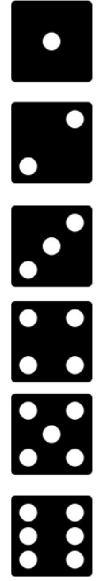


BARFLIP

Attribute Roll Worksheet



CLASSIC Attribute Order Version

You love yielding to the oracular powers of dice for rolling attributes but hate the hopeless or overpowered characters that often result. You love the choice and fairness of arrays and point buys but hate the decision paralysis and cookie-cutter builds that ensue. Why not take the best of both? Surely you deserve it. The BARFLIP method gives you partly random and partly chosen attributes, with the totals always adding up the same to start each character out on an even playing field. It does this by exploiting the fact that standard dice have opposite faces that add up to seven. You can also think of this method as a play on Nature vs. Nurture – attribute scores will stem partly from talent and partly from effort.

This method gives results similar to rolling 4d6 for each attribute and dropping the lowest, with an average attribute score of 13. If you roll four or more of the same number, you should reroll.

The steps for BARFLIP are as follows:

1. Base each attribute off a starting value of 6.
2. Roll 1d6 for each attribute *in order* and add to the base.
3. Flip each die over to its opposite side and add each flipped result to any single attribute you choose.

For the Roll step (2), “in order”, means your first rolled die goes into Strength, second into Intelligence, and so on. In the Flip step (3) you get to choose which attribute each flipped die adds to.

You should now have scores ranging from 8-18 in each of your character's attributes, for a total of 78. Check the total to see if you did this right. Now just plug the final numbers into your character sheet and enjoy!

Option: During the Roll step, set the die to six in a single key or “prime requisite” attribute for your character's intended Class. This is flipped normally in the Flip step.

Permission granted to photocopy for personal use.

Base	Roll	Flip	Attribute	Score
6	+		= STR:	
6	+		= INT:	
6	+		= WIS:	
6	+		= DEX:	
6	+		= CON:	
6	+		= CHA:	