

A game based on *Honey Heist* by Grant Howitt and *Blades in the Dark* by John Harper

# HONEY HEIST :

# BEARS IN THE DARK

## 1. CHARACTER CREATION

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

### BEAR TYPE / SKILL

- |                            |                                       |
|----------------------------|---------------------------------------|
| 1. Skovlander Grizzly Bear | (Terrify)                             |
| 2. Tycherosi Polar Bear    | (Swim)                                |
| 3. Severosi Panda Bear     | (Eat anything that looks like bamboo) |
| 4. Dagger Isles Black Bear | (Climb)                               |
| 5. Akorosi Sun Bear        | (Sense Honey)                         |
| 6. Iruvian Honey Badger    | (Carnage)                             |

### ROLE **Remember ABAC: All Bears Are Cutters**

1. Hound – good at tracking things down and long-distance combat.
2. Leech – good at using alchemy and wrecking stuff with sabotage.
3. Lurk – good at sneaking around and breaking into places.
4. Slide – good at social situations and subterfuge.
5. Spider – good at masterminding maneuvers.
6. Whisper – good at magical stuff and dealing with ghosts.

### VICE

1. Faith – you're dedicated to an unseen power, forgotten god, or ancestor.
2. Gambling – you crave games of chance or betting on sporting events.
3. Luxury – you desire expensive or ostentatious displays of opulence.
4. Obligation – you're devoted to a family, a cause, an organization, etc.
5. Pleasure/Stupor – you seek gratification or oblivion through sensory indulgence.
6. Weird – you experiment with strange essences, consort with rogue spirits, etc.

### BONUS HAT TABLE

If you want your bear to wear an awesome hat (1d8)

- |                        |                                |
|------------------------|--------------------------------|
| 1. Ink Rake Cap        | 2. Deathlands Scavenger Hood   |
| 3. Spirit Warden Mask  | 4. Imperial Military Beret     |
| 5. Bluecoat Helmet     | 6. Leviathan Hunter Sailor Cap |
| 7. Sparkwright Goggles | 8. Roll Twice                  |

**Honey** was thought lost in the Cataclysm. Recently, Imperial surveyors discovered **Honey Bees** in the Severos. They returned to Duskvol to exhibit their prize, one imperial ton of **Pure Honey**. Your crew of daring scoundrels intends to steal it. **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.

**SCOUNDREL:** 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 2D6 and pick the lowest.

## 4. CHANGING STATES

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

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

You can voluntarily move one point from **Bear** to **Scoundrel** by narrating a flashback scene in which you and the other bears plan the score over mushroom rotgut in crew's lair.

You can voluntarily move one point of **Scoundrel** into **Bear** by eating a load of honey.

## 5. THE END

If your **SCOUNDREL** stat ever reaches 6, you are overcome by your vice and betray the crew.

If your **BEAR** stat ever reaches 6, you flip out bear-style and lose it. Duskvol animal control arrives and takes you away to a life of confinement in the Spark Grounds menagerie.