

ROLL DICE

HOW TO USE DND DICE ROLLER



1d6

1 d6 + 0 to total

☐ Drop lowest 0 *dice*

☐ Minimum of 1 *per die*

4) Option

Choose Dro
lowest or hi

5) Option 2: M

Set a floor o

ne box to enable an option
checkbox to turn

DND DICE ROLLER

A complete guide to using Dnd Dice Roller - from basic rolls to creating a full character stat
Expanded into with advanced options
roller with multiple dice lines.

HOW TO USE DND DICE ROLLER

DND DICE ROLLER IS BUILT TO BE QUICK FOR SIMPLE rolls and flexible enough for more advanced tabletop setups. You can use it for a basic **1d20** check, a reusable multi-line combat setup, a 5E ability score roller, or more specialized AD&D and custom-rule rolls.

This guide walks through the main controls, the advanced options, and a few practical examples.

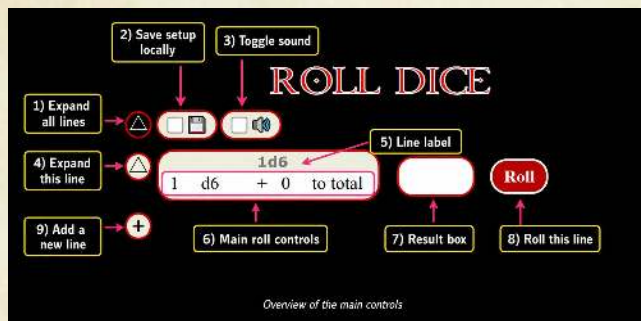


Figure 1. Overview of the main controls.

THE BASIC LAYOUT

A single dice line has five main parts:

1. Line label

This is the text shown at the top of the line. You can leave it as the automatic label or replace it with something more useful such as **Strength**, **Attack Roll**, or **Short sword damage**.

2. Main roll controls

These are the standard controls used to build the roll:

- **number of dice**
- **die type**
- **plus or minus**
- **modifier value**
- whether the modifier applies **to each** die or **to total**

3. Result box

This is the blank box to the right of the line. When you roll, the result appears here.

4. Roll button

This rolls the current line only.

5. Line actions

The buttons at the left let you expand the line, remove it, or duplicate it.

You can also use the controls above the list to expand all lines, save your setup locally in the browser, and toggle sound.

SAVING YOUR SETUP AND TOGGLING SOUND

At the top of the roller are two optional toggles:

• Save setup locally

This stores your current configuration in your browser so you can return to it later.

• Toggle sound

This enables or disables the roll sound effect.

Saved settings are local to your browser and device. If you clear local browser data or use private browsing, your saved setup may not persist.

ADDING A CUSTOM LABEL

The label field is useful when you want each line to represent a real gameplay action rather than just a dice formula.

For example, instead of leaving a line named **1d6**, you might rename it to:

- **Short sword damage**
- **Initiative**
- **Saving Throw**
- **Strength**
- **Fireball Damage**

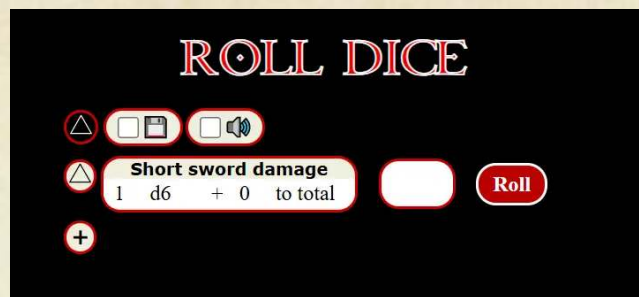


Figure 2. A line with a custom label.

UNDERSTANDING THE MAIN ROLL CONTROLS

The main controls define the actual dice expression.

For example, a line set to:

- **4**
- **d6**
- **+**
- **0**
- **to total**

means the line will roll **4d6** and apply no modifier.

A line set to:

- **1**
- **d10**
- **+**
- **5**
- **to total**

means the line will roll **1d10 + 5**.

If you switch the final setting from **to total** to **to each**, the modifier is applied to every die individually instead of being added once at the end.

EXPANDING A LINE AND USING ADVANCED OPTIONS

When you expand a line, you unlock the advanced controls.

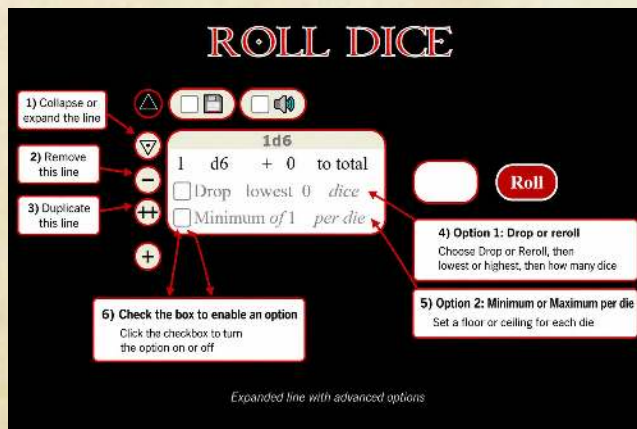


Figure 3. Expanded line with advanced options.

LINE ACTIONS

When a line is expanded, the buttons on the left become especially useful:

- **triangle button**: collapse or expand the line
- **minus button**: remove the line
- **++ button**: duplicate the line
- **plus button below the list**: add a brand new line

ADVANCED OPTION 1: DROP OR REROLL

The first advanced option lets you choose:

- **Drop or Reroll**
- **lowest** or **highest**
- how many **dice**

This is one of the most useful additions to the tool because it supports several common game mechanics.

Examples:

- **5E advantage**: roll **2d20** and **drop lowest 1 dice**
- **5E disadvantage**: roll **2d20** and **drop highest 1 dice**
- **5E ability scores**: roll **4d6** and **drop lowest 1 dice**
- custom or homebrew rules that reroll extreme values

ADVANCED OPTION 2: MINIMUM OR MAXIMUM PER DIE

The second advanced option lets you apply a **Minimum** or **Maximum** value **per die**.

This gives you a way to create rolls that are hard to reproduce with physical dice, especially for:

- AD&D-style or older-school variants
- custom class features
- homebrew rules
- experimental encounter or loot systems

For example, a minimum result per die can enforce a floor on each rolled die before the total is calculated.

BUILDING A MULTI-LINE SETUP

DnD Dice Roller becomes much more powerful when you use several lines together.

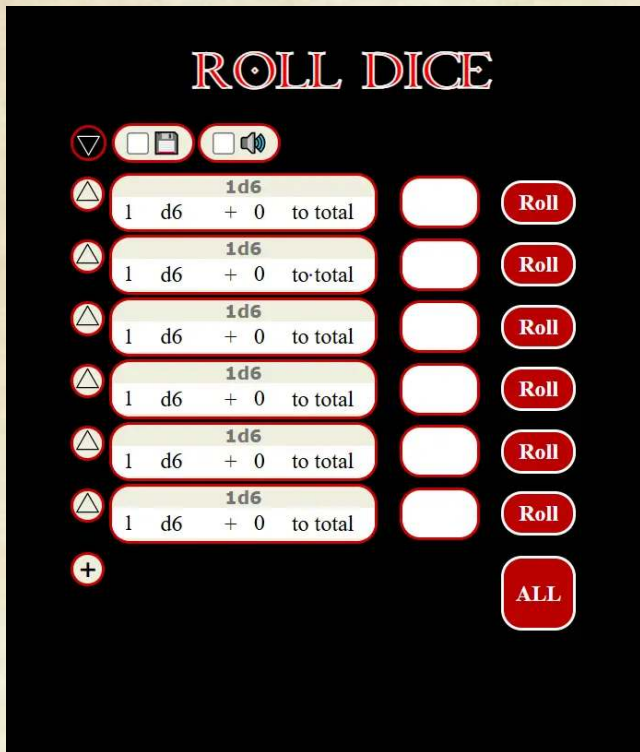


Figure 4. Multi-line setup.

A multi-line setup is useful when you want to:

- roll a full set of ability scores
- quickly roll damage for high level spells
- build repeated attacks for a monster or NPC
- prepare different damage types on separate lines

Each line can have its own label, but the same roll structure can be reused across multiple lines. The ++ button is especially handy here because it lets you duplicate the current line instead of rebuilding it from scratch.

EXAMPLE 1: ROLLING WITH ADVANTAGE IN D&D 5E

A standard 5E advantage roll is easy to set up.

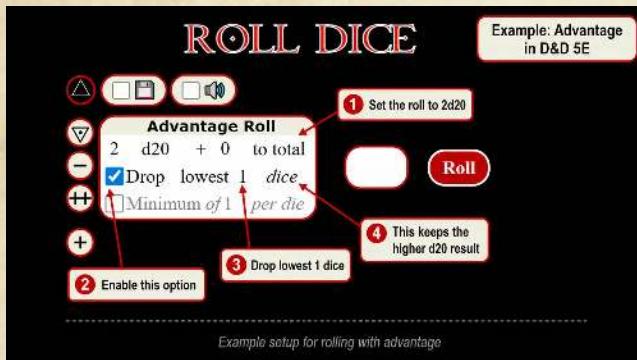


Figure 5. Example setup for rolling with advantage.

To do it:

1. Set the roll to **2d20**
2. Expand the line
3. Enable the first advanced option
4. Set it to **Drop lowest 1 dice**
5. Roll the line

That keeps the higher of the two d20 results.

For **disadvantage**, use the same setup but switch the option to **Drop highest 1 dice**.

EXAMPLE 2: MINIMUM RESULT PER DIE

The second advanced option is useful when you want each die to obey a floor or ceiling.

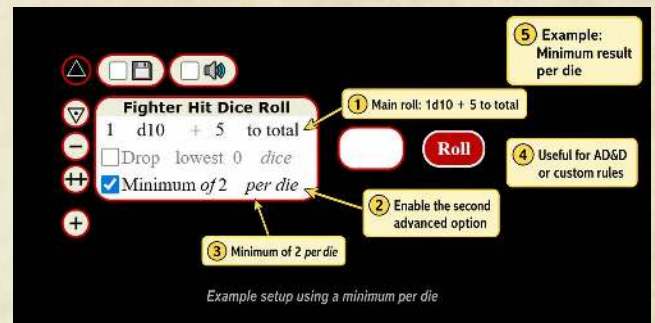


Figure 6. Example setup using a minimum per die.

In the example shown above, the line is configured as:

- **1d10 + 5 to total**
- **Minimum of 2 per die**

This kind of setup can be useful for AD&D-inspired rules, special class features, or custom systems where extremely low single-die results should be constrained.

EXAMPLE 3: 5E ABILITY SCORE ROLLER

One of the most common 5E character creation methods is:

4d6, drop the lowest die

A clean way to build that setup is:

1. Create one line
2. Set it to **4d6**
3. Enable the first advanced option
4. Set it to **Drop lowest 1 dice**
5. Duplicate the line until you have six total lines
6. Rename the labels to:
 - Strength
 - Dexterity
 - Constitution
 - Intelligence
 - Wisdom
 - Charisma
7. Use **ALL** to roll the full set

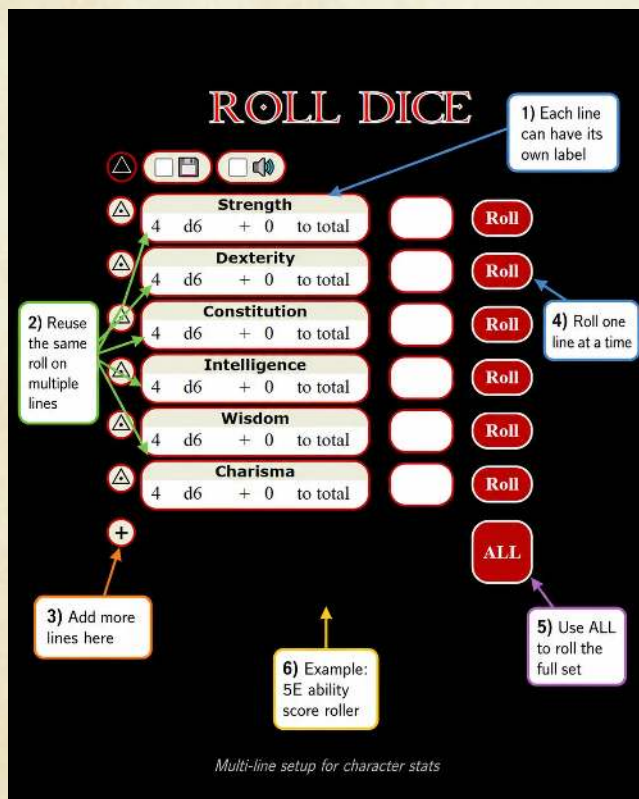


Figure 7. Example ability score roller.

The multi-line screenshot above shows exactly this kind of reusable stat roller.

ROLLING ALL LINES AT ONCE

When you have more than one line in the roller, the **ALL** button appears below the list. This rolls the whole set in one action.

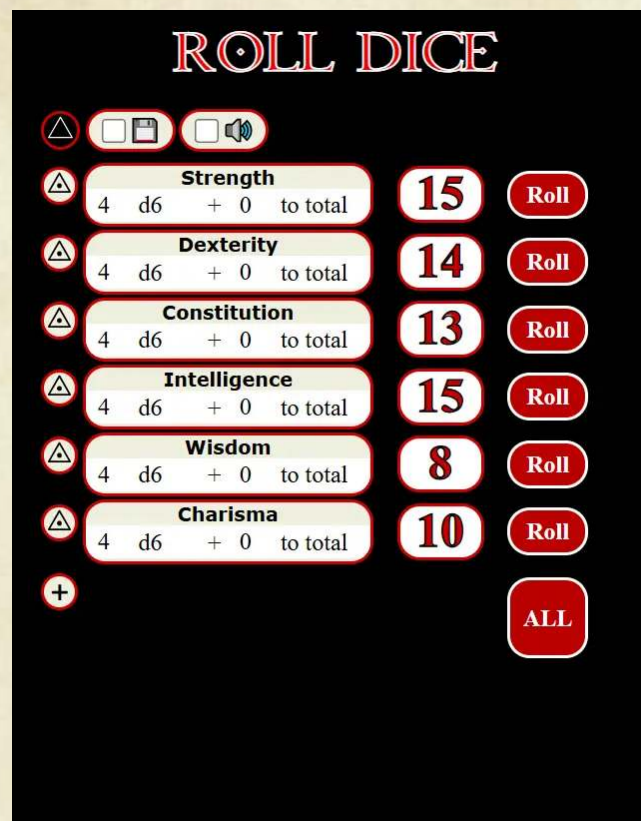


Figure 8. Example results after rolling all configured lines.

This is ideal for:

- rolling a full set of character stats
- resolving multiple attacks quickly
- running repeated encounter rolls
- testing several related dice expressions in one click

PRACTICAL TIPS

A few habits make the roller much easier to use:

- **Use clear labels** so you know what each line is for
- **Duplicate lines** when you need variations of the same roll
- **Use ALL** for grouped actions
- **Save locally** when you build a setup you want to keep
- **Expand a line** whenever you need access to the advanced options

FINAL THOUGHTS

DnD Dice Roller works well as a simple online die roller, but it becomes much more useful once you take advantage of:

- custom labels
- multi-line setups
- duplicate line workflow
- drop or reroll rules
- minimum and maximum per-die rules
- roll-all functionality

That makes it suitable not only for casual rolls, but also for structured use in D&D 5E, AD&D-style play, and custom tabletop systems.

If you spot a bug or want to suggest a new feature, use the site's contact page.

FIVE THINGS NOBODY DOES WITH IT

1. **Label lines with feelings, not rules.** “Panic button” is a bad name for a preset and a great name for the line you roll when the plan collapses. Put 1d20 + your best save in it.
2. **A line per enemy, not per attack.** DMs: name lines *Goblin 1, Goblin 2, The one with the hat*. Roll All is initiative for the whole room in one press.
3. **The consequence line.** 1d6 with no modifier, labelled “*How bad*”. When a player fails by a lot, roll it out loud. They will never ask what it means and they will never forget it.
4. **Sound on for one roll.** Keep the sound off. Turn it on for the roll that decides the campaign. Everybody will lean in.
5. **Export before you argue.** The roll log is a record. Backup and Transfer saves it. The next time someone says “you didn’t roll that”, you did, and here it is, with the time.



DND DICE ROLLER

ROLL WITH US

dnddiceroller.com is the free roller that remembers your lists, follows you from laptop to phone, and never asks you to install anything. Six thousand of you a day can't be wrong. Well, you can, but the dice aren't.

UNCURSE YOUR DICE

Convinced your d20 hates you? **True Randomness** cuts every roll from a signed public pulse published by the US National Institute of Standards and Technology, and shows you which one. Blame physics, not the dice. Find it under **Unlock**.

FIND YOUR PEOPLE

The **Directory** at dnddiceroller.com/directory lists 59 dice makers, map artists, rules tools and table gear we'd actually use. Sell something for the table? Get listed.

TAKE IT TO THE PUB

Legend Roller puts the same roller in your pocket, iOS and Android, with profiles for every character you've ever loved and lost.