



HOW TO WIN

DND DICE ROLLER

A friend who has never played asked whether a D&D turn is like blackjack — learnable rules, so you never freeze when the table looks at you. One algorithm for blackjack, one for the combat turn, and one for life, each with the why built in.

How to Win



FRIEND WHO HAS NEVER PLAYED ASKED WHETHER a D&D turn is like blackjack — learnable rules, so you never freeze when the table looks at you. It is.

Both games compress to one law each — blackjack: “the dealer must hit to 16 and stop at 17, so play off what their up-card threatens”; D&D: “actions are the currency, so spend yours to take away theirs” — and here are the two algorithms with the why built in:

Blackjack (one algorithm)

The dealer has no choices: they must hit until 17. So their up-card tells you everything. 2-6 showing = they bust often (they're forced to hit a stiff hand). 7-A showing = they'll likely finish on 17-21.

1. Pairs first:
 - always split aces and 8s (16 is the worst hand; two 8s are two fresh starts)
 - never split 10s or 5s (20 already wins; 10 is a doubling hand, not two bad hands)
2. Can you double? Double 11 always, 10 unless dealer shows 10/A
(you're favourite to make 20-21; take maximum money on your best spots)
3. Hard 17+: stand (busting yourself is the only way to lose from here)
4. Hard 12-16 (the stiff hands):
 - dealer shows 2-6: stand (let the forced hitter bust, don't bust first)
 - dealer shows 7-A: hit (they'll make 17+; your 12-16 loses by standing anyway)
5. Hard 11 or less: hit (you cannot bust; free card)
6. Soft hands (ace counts as 11): hit to soft 18, stand soft 19+
(the ace absorbs a bust, so drawing is near-free)

D&D combat turn (one algorithm)

The whole game is action economy: each side gets one action per body per round, so the winning move is whatever removes enemy actions or protects your side's actions. Run this cascade top-down, take the first branch that applies:

1. Is a teammate dying (at 0 hp)?
 - > heal or stabilise them. Why: a downed ally is a lost action every round plus a possible death;

nothing you could deal

in damage is worth more than a whole player back in the game.

2. Are you about to go down (low hp, enemy in reach)?

-> retreat, disengage, drink the potion. Why: same law applied

to yourself - staying alive keeps your actions on the board.

3. Can you finish an enemy off this turn?

-> do it, even a weak one. Why: a dead enemy stops rolling dice

at you forever; damage spread across two live enemies changes

nothing, damage that kills one halves the incoming pain.

4. Otherwise: your biggest attack at the target your party is

already hitting. Why: focus fire is rule 3 in advance - the

fastest way to make something dead is everyone on one thing.

5. Spend the leftovers before you end your turn - movement (step

behind cover or next to an ally), bonus action, free object use.

Why: they don't carry over; an unspent resource is a gift to the other side.

The quiz can teach rule zero of each (“dealer has no choices” / “actions are the currency”) and the turn card only ever needs to surface which branch fired and why — that’s the explaining-why layer every tool skips. That quiz and that turn card are coming to this site.

Then she asked for the same for life.

Life runs on the same law as D&D — actions are the currency, but the round never resets, so the extra rule is: prefer moves that pay every future turn, not just this one.

One algorithm, run the cascade top-down, take the first branch that applies:

1. Is someone on your side going down - including you?
-> stabilise first: sleep, food, safety, treatment, the friend in freefall. Why: a body at 0 hp takes no actions; every plan assumes a functioning you, so capacity is the stat all other stats secretly depend on.
 2. Is something bleeding you every single round?
-> kill it permanently, even if it costs a whole turn now.
Why: a recurring drain rolls dice against you forever; one turn spent ending it buys back every round after.
This is why "solve it once" loses to "solve it forever".
 3. Can something you do today keep working while you sleep?
-> build that before doing anything that has to be redone.
Why: a system, an asset, a skill, a written-down fact compounds; effort that evaporates at sunset never does.
One thing that runs itself beats ten things you push.
 4. Otherwise: biggest effort at the one target already moving.
-> focus fire. Why: spread across ten fronts nothing dies and nothing ships; stacked on one front, things fall over.
Momentum is evidence - feed the thing that's responding.
 5. Spend the leftovers before the day ends - the two-minute ask, the thank-you, the note to your future self, resting on purpose.
Why: turns don't carry over, and the cheap moves (asking, recording, appreciating) have the best odds-to-cost ratio in the whole game.
- Rule zero underneath all five: you don't control the dice, only the bets - so judge yourself on whether the branch was right, never on how the roll came out.

Ignis, an ancient red, is sizing up the party in a torchlit cavern. Anya the paladin has her shield up and is telling everyone to hold. Borin the dwarf wants to hit it. Elara the ranger can reach the soft spot under the wing but needs it to move. Malakai the sorcerer is weaving a barrier. Kaelen the tiefling rogue has already gone quiet and sideways, which is never good news for whoever he is looking at.

Then the dragon breathes.

Cascade, top down, for each of them:

1. **Is anyone going down?** Not yet — the barrier held. Skip.
2. **Is something bleeding you every round?** Yes. A dragon's breath recharges. Every round it stands there is a chance of another one. *Kill it permanently* is the branch: it is the only bleed in the room.
3. **Can you finish it this turn?** No. Skip.
4. **Otherwise, biggest attack at the one target already moving.** Kaelen is behind it. Elara's shot needs it to turn. Borin charges the front. Malakai's stagger makes it turn. That is four people feeding one branch, which is the whole trick.
5. **Spend the leftovers.** Anya's bonus action is a Lay on Hands nobody needs yet. She holds it. Leftovers that don't carry over — but a held one does, this once.

Anya shouts "It's a distraction!" — and she is right, but notice she did not need to be right. The cascade would have found the same branch if she had been wrong. That is the point of an algorithm: it does not need you to be clever at the moment you are least able to be.

TRY IT ON A DRAGON

Run the combat cascade on this and see how fast it goes.



DND DICE ROLLER

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