



# ACES & EIGHTS

## ABILITY SCORE ROLLING SYSTEM

**How to get started:** Get out your favorite 4d6, 1d8, 1d20, and a pencil and paper.

**Rolling the statistics:** Roll all dice at once. Add lowest numbers first, stopping before you reach 18. Do not add a dice that would make your total 18 or more (the highest you could have would be 17). Write down the final number; this is one of your ability scores. Count how many dice you did not use and write down that number. Repeat this five more times. Add up all the dice that you did not use; this is your bonus pool. Arrange the ability scores in any order you wish. You should have a score for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma (as described in the Player's Handbook) when you are completed.

**The bonus pool:** You may spend these "points" towards character creation in the following ways. You must follow the rules for each. You can do each multiple times, provided that you have enough points to spend. You must spend all of your bonus points during character creation.

**Statistical Adjustments:** Spend 1 point of your bonus pool to subtract 1 from one score and give it to another score. You can not subtract 1 from an ability score that is 4 or less, and you can not add one to a score of 18 or more.

**Starting Gold:** Spend 1 bonus point to add 20 gold pieces to your starting gold.. This gold must be used to buy starting equipment.

**Useful Contacts:** Spend 1 bonus point to get one useful contact of moderate influence, such as a community leader, a local hero, or city official. These contacts must be detailed at character creation and approved by the DM. Optionally you can spend 3 bonus points to get one contact of major influence such as a member of the royal family, a guildmaster, or a hierophant. The same rules stated above apply for major contacts as well. Relationship with contacts is considered initially favorable, but can be sullied if abused or not maintained.

### EXAMPLE

Rolls:

5 1 3 4 6 17  
 $1+3+4+5 = 13$  (2 bonus)

1 1 1 1 1 1  
 $1+1+1+1+1+1 = 6$  (0 bonus)

6 6 6 6 8 20  
 $6+6 = 12$  (4 bonus)

6 5 4 3 2 1  
 $1+2+3+4+5 = 15$  (1 bonus)

2 1 3 4 2 5  
 $1+2+2+3+4+5 = 17$  (0 bonus)

6 6 5 6 7 13  
 $5+6+6 = 17$  (3 bonus)

**Initial Scores:** STR: 17, DEX: 17, CON: 15, INT: 12,  
WIS: 6, CHA: 13

**Total Bonus Points:** 10

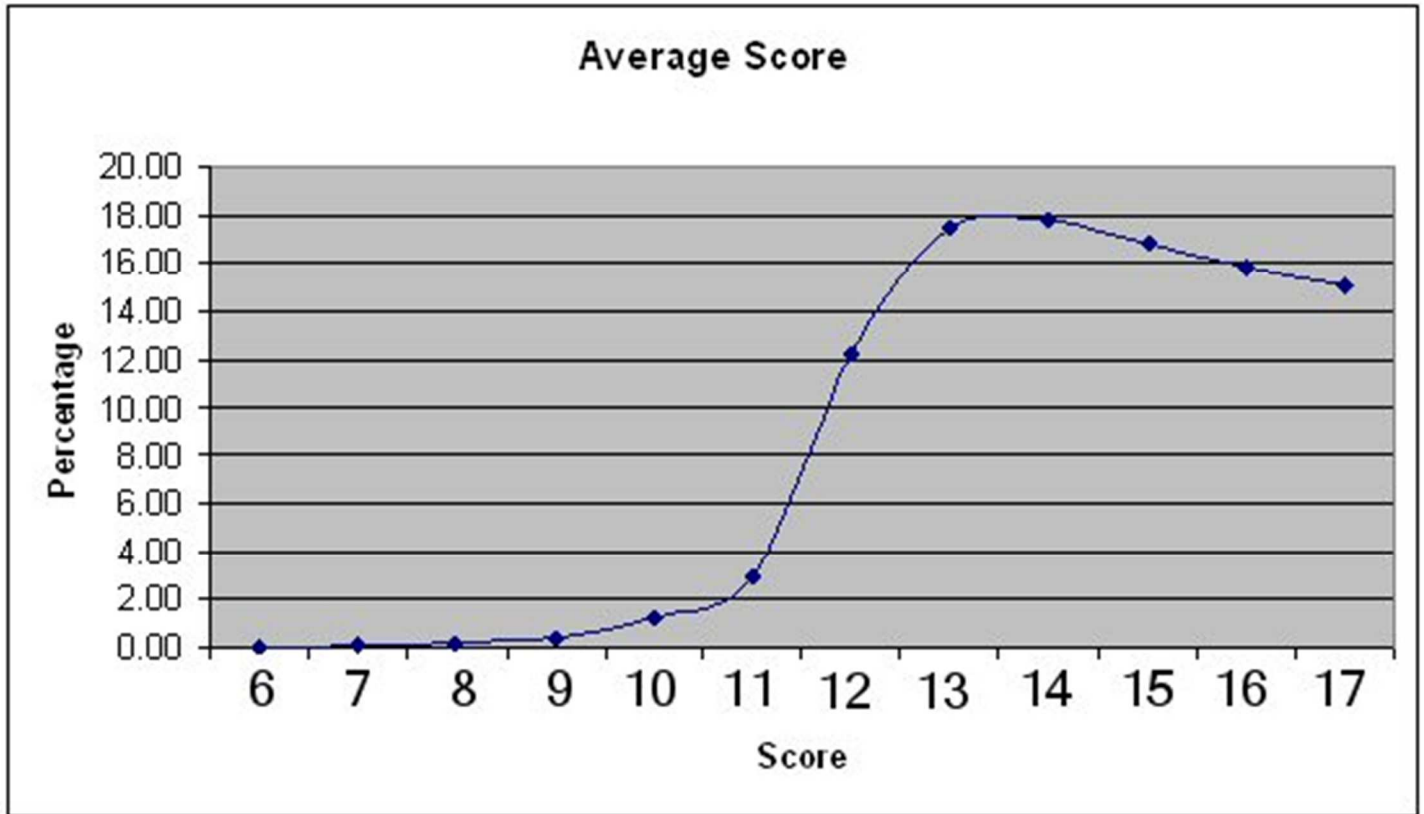


Point Spending:

- 1 from CHA added to STR, Cost: 1
- 1 from CON and 2 from CHA added to WIS, Cost: 3
- 80 added to starting gold, Cost: 4
- 2 moderate contacts, Cost: 2

**Final Scores:** STR: 18, DEX: 17, CON: 14,  
INT: 12, WIS: 9, CHA: 11

# STATISTICS



**Average Score: 14.34**

**Average Bonus Point Pool: 9.32**

**Percentage of Scores Under 12: 5%**

**Percentage of 17s: 15%**