

# Dice used in this game:

The very first thing you should know is how to use the dice" (if you already know, just skip this part). The D before the number means "Die", as in dice. The number after it means the type of die rolled (whether it be a D4 sided, D6 sided (or craps die), D8, D10, etc.).

The following are the various dice explanations:

D4

Four-sided die. When you roll this die, look at the base of it. It will have a number that is upright, so you can read it, all the way around the base.

D6

Six-sided die. When you roll this die, look at the top of it; this will be the number rolled.

D8

Eight-sided die. When you roll this die, look at the top of it; this will be the number rolled.

D10

Ten-sided die. When you roll this die, look at the top of it; this will be the number rolled.

D12

Twelve-sided die. When you roll this die, look at the top of it; this will be the number rolled.

D20

Twenty-sided die. When you roll this die, look at the top of it; this will be the number rolled.

D30

Thirty-sided die. When you roll this die, look at the top of it; this will be the number rolled.

## D100

One-hundred-sided, or %Dice. Two ten-sided dice (each a different color) that when rolled show a number between 1-00 (00 = 100). The darker die will be the ten's die and the lighter will be the one's die. A 00 (two zero's rolled) is 100%; a perfect score. When attacking, a roll of 01-09 is a miss against your foe.

### %Roll examples:

If the dark die rolls a 3 and the light die rolls a 6 = 36%

If the dark die rolls a 1 and the light die rolls an 8 = 18%

If the dark die rolls a 9 and the light die rolls a 0 = 90%

If the dark die rolls a 0 and the light die rolls a 1 = 01%

If the dark die rolls a 7 and the light die rolls a 0 = 70%

If the dark die rolls a 0 and the light die rolls a 0 = 100%