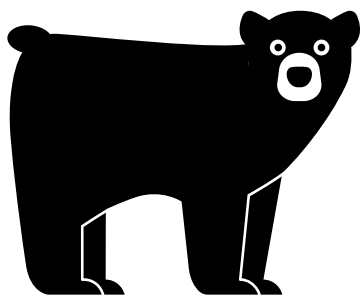


The Bear Necessities



Name: _____

Descriptor: _____

Bear Type: _____

Role: _____

Descriptor

- 1 Rookie
- 2 Washed-Up
- 3 Retired
- 4 Unhinged
- 5 Slick
- 6 Incompetent

Bear Type

- 1 Grizzly Bear (Terrify)
- 2 Polar Bear (Swim)
- 3 Panda (Distractingly Adorable)
- 4 Black Bear (Climb)
- 5 Sun Bear (Sense Honey)
- 6 Honey Badger (Carnage)

Role

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

Getting to Know Every-bear-dy



What is your relationship with the other bears in your gang?

(example suggestions: cousin, ex-lover, childhood bear buddies, sibling rivals etc.)
State your relationship to each bear around the table, this should be a collaborative decision, relationships are a 2 way street!

Name: _____ Relationship: _____

Name: _____ Relationship: _____

Name: _____ Relationship: _____

Name: _____ Relationship: _____

Name: _____ Relationship: _____

BEAR

(maul stuff, run & climb, shrug off damage, scare people & generally do bear stuff)



CRIMINAL

(Use to do anything not directly related to being a bear)

6	5	4	3	2	1	1	2	3	4	5	6
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

When you act, and the outcome is in doubt, 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 special-skill or doing something related to your role, roll 2 D6 and pick the lowest.

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**.