

ABILITY SCORE WORKSHEET

ABILITY	RACE & CLASS MODIFIERS	ROLLED SCORE	TOTAL ABILITY SCORE	ABILITY MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

To generate an Ability Score, roll 4 d6, then add together the THREE highest results.

Do this 6 times to generate 6 Ability Scores. Keep a note of these scores in the notes section.

Add your Race and Class modifiers to the table and then assign your rolled scores to each ability, in-keeping with your character (eg. a low score for Charisma for the socially awkward wizard).

Combine the modifiers with your rolled scores to calculate your total Ability Scores then use the below table to generate your Ability Modifiers.

SCORE	MODIFIER
2 - 3	-4
4 - 5	-3
6 - 7	-2
8 - 9	-1
10 - 11	+0
12 - 13	+1
14 - 15	+2
16 - 17	+3
18 - 19	+4
20 - 21	+5

NOTES