

# Dice Tables For Generating Passwords and Random Characters

Here are some tables to aid you in producing random strings of characters or digits using dice. While the effort is a tad tedious, the result is random quantities of the highest quality.

Roll a die three times (or roll three dice) for each character and then select one of the following three tables, based on what the first roll says. Roll all three dice again whenever a blank appears in the table:

If first roll=1 or 2							3 or 4							5 or 6						
Second Roll							Second Roll							Second Roll						
	1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6
T	1	A	B	C	D	E	F	a	b	c	d	e	f	!	@	#	\$	%	^	
h	2	G	H	I	J	K	L	g	h	i	j	k	l	&	*	(	)	-	=	
i	3	M	N	O	P	Q	R	m	n	o	p	q	r	+	[	]	{	}	\	
r	4	S	T	U	V	W	X	s	t	u	v	w	x		`	;	:	'	"	
d	5	Y	Z	0	1	2	3	y	z	~	_	sp		<	>	/	?	.	,	
	6	4	5	6	7	8	9													

The table entry "sp" means a space character. If you do not want spaces in your password, roll all three dice again whenever you get "sp." If you only want letters and numbers, just use the leftmost table; if you only want letters, roll again if you get a digit. For random special characters, use the rightmost table.

Use the table on the left, below, for generating random decimal numbers; use the table on the right for generating random hexadecimal numbers:

		First Roll							First Roll					
		1	2	3	4	5	6		1	2	3	4	5	6
S	1	0	1	2	3	4	5		0	1	2	3	4	5
e	2	6	7	8	9	0	1		6	7	8	9	A	B
c	3	2	3	4	5	6	7		C	D	E	F	0	1
o	4	8	9	0	1	2	3		2	3	4	5	6	7
n	5	4	5	6	7	8	9		8	9	A	B	C	D
d	6								E	F				

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