

Bug Bounty

a hack of Grant Howitt's Honey Heist by horrorcheck
 You're an engineer at a startup and it is **LAUNCH DAY**. Your job: discover and fix mysterious bugs in a complex software system. *Good thing you literally eat bugs for breakfast.*



_____ (name) _____ is a/an
 _____ (descriptor) _____ (role)
engineer and, incidentally,
 a/an _____ (type) **possum**,
 who works at _____ (employer) _____.

Roll 3d6 to create your character.

Descriptor		Possum type (and skill)	
1	Intern	1	Virginia (play dead)
2	Greyhair	2	Gracile (prehensile tail)
3	Ex-hacker	3	Water (swimming)
4	Burnt-out	4	Big-eared (keen hearing)
5	Tech bro	5	Four-eyed (keen sight)
6	Semi-competent	6	Australian (sharp claws)

Role	
1	Front-end
2	Back-end
3	Fullstack
4	QA Another Fullstack
5	Devops
6	Security



The Startup

Roll 3d6 to learn about your party's employer and app.

1	Uber for	1	Garbage
2	Yelp for	2	Faking your own death
3	Machine learning for	3	Rabies
4	Subscription	4	Ticks
5	Synthetic or virtual	5	Rearing young in a pouch
6	Augmented reality	6	Fur care

Technologies (roll twice)	
1	Microservices
2	Blockchain
3	Distributed
4	Kubernetes
5	Serverless
6	GraphQL

Your boss	
1	Cunning and sly
2	Greedy and wicked
3	Clueless and exploitable
4	Too obsessed with code
5	A spoiled trust-fund kid
6	Ruthless and corrupt

Aside from keeping your job, the prize is:

1. You get to use some of your "unlimited" vacation
2. 0.05% more equity
3. A case of old-pizza-flavored soylent
4. Dumpster-shaped nap-pod
5. Possum-nomic mechanical keyboard
6. Promotion to Chief Technical Possum



Don't guess, MEASURE

You have two **stats**: POSSUM and PROGRAMMER. Both start at 3. Use POSSUM to dig through garbage, run and climb, scream at own ass, be a nuisance, carry kids, and generally do possum stuff. Use PROGRAMMER to do anything not directly related to being a possum.

Are you PRODUCTIVE or just BUSY

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 possum species skill or doing something covered by your role, roll 2 dice and pick the lowest.

Experiment. Fail. Learn. Repeat.

Stress: When a build fails or a user complains, move one point from PROGRAMMER into POSSUM.

Mundanity: When a feature is fixed without a hitch, move one point from POSSUM into PROGRAMMER

Voluntary Stat Changes

- Move one point from POSSUM to PROGRAMMER by doing a flashback scene in which you and the other possums plan out the sprint over coffee and soylent in your corner of a coworking space.
- Move one point of PROGRAMMER into POSSUM by eating a (non-computer) bug.

It's not DONE until it SHIPS

If your PROGRAMMER stat ever reaches 6, you quit your job to become a Digital Nomad. If your POSSUM stat ever reaches 6, you immediately fall to the ground and start drooling, presumably to be picked up by a private animal-control startup in half an hour or so.

Move Fast and Break Things

GM: when the lowest die a player rolls is a 6, introduce a twist such as: crucial functionality written in an obscure programming language, undocumented shell scripts, a bespoke frontend framework, or a test that fails only at 3pm.



Little do the possums know... (keep this a secret!)			
1	The "bug" is intentional!	4	Users depend on the bug!
2	The startup is a scam	5	They're about to get laid off
3	Boss wants a rewrite	6	Startup is about to pivot (re-roll employer dice)