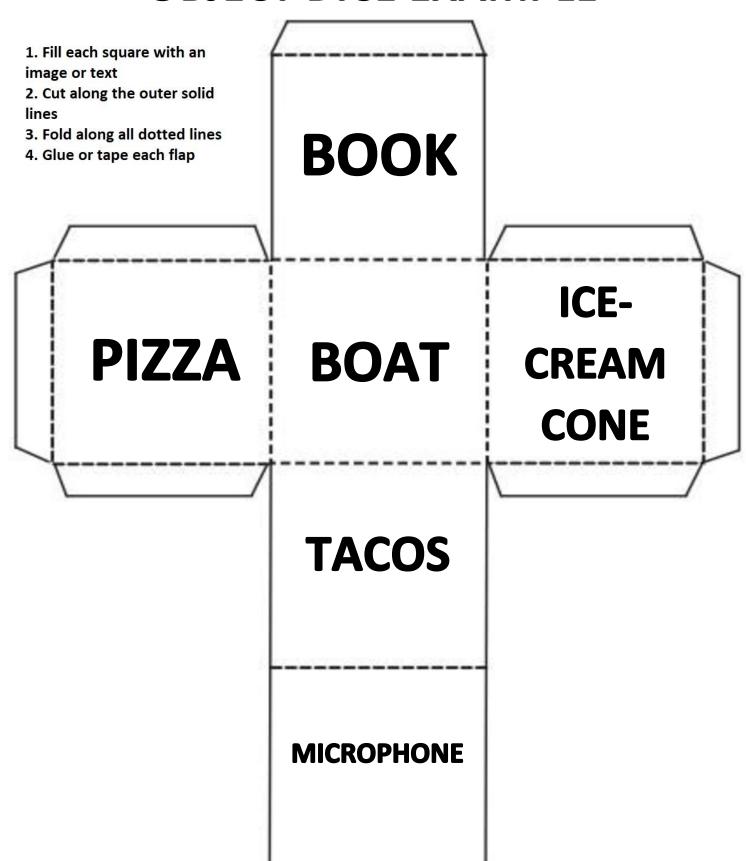
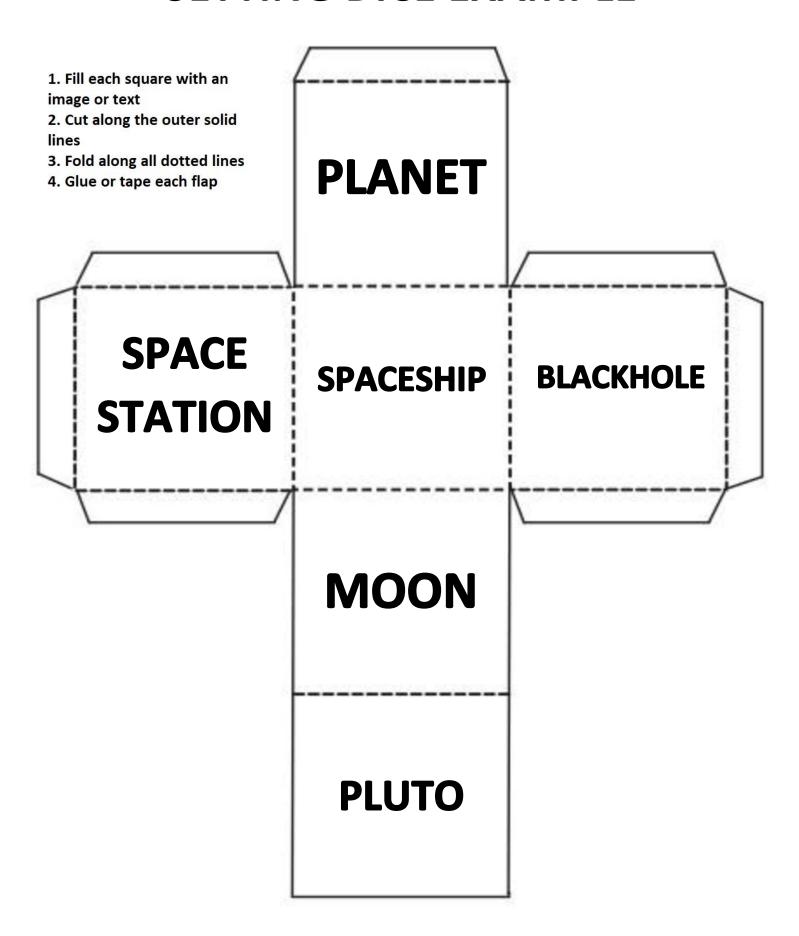
OBJECT DICE EXAMPLE



SETTING DICE EXAMPLE



CHARACTER DICE EXAMPLE

