

Carrot Capers

It's CarrotCon 2023. You are going to undertake the greatest heist the world has ever seen. Just Two Things –

One: You have a complex plan that requires precise timing.

*Two: You are a **GODDAMN CUTE BUNNY RABBIT.***

1. Character Creation

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

Roll 3D8 to determine your Descriptor, your Role, and your Rabbit Type.

If you want your rabbit to wear an awesome accessory, also roll an additional 1d8 (you can always find more accessories later at CarrotCon too!)

| | Descriptor | Role | Rabbit Type / Skill | Accessories |
|---|-------------|------------|--|-------------|
| 1 | Rookie | Muscle | French Angora (<i>Arts and crafts</i>) | Bow Tie |
| 2 | Washed-Up | Brains | Giant Chinchilla (<i>Economics</i>) | Top Hat |
| 3 | Retired | Driver | Holland Lop (<i>Surveillance</i>) | Crown |
| 4 | Unhinged | Hacker | Flemish Giant (<i>Big boy</i>) | Cowboy Hat |
| 5 | Slick | Pickpocket | Cinnamon (<i>Cooking</i>) | Vest |
| 6 | Incompetent | Face | Belgian Hare (<i>Explosives</i>) | Bandana |
| 7 | Insider | Fixer | Blanc de Hotot (<i>Eyeliner and disguises</i>) | Fez |
| 8 | Wild Card | Burglar | Mini Rex (<i>Hiding</i>) | Roll Twice |

2. Stats

You have two stats. Each starts with 3 points.

RABBIT: Use to *run, jump, eat vegetables*, and generally do rabbit stuff.

CRIMINAL: Use to do anything not directly related to *being a rabbit*.

3. Actions

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 rabbit type special-skill or doing something related to your role, roll 2 D6 and pick the lowest.

4. Changing States

FRUSTRATION: When the plan fails and you run into difficulty, move one point from *Criminal* into *Rabbit*.

GREED: When the plan goes off without a hitch, move one point from *Rabbit* into *Criminal*.

You can voluntarily move one point from *Rabbit* to *Criminal* by doing a flashback scene in which you and the other rabbits 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 *Rabbit* by eating a load of carrots.

5. The End

If your *Criminal* stat ever reaches 6, you are lured into a life of crime and betray the party.

If your *Rabbit* stat ever reaches 6, you flip out rabbit-style and lose it. Presumably to be picked up by animal control in half an hour or so.

Rabbit Character Sheet

Rabbit Name

Rabbit Type

Rabbit Skill

RABBIT ☐ ☐ ☐ ☐ ☐ ☐ ☐ CRIMINAL

Accessories and Items

Drawing of Rabbit

Adventure Details

Players, stop reading here – this page is for GMs only!

Convention Organizer

CarrotCon is being held in a... (Roll Twice)

| | | | |
|---|---------------------------------|-----------|--------------------|
| 1 | Cunning and Sly | Creepy | Wilderness Retreat |
| 2 | Greedy and Wicked | Busy | Farming Village |
| 3 | Clueless and Exploitable | Run-Down | Metropolitan City |
| 4 | Maybe too obsessed with carrots | Beautiful | Convention Center |
| 5 | A spoilt trust-fund kid | Dangerous | Truck Convoy |
| 6 | Ruthless and Corrupt | Lavish | Las Vegas Casino |

Aside from loads of carrots, the prize is

But little do the rabbits know...

Security Features (Roll Twice)

| | | | |
|---|--|---------------------------------|-----------------------------|
| 1 | A lifetime supply of carrot cake | This place is rigged to blow! | Armed Guards |
| 2 | A briefcase of greens worth \$5m | The cops are en route! | Electronically locked doors |
| 3 | The seeds of a new bio-engineered super-lettuce | Look – a rival team of rabbits! | Laser tripwire grids |
| 4 | Peter Rabbit's jacket | They've been set up! | CCTV network |
| 5 | A real magician's hat | The prize is a fake! | "Impenetrable" vault |
| 6 | A prototype perpetual energy machine, shaped like a drum | The farmers are angry! | Poison gas |