

HONEY HEIST

1: CHARACTER CREATION

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

DESCRIPTOR

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

BEAR TYPE/SKILL

- 1: Grizzly (Terrify)
- 2: Polar (Swim)
- 3: Panda (Eat anything that looks like bamboo.)
- 4: Black (Climb)
- 5: Sun (Sense Honey)
- 6: Honey Badger (Carnage)

ROLE

- 1: Muscle
- 2: Brains
- 3: Driver
- 4: Hacker
- 5: Thief
- 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.)

BONUS HAT TABLE

IF YOU WANT YOUR BEAR TO WEAR AN AWESOME HAT
(1D8)

- 1: Trilby 2: Top 3: Bowler
- 4: Flat-Cap 5: Cowboy 6: Fez
- 7: Crown 8: Roll Twice

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

PAGE 1: FOR EVERYONE

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**.

2: STATS

You have two stats. Each starts with 3 points.

BEAR: Use to maul stuff, run & climb, shrug off damage, scare people, and generally do bear stuff.

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

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 bear 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 **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.

5: 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.

HONEY HEIST

CONVENTION ORGANIZER:

- 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.

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 \$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.

BUT LITTLE DO THE BEARS KNOW...

- | | |
|----------------------------------|-------------------------|
| 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! |

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PAGE 2 : FOR THE GM

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SETTING AND SCENARIO

RANDOM TABLES TO SET UP THE ADVENTURE



SECURITY FEATURES (ROLL TWICE)

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