

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 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's 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 |
| 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 haegahoney 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! |