

# Threat Roll

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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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