

# Threat Roll

The Threat Roll is made after the GM describes a bad consequence that is about to happen. You start with as many dice as the Action being used to negate/lessen the consequence.

## Bonus Dice

You can get additional dice to your roll from:

- Taking an additional Threat (however additional threats must be assigned dice results after you have rolled)
- Taking a Devil's Bargain and paying the cost

## Push Yourself

You can lessen or negate the consequence of a Threat by rolling your Attribute and paying the Stress based on your roll. You may ask the GM what the consequence change would be before you decide to roll. The Stress cost is between 0 and 3.

## Gaining Edge

This is similar to Gambits in Scum & Villainy but more limited and temporary. When you roll more than one 6 you gain an **Edge**. You can spend it immediately or keep it until later. At Downtime it disappears. An Edge can give you **greater effect** in an action or be used as a **bonus die** or can be **used on a team mate** if appropriate. You may have several Edges from different rolls but they all disappear in Downtime.

## Desperate Position

If outnumbered, outclassed or badly impaired the standard roll is desperate. Only a 6 counts as a success and all other numbers mean you suffer the consequences. However you do get XP from it.

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