

Ever had a problem where you would create a table for an RPG, and just couldn't fill the last few slots, or only wanted a certain number of possible results?

The following table will show you what dice to roll to get a result of 1 – X, where X is the number in the result column. When there are several possible ways, just use the one you wish to use, as all the possible combinations require the least amount of dice as possible for the result number. (NOTE: these methods do not yield results in a linear curve such as rolling a single die with the appropriate number of sides, unless only one die is rolled.)

For calculating the probability of rolling a certain number, on any combination of dice as below; check out this site for a nice little program called [SmallRoller](#).

Standard dice in this table are noted by a black box surrounding the die result.

Dice	RESULT	d20	d12	d10	d8	d6	d4	Modifier
	2	Flip a coin.						
	3	Roll d6 1-2=1, 3-4=2, 5-6=3						
1	4						1d4	
1	6					1d6		
2	7						2d4	-1
1	8				1d8			
2	9					1d6	1d4	-1
1	10			1d10				
2	11					2d6		-1
1	12		1d12					
2	13				1d8	1d6		-1
2	13			1d10			1d4	-1
3	14				1d8		2d4	-2
3	14					2d6	1d4	-2
2	15				2d8			-1
3	16					3d6		-2
2	17		1d12			1d6		-1
2	17			1d10	1d8			-1
3	18		1d12				2d4	-2
3	18				2d8		1d4	-2
3	18				1d8	2d6		-2
2	19			2d10				-1
1	20	1d20						
2	21		1d12	1d10				-1
3	22				3d8			-2
2	23		2d12					-1
3	24			1d10	2d8			-2
3	24			2d10		1d6		-2
2	25	1d20				1d6		-1

Dice	RESULT	d20	d12	d10	d8	d6	d4	Modifier
3	26	1d20					2d4	-2
3	26		1d12		2d8			-2
3	26			2d10	1d8			-2
3	26		2d12				1d4	-2
2	27	1d20			1d8			-1
3	28			3d10				-2
2	29	1d20		1d10				-1
3	30	1d20				2d6		-2
3	30		1d12	2d10				-2
3	30		2d12		1d8			-2
2	31	1d20	1d12					-1
3	32		2d12	1d10				-2
4	33			2d10	2d8			-3
4	33			3d10		1d6		-3
4	33		1d12		3d8			-3
4	33		2d12			2d6		-3
3	34		3d12					-2
4	35			3d10	1d8			-3
4	35	1d20				3d6		-3
3	36	1d20	1d12			1d6		-2
3	36	1d20		1d10	1d8			-2
4	37			4d10				-3
3	38	1d20		2d10				-2
2	39	2d20						-1
3	40	1d20	1d12	1d10				-2
4	41		3d12		1d8			-3
4	41	1d20			3d8			-3
4	41		2d12	2d10				-3
3	42	1d20	2d12					-2
3	42	2d20					1d4	-2
4	43		3d12	1d10				-3
3	44	2d20				1d6		-2
4	45		4d12					-3
3	46	2d20			1d8			-2
4	47	1d20		3d10				-3
3	48	2d20		1d10				-2
4	49	2d20				2d6		-3
3	50	2d20	1d12					-2
4	51	2d20		1d10			1d4	-3
4	51	1d20	2d12	1d10				-3
4	51	2d20			1d8	1d6		-3
5	52		3d12	2d10				-4
5	52		4d12		1d8			-4
4	53	2d20			2d8			-3
4	53	1d20	3d12					-3

Dice	RESULT	d20	d12	d10	d8	d6	d4	Modifier
5	54	2d20				3d6		-4
5	54		4d12	1d10				-4
4	55	2d20		1d10	1d8			-3
4	55	2d20	1d12			1d6		-3
5	56		5d12					-4
4	57	2d20		2d10				-3
3	58	3d20						-2
4	59	2d20	1d12	1d10				-3
5	60	2d20			3d8			-4
4	61	2d20	2d12					-3
4	61	3d20					1d4	-3
5	62	1d20	3d12	1d10				-4
5	62	2d20		1d10	2d8			-4
5	62	2d20		2d10		1d6		-4
4	63	3d20				1d6		-3
5	64	3d20					2d4	-4
5	64	1d20	4d12					-4
4	65	3d20			1d8			-3
5	66	2d20		3d10				-4
4	67	3d20		1d10				-3
5	68	3d20				2d6		-4
4	69	3d20	1d12					-3
5	70	3d20			1d8	1d6		-4
5	70	3d20		1d10			1d4	-4
5	70	2d20	2d12	1d10				-4
6	71	1d20	3d12	2d10				-5
6	71	1d20	4d12		1d8			-5
6	71	2d20		2d10	2d8			-5
6	71	3d20			1d8		2d4	-5
6	71	2d20		3d10		1d6		-5
6	71	3d20				2d6	1d4	-5
6	71	2d20	2d12			2d6		-5
6	71	2d20	1d12		3d8			-5
5	72	2d20	3d12					-4
5	72	3d20			2d8			-4
6	73	3d20				3d6		-5
5	74	3d20		1d10	1d8			-4
5	74	3d20	1d12			1d6		-4
6	75	2d20		4d10				-5
6	75	1d20	5d12					-5
5	76	3d20		2d10				-4
4	77	4d20						-3
5	78	3d20	1d12	1d10				-4
6	79	3d20			3d8			-5
5	80	3d20	2d12					-4

Dice	RESULT	d20	d12	d10	d8	d6	d4	Modifier
5	80	4d20					1d4	-4
6	81	3d20		2d10		1d6		-5
6	81	2d20	3d12	1d10				-5
6	81	3d20		1d10	2d8			-5
5	82	4d20				1d6		-4
6	83	4d20					2d4	-5
6	83	2d20	4d12					-5
5	84	4d20			1d8			-4
6	85	3d20		3d10				-5
5	86	4d20		1d10				-4
6	87	4d20				2d6		-5
5	88	4d20	1d12					-4
6	89	4d20		1d10			1d4	-5
6	89	3d20	2d12	1d10				-5
6	89	4d20			1d8	1d6		-5
7	90	3d20		2d10	2d8			-6
7	90	3d20	2d12			2d6		-6
7	90	3d20		3d10		1d6		-6
7	90	2d20	4d12		1d8			-6
7	90	3d20	1d12		3d8			-6
7	90	2d20	3d12	2d10				-6
7	90	4d20				2d6	1d4	-6
7	90	4d20			1d8		2d4	-6
6	91	3d20	3d12					-5
6	91	4d20			2d8			-5
7	92	4d20				3d6		-6
6	93	4d20	1d12			1d6		-5
6	93	4d20		1d10	1d8			-5
7	94	3d20		4d10				-6
7	94	2d20	5d12					-6
6	95	4d20		2d10				-5
5	96	5d20						-4
6	97	4d20	1d12	1d10				-5
7	98	4d20			3d8			-6
6	99	5d20					1d4	-5
6	99	4d20	2d12					-5
2	100			2d10 (1d10 = tens, 1d10 = ones)				
7	100	3d20	3d12	1d10				-6
7	100	4d20		2d10		1d6		-6
7	100	4d20		1d10	2d8			-6
6	101	5d20				1d6		-5