

Character Name _____

Player Name _____

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 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. If you wish, you may swap the values of any two Roll boxes (for example, trading the Strength and Intelligence box values).
- 5. Now add a total of 4 points, in 1 point increments, in any combination you desire, to the Bonus boxes.
- 6. Add the Roll, Flip, and Bonus boxes together to get your pre-racial total. No one score can be higher than 18 at this stage.
- 7. When done adding, your pre-racial ability scores should total 86 points. This is how I will be checking to make sure things were done correctly.
- 8. I've included boxes for your racial ability scores, so you can get your final ability scores.

BASEFLIP Scores

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