

# HONEY HEIST.

A GAME BY GRANT H (2017) WITH THANKS TO ALL OUT OF FURRIEGUM, 3:16 AND, WEIRDLY, POLARIS.

IT'S HONEYCON 2017. YOU ARE GOING TO UNDERTAKE THE GREATEST HEIST THE WORLD HAS EVER SEEN. TWO THINGS:

ONE: YOU HAVE A COMPLEX PLAN THAT REQUIRES PRECISE TIMING.

TWO: YOU ARE A GODDAMN BEAR.

Roll 3D6 to determine your descriptor, your role, and your bear type.

DESCRIPTOR: BEAR TYPE (AND SKILL):

- |                |  |
|----------------|--|
| 1: Rookie      | 1: Grizzly (Terrify)                           |
| 2: Washed-up   | 2: Polar (Swim)                                |
| 3: Retired     | 3: Panda (Eat anything that looks like bamboo) |
| 4: Unhinged    | 4: Black (Climb)                               |
| 5: Slick       | 5: Sun (Sense honey)                           |
| 6: Incompetent | 6: Honey Badger (Carriage)                     |

ROLE:

- |           |           |
|-----------|-----------|
| 1: Muscle | 4: Hacker |
| 2: Brains | 5: Thief  |
| 3: Driver | 6: Face   |



Name your bear, if you want. You're not a talking bear, per se, but you can sort of mangle human speech through your bear mouth, maybe? (You CAN talk to each other, though.)

STATS:

You have two stats: BEAR and CRIMINAL. Both start at 3. Use BEAR to: maul stuff, run and climb, shrug off damage, scare people, and generally do bear stuff. Use CRIMINAL to: do anything not directly related to being a bear.

ACTIONS: and the outcome is in doubt

When you act, roll a D6. If it's equal to or under the relevant stat, you succeed. If it's over the stat, you fail. If you're using your bear <sup>species</sup> skill, or doing something covered by your role, roll 2 dice and pick the lowest.



(BONUS HAT TABLE IF YOU WANT YOUR BEAR TO WEAR A HAT:)

- |           |        |           |               |
|-----------|--------|-----------|---------------|
| 1: TRILBY | 2: TOP | 3: BOWLER | 4: FIAT CAP   |
| 5: COWBOY | 6: FEZ | 7: CROWN  | 8: FOLL TWICE |

## CHANGING STATES

Hey GM! When a player rolls dice and the lowest dice they roll is a 6, introduce a twist or unseen complication into proceedings.

FRUSTRATION: When the plan fails and you run into difficulty, move one point from CRIMINAL into BEAR.

GREED: When the plan goes off without a hitch, move one point from BEAR into CRIMINAL.

You can voluntarily move one point from BEAR to CRIMINAL by doing a flashback scene in which you and the other bears plan out the heist over coffee and cigarettes in the back room of a seedy bar.

You can voluntarily move one point of CRIMINAL into BEAR by eating a load of honey.

## THE END

If your CRIMINAL stat ever reaches 6, you are lured into a life of crime and betray the party. If your BEAR stat ever reaches 6, you flip out bear-style and lose it, presumably to be picked up by animal control in half an hour or so.

RANDOM TABLES TO SET UP THE ADVENTURE:

HONEYCON IS BEING HELD IN A:

- |              |                       |
|--------------|-----------------------|
| 1: Creepy    | 1: Lakeside Camp      |
| 2: Busy      | 2: Fishing village    |
| 3: Run-down  | 3: Metropolitan city  |
| 4: Beautiful | 4: Convention centre  |
| 5: Dangerous | 5: Truck convoy       |
| 6: Lavish    | 6: Wilderness retreat |



ASIDE FROM LOADS OF HONEY, THE PRIZE IS:

- 1: Ultradense haegahoney from especially posh bees
- 2: A briefcase of pure manuka extract worth over \$5m
- 3: The Queen of All Bees, Once Exiled, Now Returned
- 4: Black Orchid Honey, which turns anyone who eats it into a goth
- 5: Abraham Lincoln's beehive, thought to be haunted by his ghost
- 6: Miss Universe 2017, an especially attractive bee

SECURITY FEATURES (roll twice):

- 1: Armed guards
- 2: Electronically-locked doors
- 3: Laser tripwire grids
- 4: CCTV network
- 5: "Impenetrable" vault
- 6: Poison Gas

CONVENTION ORGANISER:

- 1: Cunning and sly
- 2: Greedy and wicked
- 3: Clueless and exploitable
- 4: Maybe too obsessed with honey
- 5: A spoilt trust-fund kid
- 6: Ruthless and corrupt

BUT LITTLE DO THE BEARS KNOW (GM, keep this secret!):

- 1: This place is rigged to blow!
- 2: The cops are en route!
- 3: Look - a rival team of bears!
- 4: They've been set up!
- 5: The prize is a fake!
- 6: The bees are angry!