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plays every character as a thief? If you have a greedy paladin, you need some improvement as a role-player.

Make sure that the goals of the party are not simply to venture out, kill monsters and take their treasure. As I mentioned earlier, TSR, Inc. and the RPGA™ Network have been careful to make sure this is not the case in the adventures that they produce.

We role-players are always saying that the

D&D® Games aren't evil: "It's only a game and objects can't be evil; some people just play it in an evil way." This is absolutely true about any game. Poker, for example, cannot be called evil simply because some people choose to play strip poker, or cheat in order to fleece the unsuspecting of their money. Maybe when we think about how we play, though, we will discover there are a few (or many) things we do in the D&D® and AD&D® Games which other people consider "evil"; thereby giving the game a

bad name.

In closing, I would like to say I'm sorry if I sound like Mr. High and Almighty. I should also say that I am not a pastor or preacher of any sort (I often come off sounding that way).

I modestly offer the above advice not only so other role-players will have the opportunity to make their hobby seem less "evil", but because I'm sure it will add enjoyment to your game. Or at least subtract from the occasional displeasure.

# The d6: Expanding the Power of the Cube

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Often a group of players will get together and desire to play an hour or two of their favorite role-playing game, but they have forgotten to bring dice, or they have met in a place where nobody thought they would need one of those plastic randomizers. Usually these players, if desperate, will find a six-sided die and use various unscientific methods for determining results: 3d6 + 2 for a 1 to 20 result, d6 + (d6/2) for a 1 to 8 result, etc. Yet for the dice-worshipping gamers these methods were so, barbaric.

Then, a long time ago, DAWN PATROL® Game system became available. This game included a wonderful table — one that permitted players to actually roll d% semi-scientifically using 2d6. This table, from Best of DRAGON® Magazine, Volume 1, was praised by all, at least until the need to roll 1d12 came up...

The end of gaming as we know it? No, do not fret, for if you possess only a 6-sided die, the following charts will guide you through the dungeon, starship, or alien planet.

**d4:** For a result of 1-4 with 6-sided dice simply roll 2d6 and consult the chart below:

2d6 result	d4 equivalent	Actual % chance for result
3, 8 or 11	1	24.93%
4, 6 or 12	2	25.017%
2, 5 or 9	3	25.065%
7 or 10	4	24.983%

**d8:** For a result of 1-8 with 6-sided dice, first roll 2d6, on the chart below, find the corresponding row, and then roll 1d6 to find your result.

2d6 result	1d6 result	d8 equivalent
3, 8 or 11	1, 2 or 3	1
	4, 5 or 6	2
4, 6 or 12	1, 2 or 3	3
	4, 5 or 6	4
2, 5 or 9	1, 2 or 3	5
	4, 5 or 6	6

7 or 10	1, 2 or 3	7
	4, 5 or 6	8

**d10:** For a result of 1-10 using 6-sided dice, first roll 1d6, on the chart below. Find the correct "half" of the chart, then roll 3d6 to get your result.

1d6 result	3d6 result	d10 equivalent	actual % chance
1, 2 or 3	4, 7 or 9	1	19.98%
	12, 14 or 17	2	19.98%
	5, 6 or 10	3	19.78%
	11, 15 or 16	4	19.78%
4, 5 or 6	3, 8, 13 or 18	5	20.48%
	4, 7 or 9	6	19.98%
	12, 14 or 17	7	19.98%
	5, 6, or 10	8	19.78%
	11, 15 or 16	19.78%	
	3, 8, 13 or 18	10	20.48%

**d12:** For results of 1-12 using 6-sided dice, simply roll 1d6, multiply the result by 2, then modify that total with another 1d6 roll on the chart below.

1d6 roll	modification to 1d6X2
1, 2 or 3	subtract 1
4, 5 or 6	no modification

**d20:** For results of 1-20 using 6-sided dice, roll on the d10 table, multiply the result by two, then modify that total with another 1d6 roll on the chart below.

1d6 roll	modification to 1d10X2
1, 2 or 3	subtract one
4, 5 or 6	no modification

**d%:** For percentage generation using 6-sided dice, simply roll twice on the d10 chart, using the first result as the "tens" column and the second result as the "ones" column.