexterity, and so on down the line. If you roll 5 more of the same number, you should reroll.
3. Flip each of your six dice over. You can now assign those values as you wish to each Flip box.
4. Add up each row to get your total score for each attribute.
5. You can now add a total of 4 points to your ability scores. No one ability score can be higher than 18.
6. When done, your ability scores should total 82 points. This is how I will be checking to make sure things were done correctly.

BASEFLIP Scores

	Base		Roll		Flip		Total
STR	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
DEX	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
CON	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
INT	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
WIS	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>
CHA	6	+	<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>

4 Bonus Points: [+1] [+1] [+1] [+1]
No score can be higher than 18.