

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 2D6 and 1D8 to determine your Descriptor, your Role, and your Rabbit Type.

Descriptor

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

Role

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

Rabbit Type / Skill

1. French Angora (Arts and crafts)
2. Giant Chinchilla (Economics)
3. Holland Lop (Surveillance)
4. Flemish Giant (Big boy)
5. Cinnamon (Cooking)
6. Belgian Hare (Explosives)
7. Blanc de Hotot (Eyeliner and disguises)
8. Mini Rex (Hiding)

Bonus Accessory Table

If you want your rabbit to wear an awesome accessory (1d8)

1. Bow Tie
2. Top Hat
3. Crown
4. Cowboy Hat
5. Vest
6. Bandana
7. Fez
8. 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.

Character Sheet

Name:

Rabbit Type:

Rabbit Skill:

RABBIT ☐ ☐ ☐ ☐ ☐ ☐ CRIMINAL

Accessories and Items:

Drawing of Rabbit