

## Dungeons & Dragons 4<sup>th</sup> Edition Ability Score Planner

	Score	8	9	10	11	12	13		14		15		16			17				18
	Modifier	-1	-1	0	0	+1	+1		+2		+2		+3			+3				+4
Ability	Adjust																			
Strength	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
Constitution	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
Dexterity	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
Intelligence	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
Wisdom	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+
Charisma	+2	-	-	0	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+	+

### Instructions

- All ability scores start at 10.
- Note any adjustments (usually +2) to final ability scores based on race.
- You start with 20 points to spend on improving ability scores.
- To increase an ability score, mark the + symbols, starting from the left; each + costs 1 point.
- For higher ability scores, fill in the blank columns until you reach a new value.
- To lower an ability score, mark the - symbols, starting from the right; each - gives you 1 extra point to spend on increases.
- You may only lower one ability score for extra points.

*Note: This system should provide identical results to “Method 2: Customizing Scores” on p. 17 of the Player’s Handbook.*