

Dice to Binary Conversion Tables

6 Sided Dice

Roll	Binary
1	00
2	01
3	10
4	11
5	re-roll
6	re-roll

8 Sided Dice

Roll	Binary
1	000
2	001
3	010
4	011
5	100
6	101
7	110
8	111

16 Sided Dice

Roll	Binary
1	0000
2	0001
3	0010
4	0011
5	0100
6	0101
7	0110
8	0111
9	1000
10	1001
11	1010
12	1011
13	1100
14	1101
15	1110
16	1111

32 Sided Dice

Roll	Binary	Roll	Binary
1	00000	17	10000
2	00001	18	10001
3	00010	19	10010
4	00011	20	10011
5	00100	21	10100
6	00101	22	10101
7	00110	23	10110
8	00111	24	10111
9	01000	25	11000
10	01001	26	11001
11	01010	27	11010
12	01011	28	11011
13	01100	29	11100
14	01101	30	11101
15	01110	31	11110
16	01111	32	11111

If you have a different variation of dice, use the table that is less than the number of sides of your dice and re-roll when you hit greater numbers.

For example; If you have a 20 sided dice, you would use the 16 sided dice conversion table. Any roll greater than 16, you would re-roll.