BASIC USAGE

Click on the dice icon at the top of the message body.

The basic syntax for creating a dice roll is:

```
[dice] MdN [/dice]

[dice=label] MdN + a - b ... [/dice]
```

Where `M` is the number of dice and `N` is the number of sides on the dice. The `M` parameter is optional, and defaults to 1 if ommitted. This will result in M die rolls, generating numbers from 1 to N, which are then added together. You can have any number of die rolls in a dice expression.

The `a` and `b` parameters are '''modifiers''' that add or subtract from the result. You can have any number of modifiers in a dice expression.

The `label` is optional, and if present will prefix your roll with the given label text.

Examples

```
[dice]d20[/dice]
```

Roll a single, 20-sided dice and print the result.

```
[dice]d20+10[/dice]
```

Roll a single, 20-sided dice and add 10 to the result.

```
[dice=damage (sneak attack)]d10+2d6+4-1[/dice]
```

Roll a d10, add a roll of 2d6, add 4, and then subtract 1.

ADVANCED USAGE

Confirm a potential critical success

Only one critical roll is allowed in a dice expression.

`dNc`

Roll a dN and roll again to confirm a potential critical success if the result = N.

`dNcX`

Roll a dN and roll again to confirm a potential critical success if the result >= X.

`dNcXbY`

Roll a dN and roll again to confirm a potential critical success if the result >= X, and add a bonus of +Y to the confirmation roll.

`dNcXpY`

As above, only apply a penalty of -Y to the confirmation roll.

Examples

```
[dice]d20c + 4[/dice]
```

Reroll to confirm a critical result if you roll a 20.

```
[dice]d20c18[/dice] + 4
```

Reroll to confirm a critical result if you roll an 18 or higher.

```
[dice]d20c18b1[/dice] + 4
```

Reroll to confirm a critical result if you roll an 18 or higher, and add a bonus of +1 to the reroll.