



10 USEFUL D&D DICE PRESETS YOU CAN SAVE

DND DICE ROLLER

Ten practical D&D dice presets for attacks, checks, advantage, disadvantage, ability scores, damage, healing, concentration, encounters, and random tables.

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DUNGEONS & DRAGONS USES A LOT OF REPEAT rolls. Attacks, damage, healing, saving throws, ability checks, random encounters, loot tables, spell damage, concentration checks, and character creation all come back again and again.

That is why dice presets are useful.

A preset is just a roll you do often enough that you do not want to rebuild it every time. It might be a saved line in a dice roller, a bookmark, a note in your character sheet, or a small list you keep open during a session.

Below are ten practical D&D dice presets worth saving.

1. THE BASIC D20 CHECK

Preset: 1d20 + modifier

Use this for:

- Ability checks
- Skill checks
- Saving throws
- Attack rolls
- Tool checks
- Death saving throws, without a modifier unless another feature applies

This is the main roll of D&D. If you save nothing else, save a clean d20 preset that lets you quickly add a modifier.

Examples:

Character action	Roll
Strength check with +3	1d20 + 3
Stealth check with +6	1d20 + 6
Wisdom save with +2	1d20 + 2
Spell attack with +7	1d20 + 7

This preset is also useful for DMs. Monsters often need quick attack rolls, saving throws, and contested checks.

2. ADVANTAGE CHECK

Preset: 2d20, drop lowest, + modifier

Use this when your character has advantage.

Common situations include:

- Attacking while unseen.
- Getting meaningful help from an ally.
- Using a class feature, spell, or magic item that grants advantage.
- Making a roll where the DM says your plan gives you a favourable position.

Example:

A rogue with +7 Stealth has advantage on a Stealth check.

Roll:

2d20, drop lowest, +7

In DnD Dice Roller, set the 2d20 line to **Drop Lowest**. That leaves the higher d20 result, which is how advantage works.

Save this preset because advantage comes up constantly. It also reduces mistakes. Players often roll twice and then forget the modifier, or add the modifier twice. A preset keeps the roll clean.

3. DISADVANTAGE CHECK

Preset: 2d20, drop highest, + modifier

Use this when your character has disadvantage.

Common situations include:

- Attacking at long range.
- Trying to act while blinded, poisoned, restrained, or otherwise impaired.
- Making a roll in poor conditions.
- Attempting something delicate while rushed or obstructed.

Example:

A fighter with +5 Athletics tries to climb a wet wall during a storm.

Roll:

2d20, drop highest, +5

In DnD Dice Roller, set the 2d20 line to **Drop Highest**. That leaves the lower d20 result, which is how disadvantage works.

It is worth saving because disadvantage is easy to mishandle when the table is moving quickly.

4. ABILITY SCORE GENERATION: 4D6 DROP LOWEST

Preset: 4d6, drop lowest

This is one of the most popular ways to roll ability scores.

For each ability score, roll 4d6, drop the lowest die, and add the remaining three dice together. Repeat until you have six scores.

Example:

Roll: 6, 5, 3, 1

Drop the 1.

Total: 14

This method usually creates stronger characters than rolling straight 3d6 because the lowest die gets removed.

Save this preset if your group rolls characters at the table. It makes character creation faster and prevents the classic mistake of adding all four dice.

5. WEAPON ATTACK AND DAMAGE PAIR

Preset: one attack roll plus one damage roll

For a weapon user, it is useful to save your most common attack as a pair:

- Attack: 1d20 + attack bonus
- Damage: weapon dice + ability modifier

Examples:

Weapon	Attack preset	Damage preset
Longsword with +5 to hit and +3 damage	1d20 + 5	1d8 + 3
Greatsword with +6 to hit and +4 damage	1d20 + 6	2d6 + 4
Longbow with +7 to hit and +4 damage	1d20 + 7	1d8 + 4
Dagger with +6 to hit and +3 damage	1d20 + 6	1d4 + 3

This is especially useful for newer players. They often know they need to attack, but then lose time hunting for the damage die.

If your character has a common bonus damage source, save a second version with that included.

6. SPELL DAMAGE PRESET

Preset: spell damage dice

Many spells use the same dice every time. Save the ones your character casts often.

Examples:

Spell or effect	Common damage roll
Fireball	8d6
Lightning Bolt	8d6
Magic Missile at 1st level	3d4 + 3
Guiding Bolt at 1st level	4d6
Infllict Wounds at 1st level	3d10
Shatter at 2nd level	3d8

For spells that scale with higher-level slots, save the base version and then make a note of the scaling.

Example:

Fireball starts at 8d6 and adds 1d6 for each slot level above 3rd.

So you might save:

- Fireball 3rd level: 8d6
- Fireball 4th level: 9d6
- Fireball 5th level: 10d6

A saved spell preset is one of the biggest time savers for full casters.

7. HEALING POTION PRESET

Preset: 2d4 + 2

The standard healing potion is one of the most common consumable items in D&D.

Save:

2d4 + 2

You can also save stronger potion presets if your campaign uses them often:

Potion	Healing roll
Healing	2d4 + 2
Greater Healing	4d4 + 4
Superior Healing	8d4 + 8
Supreme Healing	10d4 + 20

These are useful for both players and DMs because potions tend to get used when the table is already tense. No one wants to stop and look up a potion roll while a character is one failed death save away from disaster.

8. CONCENTRATION CHECK

Preset: 1d20 + Constitution save modifier

Concentration checks are easy to forget until the wizard gets hit.

When a concentrating character takes damage, they may need to make a Constitution saving throw to keep the spell going. The usual DC is 10 or half the damage taken, whichever is higher.

Save a preset using your Constitution saving throw modifier.

Examples:

Character	Roll
Wizard with +2 Con save	1d20 + 2
Cleric with +5 Con save	1d20 + 5
Warlock with +3 Con save	1d20 + 3

If the character has advantage on concentration checks from a feature or feat, also save an advantage version:

2d20, drop lowest, + Constitution save modifier

This preset keeps spellcasters honest and helps the DM remember to ask for the roll.

9. SNEAK ATTACK OR BONUS DAMAGE POOL

Preset: extra damage dice only

Some characters add bonus damage in specific situations. Rather than rebuilding the entire damage roll, save the extra dice as their own preset.

Examples:

Feature or situation	Bonus dice preset
Rogue Sneak Attack, early levels	1d6 or 2d6
Rogue Sneak Attack, mid levels	3d6 to 5d6
Divine Smite, 1st-level slot	2d8
Divine Smite against undead or fiends	add 1d8
Hunter's Mark	1d6
Hex	1d6

Why save the bonus separately?

Because the triggering condition may not happen every attack. A rogue does not always apply Sneak Attack. A paladin does not always smite. A ranger may move Hunter's Mark around.

Saving the bonus pool lets you roll weapon damage normally, then add the extra dice only when they apply.

10. RANDOM TABLE ROLLER

Preset: 1d100, plus smaller table dice

DMs should save random table presets.

Useful options include:

Table type	Roll
Percentile table	1d100
Small random table	1d6
Moderate random table	1d12
Large random table	1d20
Weather, mood, omen, or travel detail	1d10 or 1d20

Random tables are not only for treasure. They are great for:

- Tavern rumours.
- Wilderness encounters.
- NPC moods.
- Strange dungeon details.
- Travel complications.
- Magic item quirks.
- Downtime events.

A saved 1d100 preset is especially useful because percentile dice come up in many older adventures, loot tables, wild magic tables, encounter tables, and homebrew systems.

A SIMPLE PRESET LIST FOR PLAYERS

If you are a player, start with these five:

1. Main attack roll.
2. Main damage roll.
3. Advantage version of your main attack.
4. Your most common saving throw or concentration check.
5. Your most common spell, class feature, or bonus damage roll.

That will cover most of your session.

A SIMPLE PRESET LIST FOR DMs

If you are a DM, start with these five:

1. **1d20** for quick checks and monster rolls.
2. **2d20 drop lowest** for advantage.
3. **2d20 drop highest** for disadvantage.
4. **1d100** for tables.
5. A few common damage pools, such as **2d6**, **3d6**, **4d8**, and **8d6**.

The DM does not need a preset for every monster. The goal is not to automate the whole game. The goal is to remove the repeated friction.

HOW TO NAME YOUR PRESETS

Good preset names are short and obvious.

Bad names:

- Big hit.
- Magic thing.
- Steve roll.
- Panic button.

Good names:

- Longbow attack +7.
- Longbow damage 1d8+4.
- Stealth advantage +6.
- Fireball 8d6.
- Concentration +3.
- Random table d100.

Name the preset so you can understand it six weeks later.

FINAL THOUGHTS

Dice presets do not replace knowing the rules. They remove repeated setup work so the table can stay

focused on the game.

The best presets are the rolls you make every session. Start with your attack, damage, advantage, disadvantage, healing, and concentration rolls. Add spell damage and random tables as needed.

A little setup before the session can save a surprising amount of time during the session.

TEN PRESETS NOBODY SAVES (AND SHOULD)

The ten above cover the rules. These cover the table.

Preset	Roll	When
Did I remember Rage?	1d2	Every barbarian, every fight. 1 = no, and you know it.
Who did I actually hit	1d (people in the bar)	Tavern brawls. The DM will thank you.
Whose round is it	1d (players)	Real world. Loser buys. Reroll ties, buy twice.
The loot argument	1d100, rising	Highest keeps it. Second highest carries it.
NPC mood	1d6	1 grief, 2 grudge, 3 bored, 4 curious, 5 flirty, 6 owes you money.
Weather	2d6	2 hail, 7 drizzle, 12 the sun is out and everyone is suspicious.
Fumble flavour	1d12	What the natural 1 <i>looked</i> like. 12 is always "you hit the wizard".
The snack roll	1d4	Who gets up. Modifier: +1 if you rolled a 20 this session.
Plot armour check	1d20, DC 15	Roll when the DM says "are you sure?" No mechanical effect. Enormous dramatic effect.
Next session	1d7	Roll a weekday. Nobody is free on it. Roll again.

Save the ones that made someone laugh. Those are the presets that get used.

A PRESET THAT ISN'T A DIE

Name a line "**The thing I keep forgetting**" and put your most-forgotten roll in it. Concentration. Passive perception. Rage. For the rest of the campaign it is sitting there, labelled, judging you. It works.



DND DICE ROLLER

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