# Chapter 3 - basic roleplaying rules

## Rules of the dice

Due to their abstract rules, Roleplaying Games usually need to determine whether an action succeeds or not by considering random results of symmetric euclidean bodies with a statistically homogeneous probability distribution on all sides ("dice").

Experience shows that not all readers know that RPGs often imply a difference between dice and cubes, as also tetra-, octa-, deca-, dodeca- or icosaedrical bodies can be used for determining random values – differing from 0,166666...-percent-steps, of course. Additionally, on beholding such non-cubic dice, often the question arises "How do I roll THESE dice, anyway?!" Basically, this task isn't all that difficult to accomplish: players who have thrown regular cubic dice once in a while may deduce the way to roll differently shaped dice from the method used to roll six-sided ones, even reading the rolled result is analogous in most cases.

Don't worry about lack of previously gained experience concerning that matter, though, it's quite easy: As a first step, pick up the dice and enclose it within your hand firmly enough, so that it won't accidentally slip and escape your grip. Afterwards have the dice roll along a (most recommended) plain surface by moving the hand holding the dice with medium speed (compared to maximum speed an average human hand is able to reach) along a line about parallel to the aforementioned surface (but ideally inclined by few degrees of angle towards the surface to roll the dice on). As soon as the desired manual speed (as defined above) is reached, open the hand (meaning to move the accelerated hand's fingers in position at a general (concerning all 3 dimensions of space) 0° angle relative to the imaginary extension of the line between wrist and the middle finger's onset and no longer grabbing the dice) and reduce the previously built up speed to a relative zero (relative, because it's nearly impossible to compensate the earth's innate speed caused by its own rotation (and the sun's gravity as well as the sun's and the whole milky way's speed, not even to mention the universe's expansion, resulting in interstellar objects' drift). A physical unit of measurement (like ft/s or analogous units) isn't necessary in this case, as 0 equals motionlessness in every scale of speed commonly used).

Note that the distance between the surface on which the dice is to be rolled and the line along which the hand is moved shouldn't exceed 4 inch (about 10 cm) by much and that the action of reducing the hand's speed from medium speed to zero (relative) is supposed to be performed abruptly (within a few milliseconds), since otherwise there's a possibility that the dice is pressed against the palm by the air's counter-force affecting the latter – which might eventually cause the dice to remain within the hand (and thus not landing on the surface) implying that no results can be read from the dice and the initial aim of rolling the dice is missed.

Advanced dice users try and counter this undesired side-effect by tipping their palm slightly in direction of the surface while the hand is in motion – this takes quite a bit of coordinational abilities which might overstrain beginners at first.

Furthermore, make sure to pick a surface supplying a sufficient size to roll the dice on, so that there's enough space for the dice to roll and come to rest naturally! After letting go of the dice, those usually tend to move uncontrolledly for up to one to two seconds and come to rest afterwards – only then can you read the dice's value (usually the one printed on the dice's side the farthest away (orthogonally seen) from the surface the dice was rolled on and stopped ("top")). The interpretation of the values shown on dice is the next chapter's issue, though.