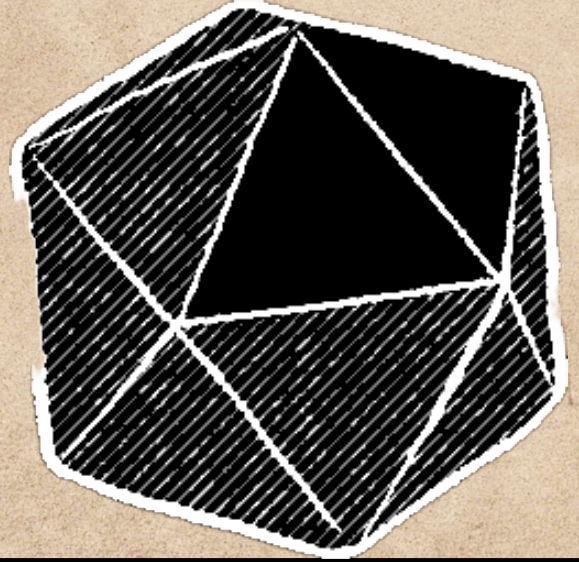







# ROLLIES

BY EMILY AND GWEN



	<b>BASIC</b>	Regular Dice
	<b>GLASS</b>	Only rolls upper half, but has a 50% chance of breaking
	<b>STONE</b>	Always rolls just below average
	<b>UNION</b>	Each die gets a bonus equal to the number of union dice you roll
	<b>ADVANTAGE</b>	Rolls twice and takes the highest
	<b>POISON</b>	Reduces all enemy rolls by 1
	<b>FLUID</b>	Changes shape
	<b>MONEY</b>	Gives you 1 gold
	<b>LUCKY</b>	Rerolls 1s and 2s
	<b>EXPLODING</b>	Rolls again every time it rolls max
	<b>TRANS</b>	Rolls 50% higher :3
	<b>OUTLIER</b>	Rolls distance themselves from the average
	<b>FIRE</b>	Adds 1 to your total for each consecutive turn you've rolled fire