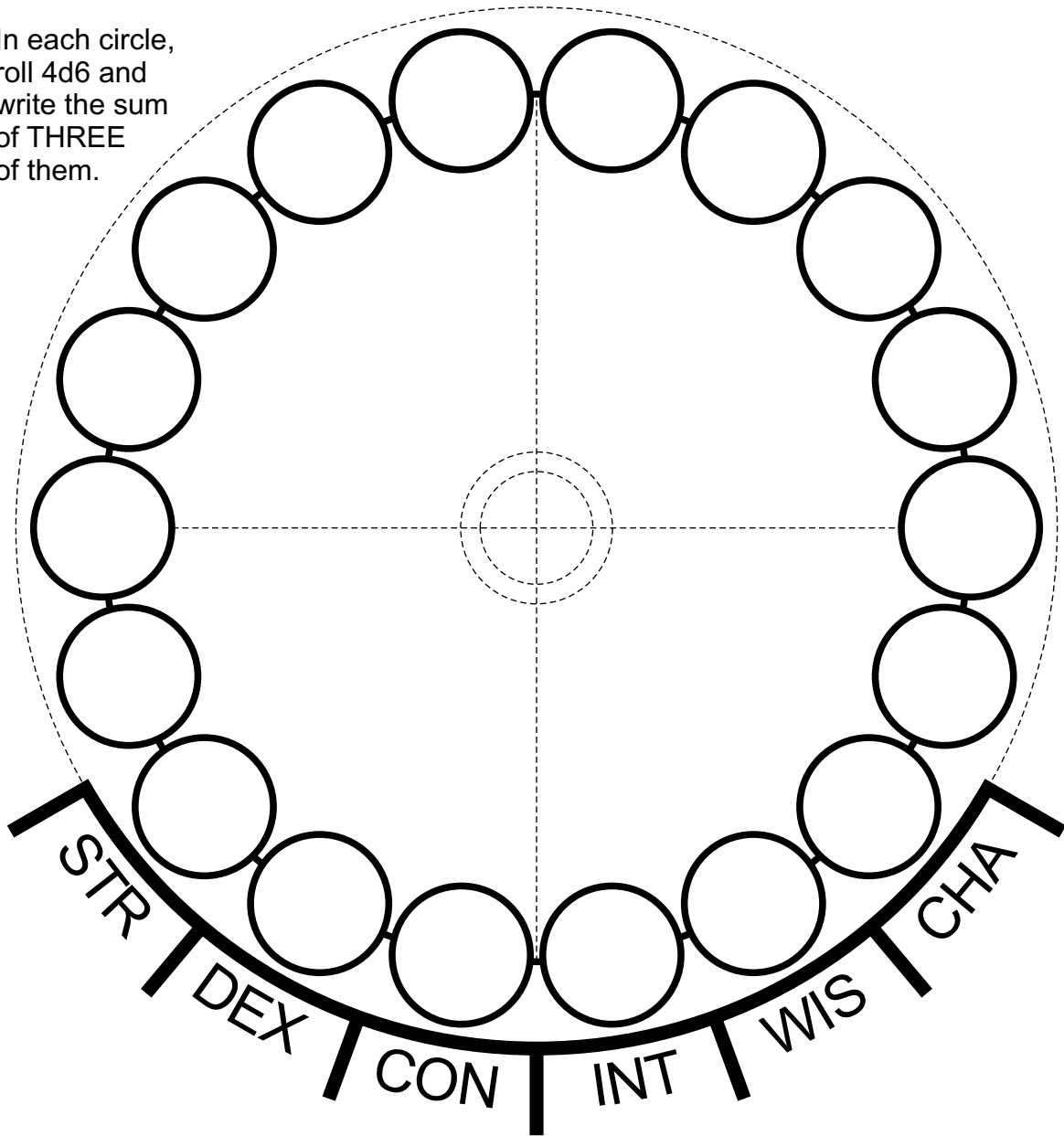


In each circle, roll 4d6 and write the sum of THREE of them.



Rotate the wheel to choose a set of six characteristics.

Once a set has been chosen, characteristic scores can be swapped, but at a cost:

- For the first pair, each score of the pair is reduced by -1.
- For a second pair, the scores are reduced by -2 each.
- For a third pair, the scores are reduced by -3 each.

### Racial Characteristic Modifications *(add AFTER any rearrangement)*

**DWARF** .....+2 CON  
*Hill Dwarf* .....+1 WIS  
*Mountain Dwarf* ...+2 STR

**ELF** .....+2 DEX, -1 STR  
*High Elf* .....+1 INT  
*Wood Elf* .....+1 WIS  
*Drow* .....+1 CHA

**HALFLING** .....+2 DEX, -4 STR  
*Lightfoot Halfling* .+1 CHA  
*Stout Halfling* .....+1 CON

**HUMAN** .....+1 to every characteristic, **OR**  
 .....+1 to 2 characteristics, plus one  
 skill proficiency, and one feat

**DRAGONBORN**.....+2 STR, +1 CHA

**GNOME** .....+2 INT, -2 STR  
*Forest Gnome* .....+1 DEX  
*Rock Gnome* .....+1 CON

**HALF-ELF** .....+2 CHA, +1 to any  
 other 2 characteristics

**HALF-ORC**.....+2 STR, +1 CON

**TIEFLING** .....+1 INT, +2 CHA