



d60 Quick Tables
6d6

© 2019 Flying Horseduck
www.flyinghorseduck.com

These d60 Quick Tables enable you to roll a result mathematically equivalent to 6d6 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 1.235 rolls.*

Table 1: *You will always use this table*

Roll	1	2	4	6	9	13	18	23	28	39	44	49	53	56	58	60
	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	
Result	14	15	16	17	18	19	20	21	▼	22	23	24	25	26	27	28

Table 2: *18.3333% of the time you will need this table*

1	2	5	10	12	16	19	21	23	26	39	41	43	46	50	52	57	60
to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	to	
4	9	11	15	18	20	22	25	38	40	42	45	49	51	56	59		
11	12	13	14	16	17	18	20	21	▼	22	24	25	26	28	29	30	31

Table 3: *3.9722% of the time you will need this table*

1	2	6	9	10	13	16	19	22	23	24	25	39	40	43	46	49	52	53	56	60
to	to	to		to	to	to	to				to		to	to	to	to		to	to	
5	8		12	15	18	21					38		42	45	48	51		55	59	
9	10	11	13	14	15	16	17	18	20	22	▼	24	25	26	27	28	29	31	32	33

Table 4: *0.9268% of the time you will need this table*

1	3	6	8	11	12	14	18	20	22	24	40	42	44	48	50	51	54	56	59
to	to	to	to		to	to	to	to	to	to	to	to	to	to		to	to	to	to
2	5	7	10		13	17	19	21	23	39	41	43	47	49		53	55	58	60
8	9	11	12	13	15	16	19	20	21	▼	22	23	26	27	29	30	31	33	34

Table 5: *0.2471% of the time you will need this table*

1	4	7	8	9	10	13	15	17	18	19	21	22	23	24	40	41	43	44	45	47	49	52	53	54	55	58
to	to				to	to	to			to				to		to			to	to	to				to	to
3	6				12	14	16			20				39		42			46	48	51				57	60
7	8	9	10	11	12	13	14	15	17	18	19	20	22	▼	23	24	25	27	28	29	30	31	32	33	34	35

Table 6: *0.0659% of the time you will need this table*

1	3	5	8	9	10	12	15	18	22	24	25	28	29	33	34	37	38	40	44	47	50	52	53	54	57	59
to	to	to			to	to	to	to	to		to		to		to		to	to	to	to	to			to	to	to
2	4	7			11	14	17	21	23		27		32		36		39	43	46	49	51			56	58	60
6	8	9	10	11	12	13	14	15	17	18	19	20	21	22	23	24	25	27	28	29	30	31	32	33	34	36

Table 6 probabilities are within +/- 0.0006% of a perfect 6d6 distribution due to rounding. All other tables are perfectly precise.