

d60 Quick Tables

4d10

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These d60 Quick Tables enable you to roll a result mathematically equivalent to 4d10 using only a d60. Start in Table 1. Roll the d60, find your roll in the top row and your result just below.

means roll again using the next table. You will reach your final result in an average of 1.376 rolls.

	1	2	3	5	7	9	12	15	18	21	37	41	44	47	50	53	55	57	59	60
Roll			to																	
			4	6	8	11	14	17	20	36	40	43	46	49	52	54	56	58		
Result	13	14	15	16	17	18	19	20	21	>	22	23	24	25	26	27	28	29	30	31

Table 2: 26.667% of the time you will need this table

1	2	3	5	8	9	11	12	15	17	19	22	40	43	45	47	50	51	53	54	57	59	60
		to	to		to		to	to		to	to	to	to	to	to		to		to	to		
		4	7		10		14	16	18	21	39	42	44	46	49		52		56	58		
9	10	11	12	13	14	16	17	19	20	21	Y	23	24	25	27	28	30	31	32	33	34	35

Table 3: 8% of the time you will need this table

1	2	4	6	8	10	11	12	14	15	17	20	22	40	42	45	47	48	50	51	52	54	56	58	60
	to	to	to	to			to		to		to			to	to	to	to							
	3	5	7	9			13		16	19	21	39	41	44	46		49			53	55	57	59	
7	8	10	11	12	14	15	16	17	18	20	21	>	23	24	26	27	28	29	30	32	33	34	36	37

Table 4: 2.4% of the time you will need this table

_													,		,												
	1	2	4	5	7	9	12	13	14	16	19	21	24	25	37	38	41	43	46	48	49	50	53	55	57	58	60
		to 3		to 6	to 8	to 11			to 15	to 18	to 20	to 23		to 36		to 40	to 42	to 45	to 47			to 52	to 54	to 56		to 59	
ľ	5	6	7	8	9	10	11	12	13	14	16	18	20	Y	24	26	28	30	31	32	33	34	35	36	37	38	39

Table 5: 0.48% of the time you will need this table

1	2	4	7	11	12	13	14	15	16	19	20	23	35	39	42	43	46	47	48	49	50	51	55	58	60
	to 3	to 6	to 10						to 18		to 22	to 34	to 38	to 41		to 45						to 54	to 57	to 59	
4	6	7	9	10	12	13	14	15	16	18	19	Y	22	25	26	28	29	30	31	32	34	35	37	38	40

Table 6: 0.096% of the time you will need this table

1	2	4	6	8	10	11	14	15	16	18	21	22	25	29	30	32	33	37	40	41	44	46	47	48	51	52	54	56	58	60
	to 3	to 5	to 7	to 9		to 13			to 17	to 20		to 24	to 28		to 31		to 36	to 39		to 43	to 45			to 50		to 53	to 55		to 59	
4	6	7	8	9	10	11	12	13	14	15	16	18	19	20	22	24	25	26	28	29	30	31	32	33	34	35	36	37	38	40

Table 6 probabilities are within \pm 0.0008% of a perfect 4d10 distribution due to rounding. All other tables are perfectly precise.