Dice Rolls								
1st	+	**2nd**	+	**3rd**	+	**4th**	=	**Total**
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	

Step 1: Roll 4d6 7 times. Calculate ability scores by taking the 3 highest numbers for each row. Identify the 6 highest scores.

Step 2: If you have **more than 2 numbers >=15** then drop the lowest number of that group. If you don't have an ability score with 15+ then add the fourth die roll to a score (you pick which one.

Dice Rolls								
1st	+	**2nd**	+	**3rd**	+	**4th**	=	**Total**
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	

Dice Rolls								
1st	+	**2nd**	+	**3rd**	+	**4th**	=	**Total**
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	

Dice Rolls								
1st	+	**2nd**	+	**3rd**	+	**4th**	=	**Total**
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	
	+		+		+		=	

Sample Results A: Step 1

Dice Rolls								
1st	**+**	**2nd**	**+**	**3rd**	**+**	**4th**	**=**	**Total**
5	+	4	+	3	+	1	=	12
5	+	5	+	3	+	3	=	13
4	+	2	+	1	+	1	=	7
6	+	5	+	5	+	1	=	16
6	+	4	+	3	+	2	=	13
6	+	6	+	5	+	5	=	17
6	+	6	+	6	+	2	=	18

Sample Results A: Step 2
18, 17, 16 <- Drop 16, Results: 18, 17, 13, 13, 12, 7

Sample Results B: Step 1

Dice Rolls								
1st	**+**	**2nd**	**+**	**3rd**	**+**	**4th**	**=**	**Total**
6	+	4	+	4	+	2	=	14
5	+	5	+	4	+	3	=	14 (17)
5	+	5	+	3	+	2	=	13
5	+	5	+	3	+	2	=	13
1	+	1	+	1	+	1	=	4
5	+	4	+	3	+	2	=	12
5	+	4	+	2	+	2	=	11

Sample Results B: Step 2
Choose the second set of rolls for a 14, and add 4th die (3): 17
Results: 17, 14, 13, 13, 12, 11

TRG
TOMORROW
RIVER GAMES