With these systems, a wide range of random possibilities can be easily handled. For a linear curve (equal probability of any number), simply use the appropriate die or chit type for 1-4, 1-6, 1-8, 1-10, 1-12, or 1-20. If some progression is called for, determine and use the appropriate die or chits (for instance, 2-7 would call for a draw or roll of 1-6, with 1 added to the result).

It is even possible to get extensions of the base numbers. With chits, for example, 1-30 can be gotten by drawing a 1 to 10 chit and then drawing a 1 to 6 chit. If the second chit was 1 or 2, there would be no addition to the base number (the 1 to 10 chit); if 3 or 4, 10 would be added to the base, and if 5 or 6, 20 would be added. This gives an equal probability of any number occurring from 1 through 30.

Base numbers can similarly be extended with dice. For example: to generate 1-20, roll a 20-sided die and a 6-sided die. (A 20-sided die is numbered 1-0 twice). If the 6-sided die comes up 1-3, the number shown on the 20-sider is 1-10 (1-0), and if the 6-sider comes up 4-6, add 10 to the 20-sided die and the numbers become 11-20 (1-0). This application is used with the 12-sided die to get 1-24.

For bell curves (increasing probability of numbers in the center, decreasing at both ends), just use the same die or chit type two or more times, or even use two or more different types of dice or chits. The curve of 3-18 (adding three 6-sided dice, or three draws from the 1-6 chits) is a good example of a bell curve.

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| 12 | 4 | 15 | 2 | 7 | 10 | 1 | 12 |
|----|----|----|----|----|----|----|----|
| 11 | 3 | 14 | 1 | 6 | 9 | 10 | 11 |
| 10 | 2 | 13 | 4 | 5 | 8 | 9 | 10 |
| 9 | 1 | 12 | 3 | 4 | 7 | 8 | 9 |
| 8 | 20 | 11 | 2 | 3 | 6 | 7 | 8 |
| 7 | 19 | 10 | 1 | 2 | 5 | 6 | 7 |
| 6 | 18 | 9 | 20 | 1 | 4 | 5 | 6 |
| 5 | 17 | 8 | 19 | 6 | 3 | 4 | 5 |
| 4 | 16 | 7 | 18 | 5 | 2 | 3 | 4 |
| 3 | 15 | 6 | 17 | 4 | 1 | 2 | 3 |
| 2 | 14 | 5 | 16 | 3 | 8 | 1 | 2 |
| 1 | 13 | | | | | | |
| 13 | | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1-12 | 1-12 | 1-10 | 1-8 | 1-6 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-6 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-4 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-4 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-4 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-4 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | 1-4 | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-8 | | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-6 | | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-6 | | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-10 | 1-6 | | 1-20 | 1-20 | 1-20 |
| 1-12 | 1-10 | 1-8 | 1-6 | | 1-20 | 1-20 | 1-20 |
| | | | | | | 1-20 | 1-20 |

## USING THE DICE OR CHITS

Throughout the rules, references are made to generating random numbers by rolling dice. This is because **DUNGEONS & DRAGONS** was designed for use with special 4-sided, 6-sided, 8-sided, 12-sided, and 20-sided dice. If you do not have immediate access to these multi-sided (or polyhedral) dice, you can use the enclosed coupon to help get a set, and/or you can use the chit system of random number generation, which is described below. Both give the same results.

To use the numbered chits, cut off the laminated portion of the back cover fold-out, and then carefully cut along the lines dividing the chits. You should have 90 cardboard chits. Notice that they are printed in different groups: 1 to 4, 1 to 6, 1 to 8, 1 to 10 (two sets), 1 to 12, and 1 to 20 (two sets). These duplicate the various dice-types used in the game.

To use the chits, place each different type in a small container (perhaps a small paper cup), and each time a number generation is called for, draw a chit at random from the appropriate container. Be sure to return the first chit before another draw is required. In this manner, any of the required die rolls can be easily duplicated. If a percentage roll is indicated, simply draw from the 1 to 10 chits two times, treating the chit printed "10" as "0", so any number from 01 to 100 (or "00") can be generated.

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**IF YOU WOULD LIKE TO OBTAIN A SET OF POLYHEDRA DICE TO USE IN PREFERENCE TO THE CHITS WITH THE GAME, USE THE COUPON BELOW BY PRESENTING IT AT YOUR TSR OUTLET OR SENDING DIRECT TO TSR HOBBIES, POB 756, LAKE GENEVA, WI 53147 USA.**

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Yes! I am presenting this coupon to purchase a set of TSR poly-hedra dice.

Name_____
(PLEASE PRINT)

Address_____

City_____ State_____ Zip_____

County_____

This certificate may be used at your local retail outlet selling TSR games

or

Dice may be purchased directly from TSR Hobbies by mail, allowing 4-6 weeks for delivery.