

# phpBB Studio - Rhea

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## Dice tester

[Roll the dice](#)

## Limitations

Rolls per post 20  
Dice quantity Unlimited  
Sides per dice Unlimited  
Allowed sides Only available sides  
Available sides 4, 6, 8, 10, 12, 20  
Fudge dice: Unlimited  
Percentage dice: Unlimited  
Exploding dice: Unlimited  
Penetrating dice: Unlimited  
Compounding dice: Unlimited

## Explanation

The standard notation formats are accepted, such as  $2d6+12$ , and also the use of L or H to represent the lowest or highest roll respectively. For example:  $4d6-L$  (A roll of 4 six-sided dice, dropping the lowest result). You can also use multiply and divide mathematical operators;  $1d6*5$  or  $2d10/d20$ . However, the use of the mathematical symbols  $\times$  and  $\div$  do not work.

- d6 or 1d A 6 sided die
- 2d6 Two 6 sided dice
- 1d6+4 Roll a 6 sided dice and add 4 to the result
- 2d10\*4+1d20 Roll two 10 sided dice multiply by four, and roll one 20 sided die
- 2d10+4+2d20-L Roll two 10 sided dice add four, and roll two 20 sided die, taking away the lowest of the two
- d% A percentile die - equivalent to d100
- dF or dF.2 A standard fudge dice - 2 thirds of each symbol
  - dF.1 A non-standard fudge dice - 1 positive, 1 negative, 4 blank
- 2d6! Exploding dice - two 6 sided die, rolling again for each roll of the maximum value
- 2d6!! Exploding & compounding dice - like exploding, but adding together into single roll
- 2d6!p Penetrating dice - like exploding, but subtract 1 from each consecutive roll
- 2d6!!p Penetrating & compounding dice - like exploding & compounding, but subtract 1 from each consecutive roll
- 2d6!>=4 Exploding dice, but only if you roll a 4 or greater - Also usable with compounding and penetrating dice
- 2d6>4 Dice pool - anything greater than a 4 is a success. Counts the number of successes as the total

### PERCENTILE DICE

Although percentile dice can be rolled by using a d100, you can also use d%, which will do the same thing, returning a number between 0 and 100.

### EXPLODING DICE

To explode a dice, add an exclamation mark after the die sides: 4d10!

Exploding dice roll an additional die if the maximum, on that die, is rolled. If that die is also the maximum it is rolled again, and so forth, until a roll is made that is not the maximum. For example: rolling a 6 on a d6, or a 10 on a d10.

2d6!: [4, 6!, 6!, 2] = 20

Each exploded die shows as a separate roll in the list, like shown above. Where the second roll exploded, so we rolled again, which also exploded. The fourth roll, however, did not, so we stop rolling.

1d6!-L: [6!,6!,6!,3]-L = 18

You can even use L and H, which will look at exploded dice, as well as normal rolls. Here the die exploded three times before not rolling a maximum. The last roll was subtracted from the total.

## COMPOUNDING

Sometimes, you may want the exploded dice rolls to be added together under the same, original roll. In this situation, you can compound the dice by using two exclamation marks: 4d10!! . For example (*using the examples of exploding dice above*):

2d6!!: [4, 14!!] = 20 ➤ the exploded dice rolls of [6, 6, 2] are added together

1d6!!-L: [21!!]-L = 18 ➤ the exploded dice rolls of [6, 6, 6, 3] are added together

## PENETRATING

Some exploding dice system use a penetrating rule. Taken from the [Hackmaster Basic](#) rules:

Should you roll the maximum value on this particular die, you may re-roll and add the result of the extra die, less one point, to the total (penetration can actually result in simply the maximum die value if a 1 is subsequently rolled, since any fool knows that  $1-1=0$ ). This process continues indefinitely as long as the die in question continues to come up maximum (but there's always only a -1 subtracted from the extra die, even if it's, say, the third die of penetration).

So, if you rolled 1d6 (penetrating), and got a 6, you would roll another d6, subtracting 1 from the result. If that d6 rolled a 6 (before the -1) it would penetrate, and so on. The syntax for penetrating is very similar to exploding, but with a lowercase **p** appended, like 2d6!p. For example (*Using the same example from exploding dice above*):

2d6!p: [4, 6!p, 5, 1] = 20

Where the second roll exploded, so we rolled again, which also exploded (rolled a 6). The fourth roll, however, rolled a 2, so did not penetrate, so we stop rolling. Remember that we subtract 1 from penetrated rolls, which is why we show 5 and 1, instead of 6, and 2.

You can also compound penetrating dice, like so: 2d6!!p

## COMPARE POINT

By default, exploding and penetrating dice do so if you roll the highest number possible on the dice (ie. a 6 on a d6, a 1 on a Fudge die). You can easily change the exploding compare point by adding a comparison after it.

*To explode only if you roll a 4*

2d6!=4

*Or exploding if you roll anything over a 4*

2d6!>4

You can also use this with penetrating and compounding dice:

2d6!!<=4 ➤ compound if you roll a 4 or lower

2d6!p!=4 ➤ penetrate if you do not roll a 4

## FUDGE DICE

Fudge notation is also supported. It allows both dF.2 and less common dF.1.

You can also use it in conjunction with other operators and additions. Examples:

dF ➤ this is the same as dF.2

4dF.2 ➤ roll 4 standard fudge dice

4dF.2-L ➤ roll 4 standard fudge dice, subtracting the lowest result

dF.1\*2 ➤ roll non-standard fudge dice, multiplying the result by 2

## DICE POOLS

Some systems use dice pool, whereby the total is equal to the number of dice rolled that meet a fixed condition, rather

than the total value of the rolls. For example, a **pool** of 10 sided dice where you count the number of dice that roll an 8 or higher as **successes**. This can be achieved with:  $5d10 \geq 8$ .

You can define various success conditions, by simply adding number comparisons directly after the dice roll.

Because of this, you can **not** have a pool dice that also explodes. Examples:

$2d6=6: [4,6^*] = 1$  ➤ only a roll of 6 is a success  
 $4d3>1: [1,3^*,2^*,1] = 2$  ➤ higher than a 1 is a success  
 $4d3<2: [1^*,3,2,1^*] = 2$  ➤ lower than a 2 is a success  
 $5d8 \geq 5: [2,4,6^*,3,8^*] = 2$  ➤ higher than or equal to 5 is a success  
 $6d10 \leq 4: [7,2^*,10,3^*,3^*,4^*] = 4$  ➤ less than or equal to 4 is a success

You can mix pool dice with other dice types or equations, and it will use the number of successes as the value in the equation:

$2d6>4+3d5: [4,5^*]+[3,1,1] = 6$  ➤ 1 success + the raw values of the other rolls  
 $2d6>4*d6!: [6^*,5^*]*[6!,4] = 20$  ➤ 1 success \* raw values of the other rolls  
 $2d6>4+2: [3,5^*]+2 = 3$  ➤ 1 success + 2  
 $2d6>4+H: [3,5^*]+H = 2$  ➤ Highest roll is 5, which is a success, so value of 1  
 $2d6<4+H: [3^*,5]+H = 1$  ➤ Highest roll is 5, which is a failure, so value of 0

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