



dice set



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Summary

Standardized dice with variety of constructions contain d30, d24, d20, d12, d10, d8, d6, d4

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tetragonaltrapezohedron

d24

d30dice

d9dice

d24dice

uniformdistribution

normaldistribution

(English language)

Dice set include d4, d6, d8, d10, d12, d20, d24, and d30 (variety among four-sided dice, six-sided dice, eight-sided dice, eight-sided dice, twelve-sided dice, twenty-sided dice, twenty-four-sided dice, thirty-sided dice).

Included dice have a standard size and shape as regular dice.

Dice included are created in their well-known shapes and in some variations so **check if you download the correct shape** (for example bipyramidal d10 die after rolling won't give one number on the top but two that some games prefer, so check what variant you need).

If you're looking for a **d2 dice**, check my **two-sided d2 dice** which have shapes based on cylinders and thus are not included in this **dice set**. In the **dice set**, you will find many variants of d4 but I've made also a **two-sided d4 dice remix** of my **two-sided d2 dice** which is also based on cylinders and thus is also made to separate subproject.

If you're looking for a **d3 dice**, check my **three-sided d3 dice subproject**!

Standardization:

- font: **Arial** 12 (4.5 mm) (based on the **link**, by purchasing **Windows Operating System** I have a right to even sell objects with this font, "as long as it's not the font itself")
- '1' (number one) is replaced with 'I' (capital letter from 'i')
 - comment to standard: '1' can be easily confused with '7' in some fonts
- if numbers 6 (six) and 9 (nine) occur '6' (number six) is replaced with '6.' (a dot following number six) and '9' (number nine) is replaced with '9.' (a dot following the number six)
 - comment to standard: '6' can be easily confused with '9'
- numbers are extruded by -0.404 mm ("**Original Prusa print** profiles always use 0.20 mm as the first layer height." (based on the **link**) which will make numbers at minimum 2 layers)
- dice main edges are rounded by 1 mm

Standard notation	Shape	Image	Filename	h i
d4 (after rolling the number on the bottom is the result - based on the link)	tetrahedron		d4 tetrahedron, numbers on edges.stl	1
d4 (after rolling the number on the top is the result - based on the link)	tetrahedron		d4 tetrahedron, numbers in corners.stl	1
d4 (after rolling the number on the top is the result)	tetragonal disphenoid		d4 tetragonal disphenoid.stl	2
d4 (after rolling the number on the top is the result)	truncated tetrahedron		d4 truncated tetrahedron.stl	2
d4 (after rolling the number on the bottom is the result similar to rolling regular tetrahedron - link)	truncated tetrahedron		d4 truncated tetrahedron, numbers on edges.stl	2
d4 (after rolling the number on the top is the result similar to rolling regular tetrahedron - link)	truncated tetrahedron		d4 truncated tetrahedron, numbers in corners.stl	2
d6	cube		d6 cube.stl	1
d6	trigonal bipyramid, 3-gonal bipyramid, hexahedron		d6 trigonal bipyramid.stl	2
d6	trigonal trapezohedron, 3-gonal trapezohedron		d6 trigonal trapezohedron.stl	2
d8	octahedron, 4-gonal bipyramid		d8 octahedron.stl	2
d8	tetragonal trapezohedron, 4-gonal trapezohedron		d8 trigonal trapezohedron.stl	2
d10 (die with numbers 1, 2, 3, ..., 10)	pentagonal trapezohedron, 5-gonal trapezohedron		d10 pentagonal trapezohedron 1-10.stl	2

Standard notation	Shape	Image	Filename	h i
d10 (die with numbers 0, 1, 2, ..., 9)	pentagonal trapezohedron, 5-gonal trapezohedron		d10 pentagonal trapezohedron 0-9.stl	2
d100, d% (die with numbers 00, 10, 20, ..., 90 to create a percentile die - how to read percentile die: link)	pentagonal trapezohedron, 5-gonal trapezohedron		d10 pentagonal trapezohedron 00-90.stl	2
d10 (die with numbers 1, 2, 3, ..., 10)	pentagonal bipyramid, 5-gonal bipyramid		d10 pentagonal bipyramid 0-9.stl	2
d12	regular dodecahedron		d12 regular dodecahedron.stl	1
d12	rhombic dodecahedron		d12 rhombic dodecahedron.stl	2
d12	hexagonal trapezohedron, 6-gonal trapezohedron		d12 rhombic dodecahedron.stl	2
d12	hexagonal bipyramid, 6-gonal bipyramid		d12 hexagonal bipyramid.stl	2
d12	truncated dodecahedron		d12 truncated dodecahedron.stl	1
d20	regular icosahedron, icosahedron		d20 icosahedron.stl	2
d20	decagonal trapezohedron, 10-gonal trapezohedron		d20 decagonal trapezohedron.stl	4
d20	decagonal bipyramid, 10-gonal bipyramid		d20 decagonal bipyramid.stl	3
d24	triakis octahedron		d24 Triakis octahedron.stl	2
d30	rhombic Triacontahedron		d30 Rhombic Triacontahedron.stl	2

Height of the dice is standardized based on ([WEIGHTS & MEASUREMENTS](#), [DGD CATALOGUE](#)).

Measurement of dice height does not include round edges!

What types of dice are used in the game you're playing?

dnd (d&d, [Dungeons & Dragons](#)) and [13th Age](#) uses:

based accordingly on the [link](#) and [link](#):

- d20 (icosahedron)
- d12 (dodecahedron)
- d10 (pentagonal trapezohedron)
- d8 (tetragonal trapezohedron)
- d6 (cube)
- d4 (tetrahedron)

Shadow of The Demon Lord uses:

based on the [link](#):

- d20 (icosahedron)
- 6d6 (six times d6 cube)

Updates

25.12.2022

Inspired by number placement on regular d4 ([tetrahedron](#)) and [truncated tetrahedron](#) shape two additional variants of the [truncated tetrahedron](#) were added:

- d4 truncated tetrahedron, numbers on edges.stl
- d4 truncated tetrahedron, numbers in corners.stl

26.12.2022

[d4 tetragonal disphenoid](#) die was added:

- d4 tetragonal disphenoid.stl

31.12.2022

d24 [triakis octahedron](#) die was added:

- d24 Triakis octahedron.stl

d30 rhombic Triacontahedron die was added:

- d30 Rhombic Triacontahedron.stl

24.12.2023

blank (only primitive shapes without a text) dice have been added:

- (blank) d20 icosahedron
- (blank) d12 regular dodecahedron

24.12.2023

fix on “d12 rhombic dodecahedron”: faces (1,2,3,14,5,6,7,8,9,10,11,12) → (1,2,3,4,5,6,7,8,9,10,11,12)

P.S.

I know that in eg d4 ‘d’ stands for “dice” and by using “d4 dice” I'm making a mistake, but that mistake helps web search engines find my page if someone is looking for d4 so I'll keep that mistake.

Model files

	d30	1 file
	d30-rhombic-triacontahedron.stl	

	d24	1 file
	d24-triakis-octahedron.stl	



d20

4 files



d20-icosahedron.stl



blank-d20-icosahedron.stl



d20-decagonal-trapezohedron.stl



d20-decagonal-bipyramid.stl



d12

6 files



d12-truncated-dodecahedron.stl



d12-rhombic-dodecahedron.stl



d12-regular-dodecahedron.stl



blank-d12-regular-dodecahedron.stl



d12-hexagonal-bipyramid.stl



d12-hexagonal-trapezohedron.stl



d10

5 files



d10-pentagonal-trapezohedron-1-10.stl



d10-pentagonal-trapezohedron-0-9.stl



d10-pentagonal-trapezohedron-00-90.stl



d10-pentagonal-bipyramid-0-9.stl



d10-pentagonal-bipyramid.stl



d8

2 files



d8-octahedron.stl



d8-trigonal-trapezohedron.stl



d6

3 files



d6-trigonal-bipyramid.stl



d6-trigonal-trapezohedron.stl

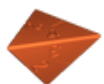


d6-cube.stl



d4

6 files



d4-tetrahedron-numbers-on-edges.stl



d4-tetrahedron-numbers-in-corners.stl



d4-tetragonal-disphenoid.stl



d4-truncated-tetrahedron.stl



d4-truncated-tetrahedron-numbers-in-corners.stl



d4-truncated-tetrahedron-numbers-on-edges.stl

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