DicePro User Manual

Version 2.1
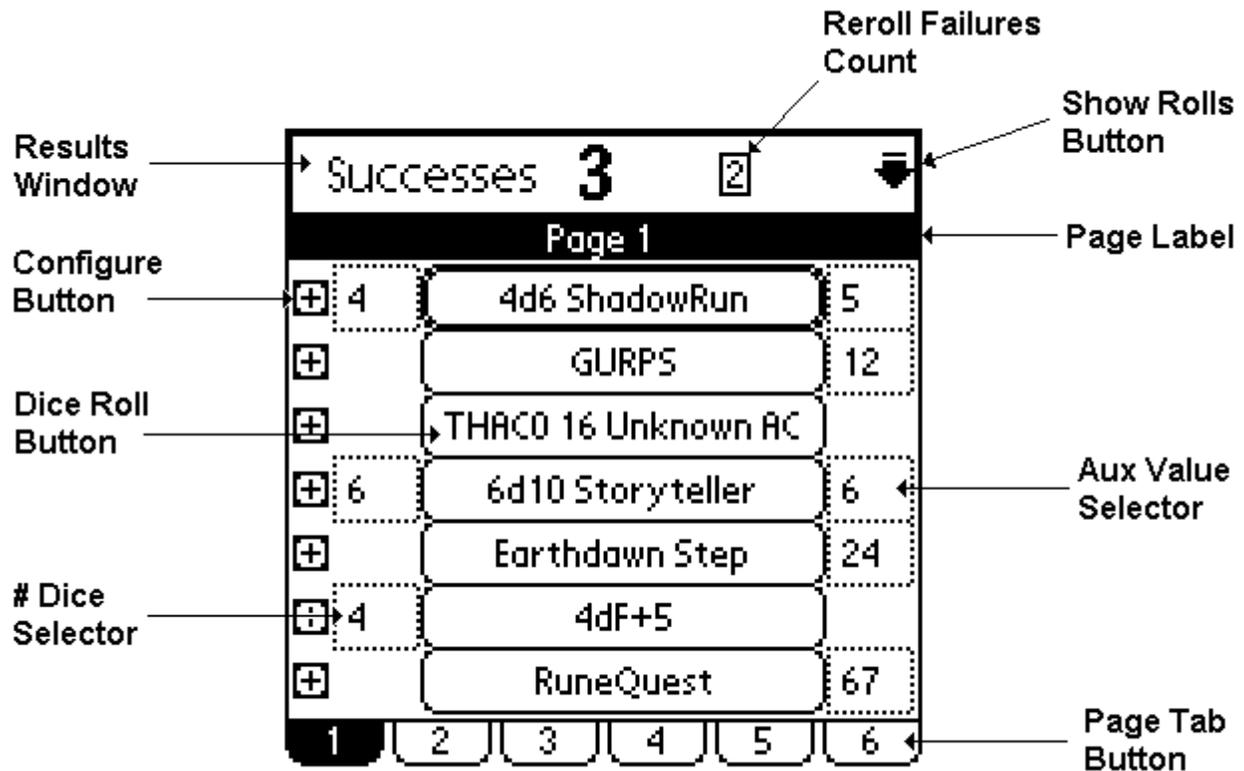
1. Introduction

DicePro is a flexible dice rolling application for the PalmPilot. It supports many different die types and can perform many useful die rolling functions automatically such as rerolling dice and totaling subsets. The two most important concepts to grasp are that of **die types** and **roll types**. Die types determine the number and kind of dice that are rolled, while roll types determine how the dice will be rolled and counted. Not all roll types can be used with all die types, and sometimes a die type will only have one dedicated roll type available for it (e.g., the Hero System Killing Attack die type is also its own roll type).

2. The Main Screen

Below is a picture of the DicePro main screen.

Results Window	This is where the results of a dice roll will appear. Results consist of a short textual indicator and a numeric value (sometimes a two-part numeric value). If any failures have been rerolled using the *Reroll Failures* command, the number of consecutive reroll attempts is displayed in a small box to the right of the results. Tapping anywhere within the Results Window opens the **Roll History** window.
Show Rolls Button	This button opens a window that shows all of the individual die rolls for the most recent roll.
Page Label	Each of the six pages of buttons has a label of up to 30 characters that can be customized via the Preferences dialog (menu: *Options | Preferences…*). Double-tapping the page label is another way to bring up the Preferences dialog.
Configure Button	This small button brings up a dialog box that allows you to configure the associated Dice Roll Button.
# Dice Selector	Tapping this selector (when available) allows you to change the number of dice rolled when the associated Dice Roll Button is tapped. This is a convenient way of changing the number of dice rolled without having to reconfigure the button.

Dice Roll Button	Tapping this button performs a dice roll with the results appearing in the Results Window. The number and kind of dice rolled (along with any modifier) and the rolling method are specified in the configuration of the button. The most recent Dice Roll Button tapped is drawn with a bold outline.
Aux Value Selector	Some roll types have numeric parameters that are set with this selector. For example, the "Successes >" roll type needs a target number that each die must be greater than in order to be counted as a success. That target number is specified via the Aux Value Selector pop-up menu. Since Aux Values are often different for each roll, this selector provides a way to change the Aux Value "on the fly" without having the reconfigure the button every time.
Page Tab Button	There are six pages of seven Dice Roll Buttons that can be configured. Tapping on a particular tab brings up that page of buttons.
Hardware Scroll Buttons	Pressing the *down* hardware scroll button has the same effect as tapping the most recently used Dice Roll Button. One can continuously roll the same dice over and over by tapping on the Dice Roll Button once with the stylus for the first roll, and then pressing the *down* hardware scroll button from then on for all subsequent rolls. Pressing the *up* hardware scroll button performs a Reroll Failures operation, but only if there were failures to reroll from the most recent dice roll. See the *Reroll Failures* menu command below for more information on this feature.

3. The Main Menu

There are two menus: **Commands** and **Options**.

Commands Menu

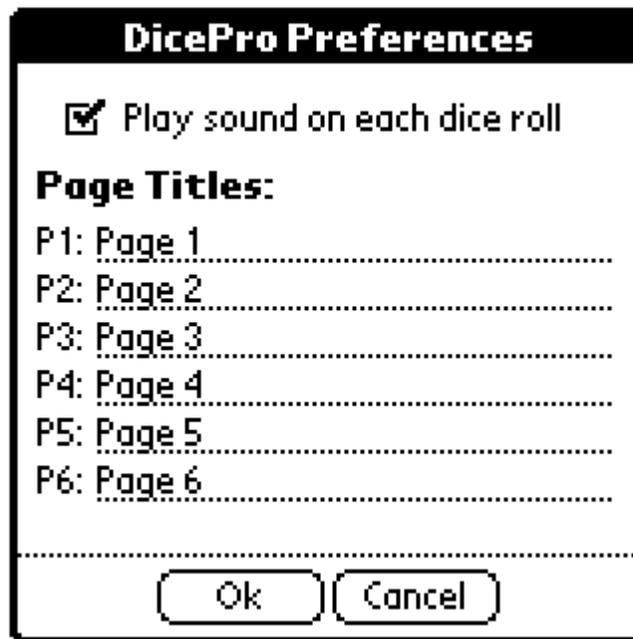|	
Reroll Failures	This command is only available when the last dice roll was a *Success <,>,=, Storyteller, Revised Storyteller, Exalted, Aberrant*, or *ShadowRun* roll and not all dice came up successes. This command rerolls only those dice that were failures in the previous roll. As long as there are still failures, this command remains available. It can also be activated by the graffiti stroke for "f" or by pressing the *up* hardware scroll button. Note that the number of consecutive uses of this command is displayed in a small box to the right of the dice roll results. Any new dice roll will erase this reroll count from the Results Window.
Reset Page	This resets the configurations of all seven entries on the current page to their factory defaults.
Reset All…	This resets the configuration of *all* 42 entries in the application to their factory defaults. A warning dialog asks the user to confirm this operation.

Options Menu

Preferences…	This brings up a Preferences dialog box where you can enable a sound to be played any time a Dice Roll Button is tapped. This confirms that you did in fact tap the button; useful when you can't tell from the result alone (because it is the same as the previous roll). Note that the "Game Sound" system preference must also be checked in order for the sound to be played. This is also where you can customize the page labels for each of the six Dice Roll Button pages. The Preferences dialog has an **Edit** menu with the standard text field editing commands *Undo*, *Cut*, *Copy*, *Paste*, and *Select All*.

DicePro Preferences

☑ Play sound on each dice roll

Page Titles:

P1: Page 1

P2: Page 2

P3: Page 3

P4: Page 4

P5: Page 5

P6: Page 6

(Ok) (Cancel)

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About DicePro…	This displays version and copyright information for DicePro, along with contact information for questions and feature suggestions.

4. Configuring Dice Roll Buttons

The first step in customizing DicePro to your needs is to configure one or more of the Dice Roll Buttons. To do this, decide which button to configure and tap the Configuration Button that is next to it. Up will pop the **Configure Button** dialog box, as shown below.

# Dice	This selector lets you choose the number of dice that will be rolled. For all die types except *THAC0 Roll*, *Earthdawn Roll*, and *Digital Dice*, a number between 1-100 can be selected as the number of dice to be rolled. The die type *THAC0 Roll* automatically implies a single die (a d20), *Earthdawn Roll* automatically implies from one to six dice depending on the chosen Step, and up to eight dice can be selected for *Digital Dice*. This value can also be changed "on the fly" on the main screen.
Die Type	This selector lets you choose from nine different die types, as described below.
Standard	The standard polyhedrals; 4-, 6-, 8-, 10-, 12-, 20-, and 100-sided dice.
Non-standard	N-sided dice, where N can be anything between 2 and 100.
FUDGE Dice	Special 3-sided dice where the faces are marked **–1**, **0**, and **+1**.
THAC0 Roll	A single 20-sided die. You must choose a THAC0 value between **–10** and **25** with the "THAC0 Score" selector. This die type is only compatible with the *Armor Class* and *Unknown AC* roll types.
Averaging Dice	Special 6-sided dice with pips of 2, 3, 3, 4, 4, 5 instead of 1, 2, 3, 4, 5, 6.

Hero Damage	6-sided dice (plus an optional half-die) that are used to make Hero System normal damage rolls. This die type only works with its own dedicated roll type.
Hero Killing	6-sided dice (plus an optional +1 or half-die) that are used to make Hero System killing damage rolls. This die type only works with its own dedicated roll type.
Digital Dice	Up to eight N-sided dice where N is between 2-10. Digital Dice can be made zero-based by checking the "Zero-based" checkbox. This die type only works with its own dedicated roll type.
Earthdawn Roll	Various combinations of as many as six of the standard polyhedrals used to make *Earthdawn* action resolution rolls. This die type only works with its own dedicated roll type.
Alternity Roll	A base d20 roll plus step dice used to make *Aternity* action resolution rolls. This die type only works with its own dedicated roll type.
# Sides	This selector lets you choose the number of sides that *Standard*, *Non-standard*, and *Digital Dice* have. It disappears for all other die types.
Plus	The # Sides selector becomes the Plus selector when the die type is *HERO Damage*, *HERO Killing*, or *Alternity Roll* and is used to specify things like the addition of a half-die (in the case of the *HERO* rolls) or step dice (in the case of the *Alternity Roll*) to the roll.
Modifier	Three pop-up selectors let you specify a three-digit modifier for use with *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*. The Plus/Minus/Times pushbuttons let you set whether the modifier should be positive, negative or multiplied. This modifier value is used in a variety of ways depending on the roll type. This set of controls disappears for all other die types.
Reset	This button resets the modifier to 0.
THAC0 Score	This selector lets you choose a THAC0 score in the range –10 to 25 for *THAC0 Roll*s.
Zero-based	This checkbox lets you configure *Digital Dice* to be zero-based. Zero-based *Digital Dice* produce die roll values ranging from 0 to one less than the number of sides on the dice. Note that d10 *Digital Dice* are always zero-based (the checkbox can not be unchecked).
Specialty	This checkbox lets you configure a *Revised Storyteller* roll type to be treated as a "Specialty" roll (open-ended re-roll 10s for more successes).
Roll Type	Tapping this selector brings up a pop-up menu of roll types that are compatible with the die type chosen for the button. The selected roll type governs the kind of roll that will occur when the Dice Roll Button is tapped during normal operation. See section 5 below for more information on Roll Types.

Aux Value	Some roll types have numeric parameters that are set with this selector. For example, the "Successes >" roll type needs a target number that each die must be greater than in order to be counted as a success. That target number is specified via the Aux Value Selector pop-up menu. This field is also sometimes used for special purposes specific to certain roll types. These unique uses are described in more detail below in the sections devoted to those roll types. This value can also be changed "on the fly" on the main screen.
Arrow Button	Tapping this takes you to a second Configure Button screen as shown below. Tapping the arrow button at the bottom of this second screen (next to the "Ok" button) takes you back to the first one. This screen has an **Edit** menu with the standard text field editing commands *Undo*, *Cut*, *Copy*, *Paste*, and *Select All*. From here you can configure the following aspects of the Dice Roll Button:
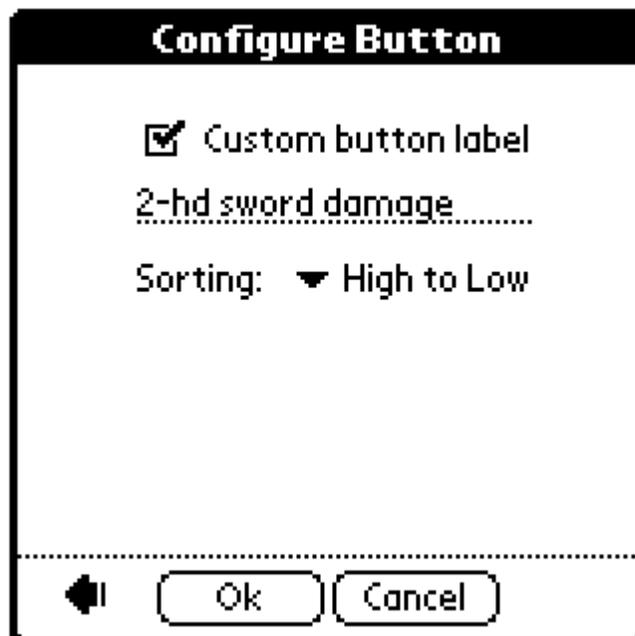
Custom Button Label	By checking this checkbox, a text field appears that allows you to specify a 30-character button label to replace the standard one generated automatically by DicePro. Unchecking this box makes the standard label appear again on the button. You can embed three special tokens in this field and DicePro will substitute the corresponding standard label information in their place: **%d** This token is replaced by the information corresponding to the dice to be rolled, along with any modifiers. Note that not all types of dice rolls use this label element. For example, a *GURPS* roll has no standard label element for this because 3d6 is implied by the roll type. **%r** This token is replaced by the name of the roll type (e.g., "Total Highest"). As mentioned above, sometimes this is the only standard label element generated for a particular roll. **%e** This token is replaced by any extra information associated with a particular roll type. For example, in the standard label "THAC0 17 Unknown AC", the THAC0 value of 17 is the extra information. Only a few roll types generate anything for this label element. If you specify a substitution element that normally does not appear in the standard label for a given roll configuration it is simply ignored. The last page of this User Manual has a chart showing which elements are used by each roll type.
Sorting	This pop-up trigger allows you to specify the sorting order (if any) to be applied to the list of individual die roll results shown in the Show Rolls window. *None* means that no special sorting will be applied and the die rolls will appear in the original order they were rolled (going left-to-right, top-to-bottom). *Low to High* means that the die rolls will be listed low-to-high (again, going left-to-right), while *High to Low* means that the die rolls will be listed high-to-low.

5. Selecting a Roll Type

The next step in customizing a Dice Roll entry is to choose the roll type. There are many roll types, though not all of them are available with all die types. Each roll type is described below, along with the die types it can be used with and the manner in which the modifier and/or aux value is utilized (if at all).

Roll Type	Description	Modifier	Aux Value
Total Result	This is the most basic rolling method. The result shown is simply a sum of all the die rolls, plus any modifier. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls.	N/A
Total Highest	The result shown is the sum of the highest scoring subset of dice rolled, plus any modifier. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*. Note that the Dice Button must be configured to roll at least 2 dice or this roll type will not be available in the pop-up menu.	Applied to the sum of the highest dice rolled.	Specifies the number of dice in the subset.
Total Lowest	The result shown is the sum of the lowest scoring subset of dice rolled, plus any modifier. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*. Note that the Dice Roll Button must be configured to roll at least 2 dice or this roll type will not be available in the pop-up menu.	Applied to the sum of the lowest dice rolled.	Specifies the number of dice in the subset.
Clip Total at	The result shown is the sum of all the dice, plus any modifier, clipped at the specified value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls prior to clipping.	Specifies the clipping value. Any total result over this amount is set ("clipped") to this amount.
Clip Each at	The result shown is the sum of all the dice, plus any modifier, where each die is first clipped at the specified value. Note that the Show Rolls window shows each die roll at its original *unclipped* value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls after each roll is clipped.	Specifies the clipping value. Any individual die roll that exceeds this amount is set ("clipped") to this amount before being added to the sum.

Min Total of	The result shown is the sum of all the dice, plus any modifier, raised to the specified minimum value. Note that the Show Rolls window shows each die roll at its original *unraised* value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls prior to comparison with the minimum value.	Specifies the minimum value that the total is allowed to be. Any total less than this amount is set to this amount.
Min Each of	The result shown is the sum of all the dice, plus any modifier, where each die is raised to the specified minimum value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls after each roll is raised to the minimum.	Specifies the minimum value. Any individual die roll that is below this amount is set to this amount before being added to the sum.
Modify Each	The result shown on the main screen is just the phrase "Done". The actual results must be viewed in the Show Rolls window where each die roll, modified individually by the modifier, is displayed. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to each individual die rolled.	N/A
Reroll & Add < **Reroll & Add >** **Reroll & Add =**	The result shown is the sum of all the dice, plus any modifier, where any dice rolled which are less than, greater than, or equal to the specified value are rerolled *and added* to the sum. Rerolls continue to occur as long as they are less than, greater than, or equal to the specified value ("open-ended rerolling"). Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls.	Specifies the die roll value that triggers a reroll & add.
Reroll & Sub < **Reroll & Sub >** **Reroll & Sub =**	The result shown is the sum of all the dice, plus any modifier, where any dice rolled which are less than, greater than, or equal to the specified value are rerolled *and subtracted* from the sum. Rerolls continue to occur as long as they are less than, greater than, or equal to the specified value ("open-ended rerolling"). Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls.	Specifies the die roll value that triggers a reroll & subtract.
Reroll < **Reroll >** **Reroll =**	The result shown is the sum of all the dice, plus any modifier, where any dice rolled which are less than, greater than, or equal to the specified value are rerolled until they are no longer less than, greater than, or equal to that value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Added to the sum of the die rolls.	Specifies the die roll value that triggers a reroll.

Reroll Once < **Reroll Once >** **Reroll Once =**	Same as above except that each die will only ever be rerolled once, regardless of whether the rerolled value is still less than, greater than, or equal to the specified value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls.	Specifies the die roll value that triggers a reroll.
Success is < **Success is >** **Success is =**	The result shown is a count of the dice that were less than, greater than, or equal to the specified value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Not used.	Specifies the target number.
Ignore < **Ignore >** **Ignore =**	The result shown is sum of all the dice *except* those that were less than, greater than, or equal to the specified value. Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Applied to the sum of the die rolls.	Specifies the die roll value to ignore.
Threshold <= **Threshold >=**	For *Threshold* <=, the result shown is "Made by" followed by the amount by which the sum of the dice was less than or equal to the threshold value or "Missed by" and the amount by which the sum of the dice exceeded the threshold value. For *Threshold* >=, the results shown are the other way around: "Made by" followed by the amount by which the sum of the dice meets or exceeds the threshold value, or "Missed by" followed by the amount which the sum of the dice are below the threshold value. **Example**: A 3d6 *Threshold <= 18* roll with a dice roll total of 13 would produce the result "Made by 5". Usable with: *Standard*, *Non-standard*, *FUDGE*, and *Averaging Dice*.	Not used.	Specifies the threshold value. The difference between the dice roll total and this threshold value determines the amount that the roll was either "Made by" or "Missed by".
ShadowRun	The result shown is the number of successes achieved on the configured number of d6 dice, using the ShadowRun action resolution system. A "Botch!" occurs if all the dice rolled come up 1s (the Rule of Ones). Values examined via the Show Rolls window may exceed six due to the Rule of Sixes (this window shows each die roll *after* all Rule of Six rerolls have been added to them). Usable with: *Standard* and *Non-standard* 6-siders only.	Not used.	Specifies the target number. Because of the open-ended Rule of Sixes, this value is allowed to be anything between 2 and 100. Any roll that is >= to this number is counted as a success.

Storyteller	The result shown is the number of successes achieved on the configured number of d10 dice, using the Storyteller action resolution system. A "Botch!" occurs if there are more 1s rolled than successes. Usable with: *Standard* and *Non-standard* 10-siders only.	Not used.	Specifies the target number. Must be between 2 and 10. Any roll that is >= to this number is counted as a success.
Revised Storyteller	The result shown is the number of successes achieved on the configured number of d10 dice, using the Revised Storyteller action resolution system. A "Botch!" occurs if there are 1s rolled and no successes rolled. In addition, if the Specialty checkbox has been checked, then 10s are re-rolled for more successes. Usable with: *Standard* and *Non-standard* 10-siders only.	Not used.	Specifies the target number. Must be between 2 and 10. Any roll that is >= to this number is counted as a success.
Hero Damage	The result shown is the STUN-BODY combination achieved on the configured number of d6 dice (plus any half-die), using the Hero System normal damage rolling scheme. The first number is the STUN damage, the second is BODY. Usable with: *Hero Damage* only.	Not used.	N/A
Hero Killing	The result shown is the STUN-BODY combination achieved on the configured number of d6 dice (plus any half-die or +1), using the Hero System killing damage rolling scheme. The first number is the STUN damage, the second is BODY. The STUN multiplier is normally d6-1, but this can be affected by the modifier field of the button configuration as described to the right. Usable with: *Hero Killing* only.	Applied to the STUN multiplier die. If the modifier is specified as a multiplication modifier, then the STUN multiplier is fixed at that amount. **Examples**: A modifier of **+2** would result in a STUN multiplier roll of d6+1. A modifier of **x3** would result in a fixed STUN multiplier of 3.	N/A
Digital Roll	The result shown is each individual die result arrayed next to each other as a "digital" value. For example, 3d6 Digital Dice will range in value from 111 to 666. If the dice are configured to be zero-based, then a "z" will appear in the Dice Roll Button label, and all rolls will be in the range 0..n-1 (where n is the number of sides on the dice).	Not used.	N/A

Ars Magica	The result shown is the action total achieved by rolling a single d10 using the Ars Magica action resolution system. A "Botch!" occurs if a 0 is rolled followed by at least one more 0 from the "second round" of dice rolled (this is done automatically by DicePro). Note that action totals can be much higher than 9 due to the doubling effect of rolling 1s in sequence. Usable with: A single *Standard* or *Non-standard* 10-sider. Note that this roll type is not available if the Dice Roll Button is configured to roll more than one d10.	Applied to the action total generated by the d10 roll. Ignored if a "Botch!" result occurs.	The number of "botch dice" to roll if a "0" comes up on the initial d10 roll. If at least one of these also comes up 0, a "Botch!" result occurs with the number of 0s rolled shown. If zero botch dice are selected here, then a "0" on the initial d10 roll produces a "Check 0" result which merely indicates a potential botch. You must determine if you have a botch yourself by other means (with a separate Dice Roll for instance).
Armor Class	The result shown is the raw d20 roll along with an indication of whether that roll hit or missed, based on the THAC0 score configured into the Dice Roll Button and the Armor Class of the target specified in the Aux Value. Usable with: *THAC0 Roll* only.	Not used.	The Armor Class of the target. This must be a value in the range -10 to 10.
Unknown AC	The result shown is the raw d20 roll along with the minimum Armor Class that the roll hits based on the THAC0 score configured into the Dice Roll Button. Usable with: *THAC0 Roll* only.	Not used.	N/A
Step (Earthdawn)	The result shown is the sum of all dice rolled using the *Earthdawn* action resolution system for the specified Step. Usabel with: *Earthdawn Roll* only.	Not used.	The "Step" at which the action roll is to be made. This determines the combination of dice rolled.
Feng Shui	The result shown is the sum of the positive "Fortune" die and negative "Fortune" die using the Feng Shui dice rolling mechanics. If the dice come up snake-eyes, the result is "Jam!" and if the dice come up box-cars, the result is "Critical!" Usable with: 2 *Standard* or *Non-standard* 6-siders. Note that this roll type is not available if the Dice Roll Button is configured as anything but 2d6.	Applied to the sum of the "Fortune" dice.	N/A

Leg. 5 Rings	The result shown is the low-high range achieved with the "keep" dice using the *Legends of the 5 Rings* dice rolling mechanics. The first value shown is the sum of the lowest N dice while the second value shown is the sum of the highest N dice, where N is the number of "keep" dice specified by the Aux Value. Usable with: *Standard* and *Non-standard* 10-siders only.	Not used.	Specifies the subset of dice to "keep" out of the pool of d10s configured into the Dice Roll Button.
Rolemaster	The result shown is the total rolled on a single d100 using the dual-sided, open-ended *Rolemaster* die rolling mechanics, plus any modifier. Usable with: A single *Standard* or *Non-standard* 100-sider. Note that this roll type is not available if the Dice Roll Button is configured to roll more than one d100.	Applied to the result obtained from all the open-ended d100 rolls.	N/A
Star Wars	The result shown is the total rolled on the dice, subject to the *Star Wars RPG* dice rolling conventions. "Wild-1" is displayed in the results window along with the total if the Wild Die comes up a 1, while "Wild-6" is displayed if the Wild Die comes up a 6. Note that in the Show Rolls window, the *Wild Die* value is displayed at the bottom of the screen. Usable with: *Standard* and *Non-standard* 6-siders only.	Added to the sum of the die rolls.	N/A
GURPS	The result shown is the amount by which the 3d6 *GURPS* roll succeeded or failed to hit the target number specified by the Aux Value. *GURPS* critical failures, critical successes, and automatic successes are reported as "Crit.Fail," "Crit.Succ," and "Auto.Succ" respectively followed by the actual dice roll total. This is basically just a *Threshold* <= roll with special support for *GURPS* criticals. Usable with 3 *Standard* or *Non-standard* 6-siders only. Note that this roll type is not available if the Dice Roll Button is configured to roll anything other than 3d6.	Not used.	Specifies the target number. In *GURPS*, this value is typically the "skill level" that the 3d6 roll must be equal to or below to be considered a success.
RuneQuest	The result shown is a d100 roll and, based on its value relative to the target number, one of the following RuneQuest dice mechanics terms: "Critical," "Special," "Success," "Failure," or "Fumble." Usable with: A single *Standard* or *Non-standard* 100-sider. Note that this roll type is not available if the Dice Roll Button is configured to roll more than one d100.	Applied to the target number specified by the Aux Value. This is how you create target numbers below 1 and above 100. **Warning**: Using the modifier as a *multiplier* can result in absurdly huge target numbers.	Specifies the base target number. The modifier is applied to this so that you can create target numbers below 1 and above 100.

Target (Alternity)	The result shown is the result of rolling a base d20 plus the configured step dice, and based on its value relative to the target number, one of the following phrases: "Amazing", "Good.Succ", "Norm.Succ", "Failure", or "Crit.Fail". Note: the # Dice selector is used to specify the step dice to be added to the base d20, and this special case is indicated by the "◊" symbol on the selector. Usable with: *Alternity Dice* only.	Not used.	Specifies the target number for success.
In Nomine	The result shown is a 3d6 roll displayed as "X check Y" where X is the sum of the first two dice and Y is the value of the third die. If all three dice come up 1s, the result is "DIVINE!" and if the all three dice come up 6s, the result is "INFERNAL!" Usable with 3 *Standard* or *Non-standard* 6-siders only. Note that this roll type is not available if the Dice Roll Button is configured to roll anything other than 3d6.	Not used.	N/A
Deadlands	The result shown is the highest single open-ended die roll in which dice that come up their highest pip value are re-rolled and added to themselves. Usable with: *Standard* and *Non-standard* dice only.	Not used.	N/A
Strat-O-Matic	The result shown is "White-Red" and a pair of numbers, "X-Y", where X is a single d6 roll and Y is the sum of 2d6. This performs Strat-O-Matic game system dice rolls which typically involve a single white d6 and two red d6s. Usable with 2 *Standard* or *Non-standard* 6-siders only. Note that this roll type is not available if the Dice Roll Button is configured to roll anything other than 2d6.	Not used.	N/A
7th Sea	The result shown is the highest single roll achieved with the "keep" dice using the *7th Sea* dice rolling mechanics. Note that pool dice in excess of 10 are converted to keep dice, and keep dice in excess of 10 are each converted to fixed +10 bonuses. Thus, no more than 10 dice are ever rolled, and no more than 10 are counted as "kept". Usable with: *Standard* and *Non-standard* 10-siders only.	Not used.	Specifies the subset of dice to "keep" out of the pool of d10s configured into the Dice Roll Button.

D&D3 Hit	The result shown is a base d20 roll plus the configured modifier. If the base roll is a natural 20, then "Natural 20!" is displayed along with a second d20+modifiers roll. If the base roll is a natural 1, then "Miss!" is displayed. If the Aux Val field is used to specify a threat range other than 20, and the base d20 roll equals or exceeds the threat range, then "Threat!" is displayed along with the modified base d20 roll and a second modified d20 roll. Usable with 1 *Standard* or *Non-standard* 20-sider only. Note that this roll type is not available if the Dice Roll Button is configured to roll anything other than 1d20.	Added to the base d20 and second d20 roll unless a natural 20 or natural 1 is rolled on the base d20.	Specifies a threat range other than the default of 20. Use this field to configure a lower bound on the threat range.
Aberrant	The result shown is the number of successes achieved on the configured number of d10 dice, using the Aberrant action resolution system. **Note**: To specify Mega dice to be rolled in addition to the regular dice, use the Aux Value field. Usable with: *Standard* and *Non-standard* 10-siders only.	Added to the resulting successes count—treat as "Automatic Successes".	Specifies the number of Mega dice to roll in addition to the configured number of regular dice.
Exalted	The result shown is the number of successes achieved on the configured number of d10 dice, using the Exalted action resolution system. **Special**: If the button is configured to roll d6s instead of d10s, then the Exalted Quickstart dice rolling rules are in effect instead. Usable with: *Standard* and *Non-standard* 6- and 10-siders only.	Added to the resulting successes count—treat as "Automatic Successes".	Specifies the target number necessary for a success. Ordinarily, this would be fixed at 7 (for standard d10 rolls) or 4 (for Quickstart d6 rolls), but some advanced game rules permit this number to be lower.
Silhouette	The result shown is the highest die rolled plus any modifiers. Extra sixes (beyond the first rolled) contribute +1 each to the total as per the standard Silhouette dice rolling mechanics.	Added to the result.	N/A

6. Showing the Individual Die Rolls

After any dice roll, you can examine the individual die rolls that made up the result by tapping the Show Rolls Button in the upper right corner of the main screen. A window will appear showing each die roll. The rolls are displayed left-to-right, top-to-bottom in the order they were rolled unless a sorting order was configured into the roll (in which case they are displayed in the configured sort order).

Fifty die rolls are shown per page. If a (*Hero System*) half-die was a part of the dice roll, then its value is shown in the lower left corner of the window. If the roll type was *Star Wars*, then the Wild Die value is shown in the lower left corner of the window.

The "More" buttons (along with the hardware scroll buttons) allow you to scroll back and forth through the results. Tapping anywhere in the window dismisses it and brings you back to the main screen.

Total **89**				
15	13	8	7	4
4	4	2	1	1

7. Showing the History of Recent Rolls

A running history of the previous **ten** dice roll results is kept in memory, and can be displayed at any time by tapping anywhere within the Results Window of the main screen. The current dice roll result is shown in the Results Window as usual, and then below it are listed the ten rolls previous to it. The most recent results are shown at the top, with results getting older as you go down the history list. As new dice rolls are performed, old results are dropped off the (bottom of the) history.

To return to the main screen, tap anywhere in the Results Window.

The Show Rolls window for the current dice roll can be opened by tapping the Show Rolls arrow button just like on the main screen.

By tapping an "eye" button you can bring up the Show Rolls window for the roll that yielded the corresponding result in the history list. This lets you go back and examine the individual die rolls for a previous roll.

By tapping an "info" button you can see the dice roll spec that yielded the corresponding result in the history list. This is useful because it can sometimes be difficult to remember exactly what kind of roll produced a past result, especially given that many different kinds of rolls can yield the same style of result (e.g., Exalted, ShadowRun, and Storyteller, among others, all generate a result that says "Successes #").

The history memory can be cleared by tapping the *Clear* button.

8. Example Configurations and Roll Type Combinations

Below are some examples of how you might configure DicePro for a number of game systems, including a few that aren't directly supported with dedicated roll types.

AD&D stats: Roll 4d6 and keep the best 3.

Configure a button as 4 *Standard* 6-siders and select *Total Highest* as the roll type. Set the aux value to 3.

AD&D munchkin stats: Roll 4d6 with anything over 18 staying as 18.

Configure a button as 4 *Standard* 6-siders and select *Clip Total at* as the roll type. Set the aux value to 18.

AD&D munchkin stats: Roll 3d6 and reroll anything under 3.

Configure a button as 3 *Standard* 6-siders and select *Reroll <* as the roll type. Set the aux value to 3.

Storyteller action: Roll 5d10 at a difficulty of 6.

Configure a button as 5 *Standard* 10-siders and select *Storyteller* as the roll type. Set the aux value to 6.

Hero Killing Attack: Roll 2d6+1 killing damage.

Configure a button as 2 *Hero Killing* dice *Plus* +1. Roll type will automatically be set to *Hero Killing*.

Ars Magica action total: Roll d10 + ability level of 3.

Configure a button as 1 *Standard* 10-sider with modifier of +3 and select *Ars Magica* as the roll type. Leave the aux value set to 1 unless the GM specifies a larger number of botch dice are necessary.

FUDGE roll: Roll 4dF ignoring any "+" rolls.

Configure a button as 4 *FUDGE Dice* and select *Clip each at* as the roll type. Set the aux value to 0. This will change any FUDGE dice that come up +1 to be 0 instead, effectively "ignoring" the + results.

Trinity/AEON action: Roll 6d10 against the standard difficulty of 7.

Configure a button as 6 *Standard* 10-siders and select *Success >* as the roll type. Set the aux value to 6. If the result is 0 successes, then use the Show Rolls window to look for any 1s (which would indicate a botch). **TIP**: Configure this button to sort the roll *Low to High* so that 1s will be easier to spot in the Show Rolls window.

The chart below shows, for each roll type, which portions of the standard button labels correspond to the three custom button label substitution tokens. As can be seen, not all roll types use all three elements (in fact, the "extra info" element is fairly rare). In some cases, there isn't even any explicit die info, just roll info because the dice that are rolled are completely governed by the roll type.

Roll Type	Standard Label Example	Color Legend	
Leg.5 Rings	L5R 8k3	[green]	- Die info **%d**
7th Sea	7th Sea 8k3	[pink]	- Roll info **%r**
Aberrant	Aberrant 4d2M+1	[cyan]	- Extra info **%e**
Alternity	Alternity d20+d4		
RuneQuest	RuneQuest (120%)		
D&D3 Hit	D&D3 Hit (19-20)+4		
Earthdawn	Earthdawn Step		
Ars Magica	Ars Magica		
Feng Shui	Feng Shui		
Rolemaster	Rolemaster		
GURPS	GURPS		
Strat-O-Matic	Strat-O-Matic		
In Nomine	In Nomine		
Modify Each	4d10 Modify Each +3		
THAC0	THAC0 17 Armor Class		
THAC0	THAC0 17 Unknown AC		
Hero Damage	2½d6 Hero Damage		
Hero Killing	2½d6 Hero Killing		
Rev. Storyteller	4d10+ R.Storyteller		
Storyteller	4d10 Storyteller		
Star Wars	3d6+1 Star Wars		
Silhouette	3d6+1 Silhouette		
Exalted	4d10 Exalted		
Deadlands	4d8 Deadlands		
ShadowRun	3d6 ShadowRun		
Avg Dice	3 Avg d6 Total Highest		
FUDGE Dice	4dF Total Highest		
Digital Dice	4d5z Digital Roll		
All others	*4d6 Total Highest*		