Variant ability score generation system for D&D 5e inspired by Pathfinder 2e

Rules

Ability boost: Increase an ability score by 2
Ability flaw: Decrease an ability score by 2.

All stats start at 10. During character creation, your abilities receive boosts in waves. The same stat cannot be affected twice in the same wave.

Wave 1: Background: Ability boost to 2 different stats. Additionally, you may take an ability flaw in order to gain another ability boost.

Wave 2: Class: Receive and ability boost in one of the stats in your base class's multiclassing requirement

Wave 3: Free: Ability Boost to 4 different stats

Wave 4: Racial:
Each individual +1 granted by your race can be used to increase an ability score by +1 (up to +2 during this phase). (EG: Variant human gains +2 or +1 +1 whereas Mountain dwarf gains +1+1+1+1, +2,+1+1, or +2+2)
Additionally, may take an ability flaw in order to gain another ability boost (these cannot be applied to scores already affected during this stage).

Examples

Example: Half-elf Paladin:

Score/Phase	1	2	3	4
Str	+2		+2	+2 (race)
Dex				
Con	+2		+2	+2 (race)
Int	-2 (optional)			-2 (optional)
Wis			+2	
Cha	+2 (optional)	+2	+2	+2 (optional)

Final Scores:
Str: 16
Dex: 10
Con: 16
Int: 6
Wis: 12
Cha: 18

Example: Dragonborn Fighter who wants to take a 1 lvl ranger dip:

Score/Phase	1	2	3	4
Str				-2 (optional)
Dex	+2	+2	+2	+2 (race)
Con	+2		+2	+2 (optional)
Int	+2 (optional)		+2	
Wis			+2	+1 (race)
Cha	-2 (optional)			

Final Scores:
Str: 8
Dex: 18
Con: 16
Int: 14
Wis: 13
Cha: 8

Example: Variant Human rogue

Score/Phase	1	2	3	4
Str			+2	-2 (optional)
Dex	+2	+2	+2	+2 (race)
Con	+2		+2	+2 (optional)
Int				
Wis			+2	
Cha				

Final Scores:
Str: 10
Dex: 18
Con: 16
Int: 10
Wis: 12
Cha: 10

Example: Human Warlock

Score/Phase	1	2	3	4
Str				
Dex	+2 (optional)		+2	+2 (race)
Con	+2		+2	+2 (race)
Int				
Wis	-2 (optional)		+2	
Cha	+2	+2	+2	+2 (race)

Final Scores:
Str: 10
Dex: 16
Con: 16
Int: 10
Wis: 10
Cha: 18