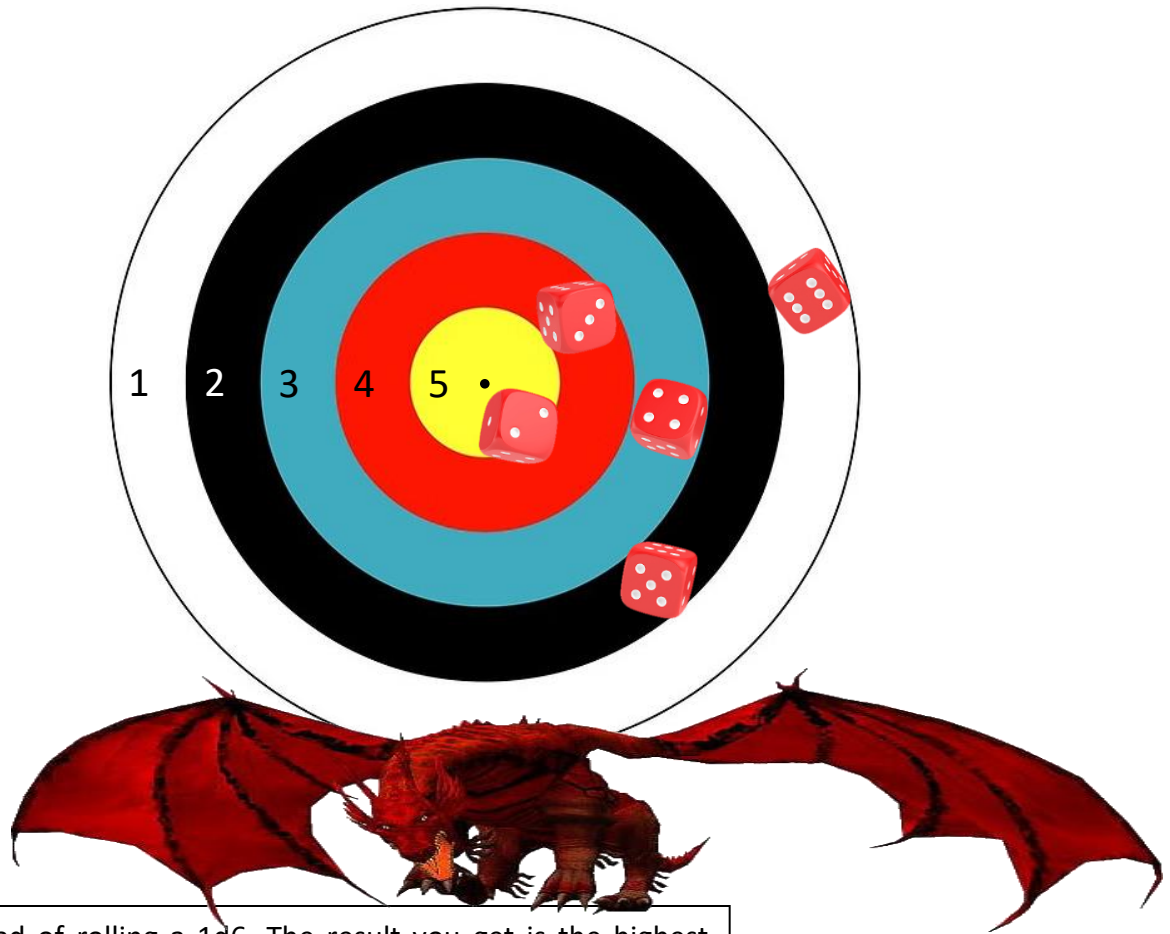


Dice Flick



Flick a coin instead of rolling a 1d6. The result you get is the highest color number your coin is touching. To score a 6, the coin must be touching the black dot in the middle of the yellow circle. If the coin doesn't touch any area of the target, your score is considered to be 1.

Variation (easy difficulty):
If the coin doesn't touch any of the colored circles, consider the die being cocked and flick again from the designated spot.



Use this dexterity game to resolve skillchecks, determine attack score and calculate inflicted damage. Roll traditional dice for all other needs!

If you need a lower number /for skillchecks/, use the result shown on the red dice. The black dot in the center becomes 1 instead of 6.

For increased difficulty, flick from the red circle or use a smaller coin.

For lower difficulty, flick from the green circle.