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Your attributes are an essential part of the 5e experience. Without Strength, its hard to swing swords. Without Intelligence, Wizards cant cast spells. Without Constitution, youll have as much trouble with stiff breezes as your party has with ogres. So its important to figure out how to get those stats in the first place. Some use a standard array of attributes or a point buy system to guarantee equal scores. But what if your GM says its time to roll? Find out in our How to Roll Stats for 5E Guide.How to Roll Stats for 5eMost aspects of character creation (race, class, proficiencies, etc) come before ability scores. Choose those first, based on what you want to play, or your partys composition.If your GM doesnt say otherwise, you roll 4d6, ignore the lowest roll, and add them together. For example, if you roll a 4 5 2 6, you ignore the 2, and youve got 15.You do that 6 times, pool them all together, and distribute them however youd like (this is to avoid a Wizard having an awkwardly high Strength because you rolled well the first time).Other Roll OptionsSometimes, your GM will ask you to roll in a different way. This is because theyre used to old editions, want to try something new, or any other reason. Other dice types may include:2d6+6: This keeps the minimum of 8 from the Standard Array, and makes everyone a little stronger.3d6: This is super bad. If any of these dice roll low, your scores suffer. This works if youre supposed to be a civilian or something. And every now and then, your GM might not let you pool your dice. Instead, theyll ask you to roll and apply the rolls in order. In that case, youll apply the 1st roll to Strength, 2nd Dexterity, 3rd Constitution, etc. Try to ask your GM to consider the Pool system instead. Otherwise, you might want to be willing to change your class soon.Where to Put Low RollsSometimes you roll awfully Like, 5-6 awfully. You really dont want that to be the case, but when you roll randomly, its unavoidable. Heres a quick guide on where you can put really bad ability score rolls. Strength: Perfect! If youre not going into melee combat, nor wearing medium/heavy armor, this is a great dump stat.Dexterity: Exact opposite of Dexterity. If you have Heavy Armor, Dexterity is a good dump stat. However, try to find another option; Dexterity saves are very common.Constitution: Never use this as a dump stat. Every single character in the game needs a good amount of Constitution. This is your health, saves, concentration, and chance to stay alive.Intelligence: Perfect dump stat, unless youre a Wizard. Intelligence only affects saves and some skills if you arent casting with it.Wisdom: Not an amazing dump stat; spells that target Wisdom saves normally heavily affect what actions you can do in combat. Wisdom also influences Perception, the most important and commonly used skill in the game. Avoid this if you can.Charisma: Similar to Intelligence, this is only useful for saves and skills if youre not using it to cast. Good idea, but more classes rely on Charisma than Intelligence. High rolls are pretty obvious; if youre swinging a huge sword, make Strength high. If youre a spellcaster, put it into your casting stat.Keep on rolling with more D&D content: check out our guide to calculating armor class in 5E. Roll your stats by rolling 4 x 6-sided dice, dropping the lowest number, and adding the remaining total. Do this for each stat (there are 6).Alternatively, calculate your stats using the Point Buy or Standard Array, which dont require rolling and limit variation in character stats.Institute house rules if you want to roll stats and ensure youll get decent scores. House rules include rerolling 1s or group rolling and sharing stats with other players.1Stats reflect your characters mental and physical prowess. In D&D, stats is the casual term for ability scores, which are basically measures of your characters innate capabilities and training. Is your character as wise as an owl? Strong as an ox? Ability scores determine their strengths and weaknesses, affecting ability check and saving throw rolls youll make as you play.[1] There are 6 stats (ability scores) in total:Strength (STR). This determines a character's physical power.Wisdom (WIS). This determines a character's perception and insight.Dexterity (DEX). This determines a character's agility.Intelligence (INT). This determines a character's memory and mental acuity.Constitution (CON). This determines a character's health and endurance.Charisma (CHA). This determines a character's force of personality. 2Each class in D&D typically has a primary stat and 2 secondary stats. Every character youll make for D&D will have a classwhich is the equivalent of their profession or skillset. For example, wizard, fighter, and rogue are all D&D classes. Depending on your chosen class, your character will rely on a few different stats for their abilities, making rolling stats an important task![2]For example, wizards are primarily spellcasters, and their spells are intellect-based. That means the higher their Intelligence score is, the more effective theyll be.Similarly, a martial class like a fighter relies more heavily on strength or dexterity. Intelligence isnt a high priority for them, but theyll need a high STR or DEX stat to make the most of their abilities.Keep in mind that every race option (elves, dwarves, and so on) comes with a couple of ability score bonuses. This can buff up ability scores you didn't roll well on or make great ability scores exceptional. Advertisement 3A characters stats also determines their stat modifiers. Every ability score (stat) comes with a modifier based on the scores total, and that modifier is what players use when they roll ability checks and saving throws. The higher your characters ability score is, the higher their stat modifier will be. This is a good thing because high modifiers give you a greater chance of succeeding on rolls!A 10 is considered average for stats, so the modifier is 0. Stats lower than 10 have lower modifiers (-1, -2, and so on), while stats higher than 11 have higher modifiers. You can refer to the D&D rulebook for a modifier table.Say you roll a 12 for one of your characters stats and assign it to their Charisma. The modifier for a 12 is +1, which means youll add a +1 to every Charisma-based check and saving throw you make. Advertisement 1Roll 4 x 6-sided dice, remove the lowest, and add the other numbers. Calculating an ability score for your character is easy; grab 4 x 6-sided dice (4d6) and roll them. Then, find the lowest number you rolled and set it asideyou dont need to include it in the final score. Add up the total of the other dice, and you have your ability score![3]For example, say you roll 4d6 and get a 2, 3, 5, and 6. Discard the 2 since its the lowest number, and add 3, 5, and 6 for a total of 14.Most character stats fall somewhere between an 8 (considered fairly low) and 18 (the highest you can roll).This is usually referred to as the Manual/Rolled method for calculating ability scores. 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However, scores of 14-15 take 2 points to increase. You can find a complete table in the D&D 5e rulebook.For example, if you begin with an intelligence score of 8 and want to increase it to 15, itll consume a total of 9 points (5 points for every increase through 13 and 4 points for increasing the score from 13 to 15).Some players like this method because it allows them to customize their stats without having to roll dice. Advertisement 1Pros Plenty of D&D players feel that rolling for stats is just part of the fun of making a brand-new character! Its old-school, and theres a sense of excitement because its all about the luck of the draw. You also have the chance to roll a higher stat than you can get using the other methods (up to an 18), and it can be really good team bonding to roll your stats together before the game.[8]There are entertaining roleplaying opportunities even when you roll low stats! 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A good DM will be willing to address your concerns somehow, and this is a good way to prevent super-low rolls.[11]If you or your DM dont want to reroll every 1 that might come your way, you could institute a house rule allowing a certain number of rerolls. That way, you must be a little judicious about rerolling dice.3Roll 7 sets of numbers and drop the lowest. Another way to avoid an unusually low score is to roll your stats as usual, then roll a 7th stat as well. After that, you can drop the lowest stat you rolled, thereby ensuring that even if you have a couple of mediocre scores, your character wont have too many low numbers on their character sheet.[12]Alternatively, you could roll all 6 of your stats and then replace the lowest one with a 16. This guarantees youll have at least one higher stat in your array and not as many low stats.4Allow larger stats using the Point Buy method. Some players like the idea of Point Buy but feel like they cant get a high stat using that method (since the highest you can get from Point Buy, barring racial bonuses, is a 15). In that case, talk to the DM about instituting house rules to allow players to give their characters a higher stat (16, 17, or 18, for example) using Point Buy.[13]This rule is easy enough to follow; simply allow players to spend 3 points each to increase a stat to 16 or 17, 4 points for 18, and so on. Advertisement Ask a Question Advertisement Co-authored by: Dungeons & Dragons Experts This article was co-authored by Legends of Avantris and by wikiHow staff writer, Glenn Carreau. Legends of Avantris is a group of Dungeons & Dragons Experts and content creators of their successful eponymous YouTube channel. Composed of seven best friends whose passion is playing D&D, Legends of Avantris has built a multifaceted business, streaming on Twitch, running their YouTube channel, selling their successful merch line, producing their podcast, and launching their first Kickstarter campaign: The Crooked Moon, a folk horror supplement for 5th edition. This article has been viewed 180,851 times. Co-authors: 3 Updated: April 10, 2025 Views:180,851 Categories: Dungeons and Dragons PrintSend fan mail to authors Thanks to all authors for creating a page that has been read 180,851 times. Rolling stats in D&D 5e lets us tabletop gamers indulge in our favorite thing: dice rolling! In this article, we look at how to roll stats for character creation, the pros and cons of rolling for stats, and offer some homebrew options. Take a break from playing with your favorite dice for a minute and scroll on! The traditional way to get a characters ability scores in Dungeons and Dragons 5e is by rolling for stats: generating the six ability scores randomly by rolling dice. Hi! This post may contain affiliate links to online stores. If you use a link and buy something, I may get a commission at no extra cost to you. See myaffiliate disclosure. After youve generated six ability scores, you assign each one to an attribute: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Rolling up a stat pool is simple and fun! Who doesnt like rolling dice? Follow these steps to roll stats for your character. Roll 4 x 6 sided dice Remove the lowest dice result Add up the remaining numbers to get an ability score Write down this ability score on note paper Repeat these steps until you have 6 ability scores Assign a score to each attribute on your character sheet. Rolling for stats is sometimes called the 4d6 drop method because you roll 4 d6 and drop the lowest die result from the stat score calculation. By way of an example, heres how it works in practice. I roll 4d6 which land on: 3, 4, 2, 5. I remove the 2 because its the lowest roll. Then add up the 3+4+5 to give me 12 in total. I write down 12 on my note paper. After repeating this 5 more times, I end up with 6 ability scores: 12, 7, 17, 13, 10, 14. I assign my scores on my character sheet, one for each attribute. Because Im creating a Wizard, I decided to assign my scores like this: Strength: 10 Dexterity: 12 Constitution: 14 Intelligence: 17 Wisdom: 13 Charisma: 7 These scores give me a pretty powerful spellcaster with a +3 Intelligence ability modifier, but with all the Charisma of a poke in the eye. Watch me roll a set of stats following the 4d6 drop method in this quick YouTube video I made. If rolling dice to get scores isnt your thing, then you can always use a digital stat roller like those in the section below instead. Looking to roll up your stats on a computer like a true technopagan? These sites make the rolling process quick, easy, and randomized. Taters! D&D 5e Ability Score Roller does all the rolling and math for you: 4d6 minus the lowest, all 6 totals at once! Great for folks who prioritize speed, but not so much if youre looking to savor the suspense. It even tells you how much your scores would cost in points were you to use the Point Buy system for your stats instead. Random.org has a super simple, visually appealing dice roller that allows you to roll one total at a time. It also claims to use a more truly random number generation method than most. Youll need to do all the math yourself though, so dont be afraid to use fingers and toes. Hands down, the best reason to roll your stats the old school way is so you can get that sweet, sweet dice rolling satisfaction. But thats not the only upside by a long shot! For example, if youre lucky you can end up with a crazy set of ability scores. And even if you roll some stinkers theres still a chance for roleplaying fun! Did your Fighter hit the jackpot in physical traits, but abysmal in the mental? Use it as a narrative characteristic and play as the Powerful, but Incompetent who could rule the world if only he could figure out how to buckle his sword belt. The randomization also has the added benefit of dampening the urge for players to overly optimize their PC and win the game. After all, nothing is fun when youre overly concerned with the results. D&D should be about having a brilliant time with friends! Rolling your stats has all the following benefits: 18s are possible, even before racial bonuses Discourages min-maxing Encourages resourcefulness and creative play Team building experience! OG street cred More dice rolling (yaaaay!) There are downsides to placing your ability scores into the hands of fate. Sad as it is to say, even your luxurious metal dice from Etsy can let you down. It is possible to really wiff it on your rolls, though a bit improbable. Furthermore, DMs may want to consider getting the group together for the rolling extravaganza. Honesty only knows so many bounds and the prospect of a 5 in your stat pool can tempt even the most honest player to make up some numbers. Getting together to roll stats with your buds is fun. Feeling pressured to get the right numbers, rolls, and stats isnt. If you decide to roll your stats, consider these cons: 3s are possible Could get low stats across the board May encourage stat fudging Computer generators mean less dice rolling (boooo!) Cursed dice? Feud with Lady Luck? No problem. There are nearly endless homebrewedrolling stats modifications to choose from to make sure a character doesnt get stuck with unworkable stats. Here are some personal favorites for ideas on how to make rolling stats excitingly random and reasonably forgiving: Allow a certain number of rerolls Allow up to 3 full stat pool mulligans Roll 7 sets of numbers and drop the worst After rolling all 6 totals, replace the lowest number with a 16 Reroll 1s But if you like the randomness of rolling for stats and enjoy the unbalanced, ramshackle group of adventurers it can create, then have players roll 3d6 six times instead. No lowest dice removals here, and no rerolls. I get my best ideas from hearing other peoples homebrew rules. Threads like this on D&D Beyond are an amazing source of inspiration. Not sure your group will agree on rolling for stats? No worries, Wizards of the Coast give you two other options in 5th edition D&D: standard array and point buy. Standard array lets you pick from a set pool of ability scores. Find out all about it in How to Use the Standard Array in 5e. For the truly customization minded, the point buy system lets you decide exactly which numbers you want for each ability. Figure out How to Use Point Buy in 5e here. To see a side by side comparison, check out the Standard Array vs Point Buy vs Rolling 5e post. Roll your stats by rolling 4 x 6-sided dice, dropping the lowest number, and adding the remaining total. Do this for each stat (there are 6).Alternatively, calculate your stats using the Point Buy or Standard Array, which dont require rolling and limit variation in character stats.Institute house rules if you want to roll stats and ensure youll get decent scores. 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Composed of seven best friends whose passion is playing D&D, Legends of Avantris has built a multifaceted business, streaming on Twitch, running their YouTube channel, selling their successful merch line, producing their podcast, and launching their first Kickstarter campaign: The Crooked Moon, a folk horror supplement for 5th edition. This article has been viewed 180,851 times. Co-authors: 3 Updated: April 10, 2025 Views:180,851 Categories: Dungeons and Dragons PrintSend fan mail to authors Thanks to all authors for creating a page that has been read 180,851 times. In the realm of Dungeons & Dragons, character creation is an exciting step that lays the foundation for your epic adventures. One crucial aspect of shaping your hero or heroine is determining their ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These attributes influence everything from your character's combat prowess to their problem-solving skills.Character creation in D&D 5e offers a variety of methods for generating attribute scores, from point buy systems to arrays of predetermined scores. Rolling for stats, however, adds an element of randomness and excitement to the process. In this guide, we'll explore the intricacies of rolling for stats in D&D 5e, helping you create unique and dynamic characters.What does rolling for stats mean?Rolling for stats is a method in Dungeons & Dragons (D&D) 5th Edition where you use dice to generate your character's ability scores. It's the rules as written approach for character creation, adding an element of randomness and excitement to the process.However, it's worth noting that there are alternative methods for generating stats in D&D 5e, such as points-based systems where you have a set number of points to distribute among your attributes, or pre-determined stat arrays where you allocate scores that are already provided.How do you roll ability stats?Rolling ability stats in D&D 5e is straightforward. You roll 4 six-sided dice (4d6) and then discard the lowest roll. This process is repeated until you have six numbers, which you then allocate to your six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.For example: you roll 4d6 and get the numbers 1, 3, 4, and 4. You drop the 1 because it's the lowest. Then you add together the remaining three dice, which are 3, 4, and 4, resulting in a total of 11. This process is repeated until you have an array of six numbers.On average, using this method, you can expect each ability to fall between 11 and 13. This variety can lead to characters with diverse strengths and weaknesses, which adds depth to the role-playing experience and offers unique challenges and opportunities during gameplay. The randomness of rolling can result in characters who excel in unexpected areas, adding a layer of unpredictability and fun to your D&D adventures.What is the best stat generation method in D&D?According to a poll on r/DnD, roughly 60% of players adhere to this method, while 25% use a slight variation where they reroll 1s. This modification increases the average stats a bit, making it a bit more generous.The best stat generation method in D&D ultimately depends on your preferences as a Dungeon Master and the desired power level at your gaming table. The rules as written method in D&D 5e is to roll 4d6 and drop the lowest.Advantages of rolling for statsThis method follows the traditional rules of the game, adhering closely to the rules as written in Dungeons & Dragons 5e.Rolling for stats introduces randomness, which can lead to a wide variety of characters and keeps the game unpredictable.Rolling dice for your stats can be exciting, as you might end up with unexpected and exceptional abilities, making your character unique.Characters with flaws and quirks from low or high stats can lead to interesting roleplaying opportunities.Disadvantages of rolling for statsCharacters might end up with very low stats in their abilities, unintentionally hampering their effectiveness and enjoyment of the game.Rolling for stats can lead to significant power imbalances among player characters. This can create frustration within the group if some players roll much better than others.Consistently poor rolls can lead to frustration and a lack of engagement, as players struggle to create characters that are enjoyable to play due to their low stats.Some homebrew variants of rolling stats, such as rolling 1d20 for each of your abilities, can create significantly strong or weak characters, which can affect enjoyment of the game.When can you re-roll stats in D&D?In D&D, according to the rules as written, you can't re-roll your stats. The standard method is to roll 4d6 dice and discard the lowest result, repeating this process several times to generate your ability scores. If you roll exceptionally low, some Dungeon Masters may permit re-rolling your stats as a homebrew rule.It's essential to remember that re-rolling is not a given; it's a decision to be made by the Dungeon Master. If you feel the need to re-roll your character's stats, make sure you get their permission first.What alternatives are there to rolling stats?Some of the most popular alternative ways to generate ability scores in D&D 5e are standard array, heroic array, and point buy.Standard arrayWith standard array, you start with a set of predetermined stats: 8, 10, 12, 13, 14, and 15. You then distribute these scores as you see fit among your character's abilities.For example, if you're playing a rogue, you might allocate your highest score (the 15) to Dexterity and place the lowest score (the 8) in Strength.The advantage of using the standard array is that it provides a balanced set of scores for your character, ensuring they're not overly powerful in one area and deficient in others. It also means that everyones characters are balanced relative to each other, and no one should feel overshadowed.The downside is that it's a straightforward and fair method, which can be boring to those looking to roll big and play with heroic characters.Heroic arrayHeroic array is a homebrew rule that builds upon the concept of the standard array, offering a beefier set of predetermined stats for your character. In this arrangement, your ability scores are 17, 16, 15, 14, 12, and 10, each number increased by 2 compared to the standard array.The primary advantage of the heroic array is that it allows players to create characters that excel in specific areas. With a 17 and a 16 in your key abilities, you can have a character who is exceptionally proficient in their chosen skills.However, this increased power can also be a drawback. Some players might find that characters generated with the heroic array are too strong, potentially unbalancing the game. It's essential for Dungeon Masters to carefully consider the overall balance of the party and adjust challenges accordingly when allowing the heroic array. This homebrew rule can be a fun way to create powerful and exceptional characters but should be used with care to maintain the balance of the game.Point buyPoint buy is another method of generating character ability scores in D&D 5e. With point buy, you have 27 points to allocate among your abilities, starting with 8 in every stat. This can be a little bit confusing, so we recommend trying out a point buy calculator to see how it works.The primary advantage of point buy is that it allows players to create precisely the character they envision. It provides a level of control and predictability that rolling or other methods might not offer.To illustrate how point buy works, let's take an example. If you want to increase your character's Intelligence score from 8 to 15, it'll cost a total of 9 points. This breakdown consists of 5 points for every increase through 13 and 4 points for increasing the score from 13 to 15.This system allows for the fine-tuning of your character's abilities according to your role-playing concept. However, the disadvantage is that it can sometimes feel less random and spontaneous than rolling for stats. Some players enjoy the unpredictability of rolling for stats and the unique characters it can create.Roll your stats in styleRoll your stats in style with our dice for D&D. Whether you prefer the classic feel of polyhedral dice or the weighty satisfaction of metal Dungeons and Dragons dice, we've got you covered. Your next adventure begins with the roll of the dice, so why not make it a stylish one? For the 4d6 Drop Lowest (also known as Rolling), you roll four six-sided dice, then remove the lowest (e.g., 6, 5, 3, 1, drop the 1 for 14), recording the result, and repeating for each ability score. For the Point Buy method, you start with an 8 in everything and 27 points to spend.How does rolling for stats work DND?To roll for each stat, roll four 6-sided dice (or 4d6 for short). Afterward, add the 3 highest dice to get your stat! The highest three dice are 5, 4, and 3, meaning my stat total is 12! You just have to repeat this process another five times to get your six stats! Can you reroll stats in D&D?Our house rule when rolling is if you dont like your first set of stats you may reroll, but you have to reroll them all and you MUST keep whatever you roll at this point.Whats the lowest stat you can roll in DND?3If you use point buy or standard array, the lowest unmodified ability is 8. If you roll stats, the lowest possible is 3. Kobold and orc player races have -2 racial modifiers in some stats. And lastly, there are spells and monster effects that can lower stats (usually saying what happens if they get low enough).READ: What are corner test cases in programming?How are D&D stats calculated?The most common methods to determine these scores are as follows:The player rolls 3d6 six times and places the scores where they are wanted. An ability score is determined by rolling 4d6 and discard the lowest score. The point buy method is used to purchase ability scores out of a pool of points.Should I roll for stats?On average, rolling your ability scores will give you slightly better stats than you would get from point buy or the array. A party of four can hope for at least a couple of 18s between them, and they would be unlucky to roll anything lower than a five between them.How do you roll for hit points?Basically, to calculate your hit points in 5e when you level up you follow these easy steps:Take your class hit die.Determine the average number OR roll.Add your Constitution modifier to that number.Add the total to your hit point maximum.How do you roll for hit points in 5e?At first level, you calculate your hit points by adding your constitution modifier to the highest possible total of your classs assigned hit die. (E.g. if youre a level one cleric with a constitution modifier of +3, then your hit point maximum with be 11.)READ: What do locals do in Helsinki?How does 5e calculate hit points?How many stat points do you get in DND?You can also change the amount of points given and you can also set lowest and highest scores. In D&D 5th edition you get 27 points, the lowest score is 8 and the highest one is 15. Also, the cost varies depending on the score.How does 4d6 drop lowest work?Roll 4d6, drop the lowest in each roll and assign the totals to your attributes in the order they come in. Roll 4d6, drop the lowest die in each roll and do it 8 times. Assign the best 6 totals to your attributes. Roll 4d6, drop the lowest die and re-roll any total that is below 8.Do you roll for health 5e?When you level up, per the rules, you have two options when it comes to your HP. You can take the average on the die and use that instead of rolling. Or, you can take your chances, roll your hit die, and add your Constitution mod to that. Heres the deal, this often comes down to a Dungeon Masters discretion.How do you roll for stats in DND 5e?To roll for each stat, roll four 6-sided dice (or 4d6 for short). Afterward, add the 3 highest dice to get your stat! For example, lets say my rolls are as follows: 5, 4, 3, 1. The highest three dice are 5, 4, and 3, meaning my stat total is 12! READ: What is the number one natural resource in Romania?Should DMs be able to roll ability scores?The issues with rolling stats is that you take on the risk of getting subpar ability scores with the desired reward of getting super awesome stats. Other issues are that players will feel the imbalance between them. Yes, the first option for a DM to employ for generating ability scores is rolling. What is the D&D Basic Rules document?The D&D Basic Rules document is divided into three parts. Part 1 is about creating a character, providing the rules and guidance you need to make the character youll play in the game. How many times do you reroll for a 4d6?Roll with no rerolls or just use point buy so everyone has a good time. I let players roll 4d6 drop lowest 6 times and then they decide to re-roll or not. However, if they have two numbers that are 16 or higher, or if they have an 18, then they have to keep that set of numbers.

Rolling for stats. Rolling for stats 5e. What is rolling statistics. How does rolling for stats work in dnd. How does a rolling average work. How does a rolling forecast work.