
Subject: Determining Ability Scores - A Possible Option
Posted by [like_a_god](#) on Fri, 12 Jun 2015 00:08:38 GMT
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**** Please Note **** This is an option we'll discuss at the initial session on August 29th.

Determining Character Abilities Scores

Players will select their character's ability scores from one of the sets in the Ability Score Pool. The scores in the set may be assigned as the player sees fit.

This Ability Score Pool is generated AT THE BEGINNING OF THE CAMPAIGN in the following manner:

Each player generates three sets of ability scores. An ability score is determined by rolling 4d6, dropping the lowest number and adding up the remaining dice. If the resulting set doesn't provide a positive overall ability bonus, it must be discarded and a new set rolled. Once a player has generated three viable sets he or she chooses one to enter into the Ability Score Pool.

*** It is hoped that this procedure gives some of the benefits of generating ability scores when using both the rolling and point buy methods. It allows for the randomness of rolling without the need to get stuck with an 'unusable' result. As with a point buy system, it helps players know what their options are in regards to later characters and no DM input is needed when determining ability scores. Likewise it helps the DM know the relative 'power' of current and future characters relative to one another.
