

# HONEY HEIST.

A GAME BY GRANT H (2017) WITH  
THANKS TO ALL OUT OF BUBBLEGUM,  
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<br>that looks like bamboo) |
| 4: Unhinged    | 4: Black (Climb)                                  |
| 5: Slick       | 5: Sun (Sense honey)                              |
| 6: Incompetent | 6: Honey Badger (Carnage)                         |

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: FLAT CAP  
(D6) 5: COWBOY 6: FEZ 7: CROWN 8: ROLL 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 megahoney 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! | 4: They've been set up! |
| 2: The cops are en route!        | 5: The prize is a fake! |
| 3: Look - a rival team of bears! | 6: The bees are angry!  |