Rolling the Dice in Audeo

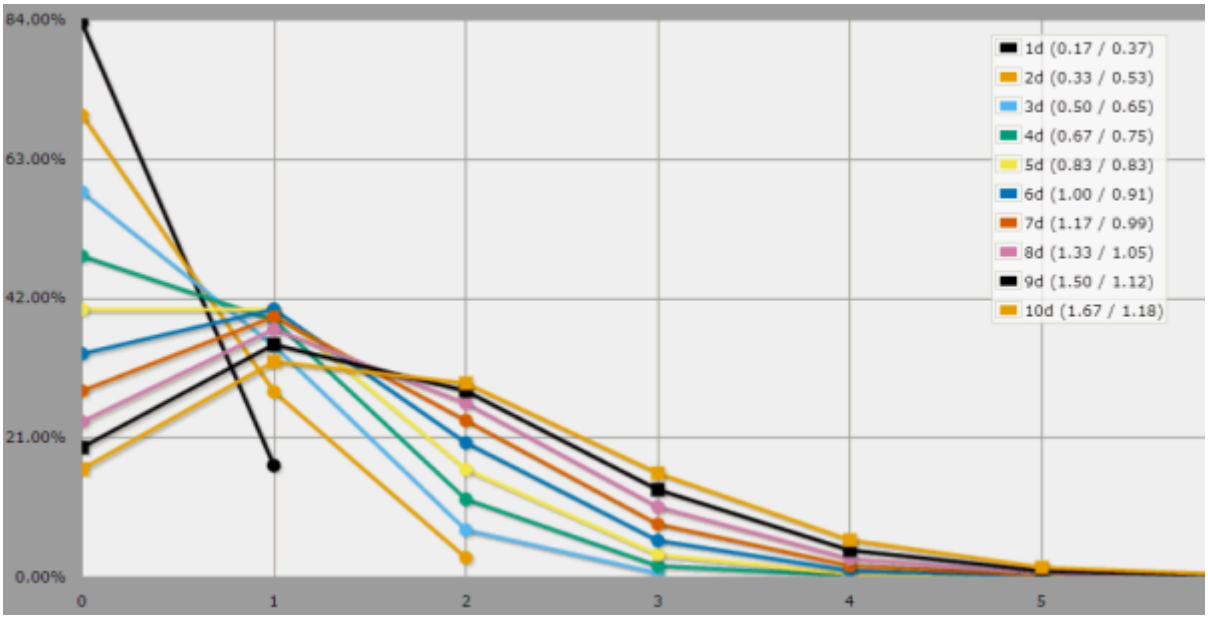
Whenever your character takes daring action in Audeo, you will roll the dice. To roll the dice, you'll simply pick up one to ten six-sided dice and toss them. Any dice that result in a 6 are called a hit. Earn a hit (or more than one) and you have won, earn none and you have lost. The number of dice you roll will be determined by the Merits and Faults of your Adventurers.

You can't ever roll less than a die, and you can't roll more than ten. If some rule forces you too, you must reduce or increase your dice by using one of the narrative options available to you before you roll.

More Information

http://anydice.com/program/211a - The Anydice odds calculation for dice one to ten.

Graph of the percentages for dice one to ten:



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Last update: **2013/04/14 08:46**