For each circle,
roll 3d6 or 4d6
(DM's option)
and write the sum
of THREE
of them.

STR **DEX** **CON** **INT** **WIS** **CHA**

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