








Dice of Middle-Earth: Unified Technical Specification

Hero Rolls & Fate Rolls

A comprehensive system for epic dice rolling adventures. Whether you're a bold hero facing dragons or a shadowy Dungeon Master weaving the world's fate, this guide is your complete reference.

Core Dice Engine

Standard Dice Types

-  **d4** : Minor effects, light damage
-  **d6** : Common damage, checks
-  **d8** : Moderate damage, specific rolls
-  **d10** : High damage, percentile rolls
-  **d12** : Heavy damage, rare actions
-  **d20** : Core resolution die
-  **d100** : Random tables, loot

Dice Mechanics

$$\text{Final Result} = (\text{Dice Results}) + \text{Modifier} + \text{Special Mechanics}$$

- **Modifiers:** -10 to +10
- **Custom Names:** Unlimited
- **Max Dice Per Roll:** 99

Shared Features

- Drop/Keep highest or lowest
 - Advantage/Disadvantage
 - Reroll mechanics (lowest, threshold)
 - Quick Rolls
 - Roll history: up to 100
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Hero Rolls: Player Mode

Overview

Player-focused mechanics for attacks, abilities, healing, and heroic flair.

Hero Interface

- **Red Theme**
- Personalized roll slots (up to 25)
- Sound: "RPG_Dice_Rolling"


Player Roll Types

- **Attack Roll:** d20 + modifiers
- **Damage Roll:** e.g., 2d6 + 4
- **Healing Roll:** HP recovery
- **Ability Check:** Skill-based (e.g., Stealth)
- **Saving Throw:** Resist effects
- **Initiative:** Turn order

Advanced Player Features

- Per-die min/max
- Custom drop/keep per roll
- Custom reroll logic (e.g., reroll 1s)
- Quick Rolls for common abilities (e.g., "Sneak Attack")

Hero Visual Display

 [Roll Name]: [Result]
- Rolls: [5, 6, 3] (dropped: 1)
- Rerolls: 1 → 4
- Modifier: +2

Fate Rolls: Dungeon Master Mode

Overview

The DM's secret weapon for managing chaos and storytelling with flair.

Fate Interface

- **Purple Theme** with mystical effects
- 25 custom Fate Rolls

- Sound: "dice_shaking_waiting_Screen"

DM Roll Types

- **NPC Attack:** Batch d20s
- **Saving Throws:** Environmental or mass saves
- **Ability Checks:** Group Stealth, etc.
- **Initiative:** For groups
- **Special Rolls:** Wild Magic, Treasure, Divine Intervention


Narrative Tools

- **Random Encounter** (d20/d100)
- **NPC Reaction** (2d6 + CHA)
- **Weather Generator** (d20)
- **Morale Checks** (d20)
- **Hazard Activation** (d6)

Advanced DM Features

- Bulk advantage/disadvantage
- Conditional mechanics (e.g., "advantage if prone")
- Drop highest/lowest per group
- Reroll types: Legendary Resist, Lucky NPCs
- Degrees of Success
- Narrative Dice Pools (e.g., 1d6 danger escalation)

Fate Display Format

 [Fate Roll Name]: [Final Result]
 - Dice: [15, 8, 12, 3, 19]
 - Dropped: (3, 8)
 - Modifier: +3
 - Conditions: e.g., "Darkness: disadvantage"

Quick Rolls (Both Modes)

Combat

- "Mob Attack": 5d20 for minions
- "AoE Save": 6d20
- "Sneak Attack": 3d6+4

Exploration

- Group Stealth

- Trap Check
- Weather Check

Social

- Insight vs Deception
 - Persuasion DC
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Visual & Audio Experience

- Animated dice physics
 - Distinct sound effects per mode
 - Thematic UI (Red for Hero, Purple for Fate)
 - Smooth roll reveal with flair
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Best Practices

Heroes

- Name and organize rolls
- Use quick rolls for combat speed
- Update modifiers on level up

Dungeon Masters

- Preload encounter and NPC rolls
 - Roll in view for tension
 - Let dice inspire story twists
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Sample Rolls

Player: Greatsword Attack

- Dice: 2d6
- Reroll 1s/2s
- Modifier: +5
- Final: [5, 4] + 5 = 14

DM: Goblin Ambush

- Dice: 6d20
- Modifier: +4
- Drop Lowest: 1
- Final: Compare 5 rolls to AC

Conclusion

Dice of Middle-Earth bridges the cinematic energy of player rolls with the hidden complexity of Dungeon Master planning. One engine. Two experiences. Unlimited adventure.

Wield the dice. Shape your story. ✨