Roezmv's BitD Cheat Sheet for Players (v1.5)

Action Rolls

Roll (**Skill** Pips + Modifiers) d6

1-3	Bad outcome
4/5	Partial success
6	Full success
6,6	Critical success

Resistance Rolls

Insight for intelligence | **Prowess** for physical | **Resolve** for willpower

Roll (**Attribute** Pips + Modifiers) d6

- Take stress equal to 6 - roll result
- If you roll a crit, clear 1 stress

Teamwork

- **Set up:** Perform a setup action. Anyone who follows through on the set up gains +1 effect level or improved position for their roll.
- **Assist:** Take 1 stress, give another character +1d.
- **Lead Group Action:** Everyone rolls and acts with the result of highest roll. You take 1 stress for each 1-3 result.
- **Protect:** Suffer consequences instead of your teammate. (May resist.)

Fortune Rolls / Long Term Projects

Roll (trait, tier, magnitude, quality, skill, or 1) d6

1-3	Bad result / Poor, little effect (1 tick)	1 tick
4/5	Mixed result / Limited, partial effect (2 ticks)	2 ticks
6	Good result / Standard, full effect (3 ticks)	3 ticks
6,6	Exceptional result / Extreme effect (5 ticks)	5 ticks

Gather Info

Roll (usually Fortune Roll based on Action Rating) d6

1-3	Limited: Incomplete information. No follow-up questions
4/5	Standard: Good details. Clarifying follow-up questions.
6	Great: Exceptional details. Complete information. Follow-ups reveal related information / more than expected.
6,6	Exceptional result / extreme effect

Downtime Activities

- **Acquire (AKA Rent) Asset:** (roll crew's tier, 1-3 is Tier-1, 4/5 is Tier, 6 is Tier+1, crit is Tier+2. 1 Coin to raise Tier up to Tier+2. 2 Coin per Tier thereafter)
- **Long Term Project**: Use the Long Term Projects table above
- **Recover (AKA Heal):** Physiker rolls fortune
- **Reduce Heat:** Use the Fortune Rolls table above
- **Train:** Tick an Attribute's progress track
- **Indulge Vice**: Roll weakest attribute & reduce stress by die value