

Occupations

Outposts need all hands on deck to survive in the modern environment of the Ruins, but by this point in time different bears have become well versed in different skills, each of which are important for an Outposts survival. These have no collective name in game. Occupations are only being used in this Addendum as a mechanical term. Instead, bears just refer to themselves based on their relevant abilities. Terms used here as an Occupation are not Outpost specific.

Bartenders are social leaders everywhere, not just outposts. The term Worker refers to the laborers given to an Outpost by Greedo, but is also the term for all forced laborers to begin with. This trend exists for all roles except Watches, which explicitly formed as a way for Outposts to protect themselves from Greedo's various Guard groups, as well as dangers in the Ruins that Greedo often doesn't help with.

Character creation in Architects of the Ruins only adds Occupations to the method in the base version of Ancient Aetherium. Occupations give characters abilities that interact with the new systems provided by Architects of the Ruins. Each Occupation has a Rest Ability, which will be used between major Outpost Events (the time when everyone is back at the Outpost chilling out). These are permanent to the character.

Each character will only be able to take one every 5 Levels, getting their first at Level 0, and their next at level 5. Occupations have no effect on the rest of the character, and does not effect Proficiency like Specializations do, or effect Attributes like new Classes will.

Effects gained during rest only trigger on the next Event that bear experiences, and they can stack. This means for every rest, bears not going to events will gain more bonuses.

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Bartender

Bartenders are the social glue of a given Outpost, uniting their peers together into one cohesive community. They are the one to go to when settling disputes, organizing Events, or stay in touch with all the happenings. Their position leaves them in a leader position to help organize the community around them, though they lack any official authority under Gredo.

Bartenders get their name from the fact that bars are often treated as the community hub of any given bear settlement. Even without a bar, it's become normal to refer to uniting figures as bartenders. How much a bartender tries to abuse their position of trust is dependent on the bartender and the community they are in.

Rest Ability

Pick any set of bears that will fit within a given outpost bar, and host a gathering for them. At this gathering, each bear can choose another bear. They can give that bear temporary profession points from for that bear's next Event. Temporary profession points must be from Professions that the first bear has. They can then give the second bear an amount of points capped by the lower of their SAN score, or their amount of points in the Profession.

The capacity of the bar can be temporarily raised by the bartender using a SAN check. There is room for 1 additional bear for each success, and room for 1 less bear for every 2 failures.

Bouncer

Bouncers are the leaders of the local Watch and the organizers of the Outpost armaments. They coordinate the distribution of weapons, the routines of patrols, train their peers to fight in the surrounding environment, and help maintain the fortifications in their community. Traditionally, they hold no authority over other members of a Watch under Greedo, but act more as coordinators and teachers.

Rest Ability

Pick any set of bears that will fit in a sparring range, and host a training session. Each bear at the gathering gains full proficiency with any class of item (chainsaws, spark-hide armor, or anything else) until the end of their next Event. The proficiency may be selected at the start of the next Event. Bouncers cannot train bears in items they are lacking proficiency in.

Additionally, the Bouncer may make a SKL check to demonstrate the most effective way to use the item. For every 2 successes, each trained bear may add 1 extra dice to their dice pools when using the item during their next Event.

Watch

The Watch are a set of bears in each outpost tasked with defending its inhabitants from outside forces. Often these are Traitors taking supplies, ambushes of traveling members, nausea creatures, hive drones, or even members of Gredo's government. The Watch has a responsibility to the Outpost above all else, even if it means killing members of Gredo's various Guards. Watches act as a defensive force for the Outpost as a whole, and traditionally take no part in policing or punishing community members. That role falls to the Guards that Watches were formed to protect against.

Rest Ability

Pick any bear using their rest to travel, and accompany them to prevent them from being raided or attacked. Otherwise, pick a defensive building and block its Decay for this rest.

Mason / Worker

Masons and Workers are two very similar and at the same time very different things. Masons were the original craftsmen, making ornate buildings, tools, weapons, and machines. Workers are forced laborers contracted out from the big city to act as an excess production force. Some Workers were Masons, some Masons were Workers. Either way, they are considered a treasured member of their community as they maintain the Outpost. Most attempts to “reclaim” Workers by Foremen will often be met with the full force of the Watch.

Rest Ability

Pick any Construction Project and add an extra point of progress towards its completion. Otherwise, pick an existing Structure, and remove decay using 1 of any material used to make the Structure. Masons remove STR decay, and Workers remove ABS decay.

Inventor / Engineer

Inventors are the mechanical hearts of Gredo's infrastructure, but they are far from formal academics. Inventors are scrappy creators of new machines, and engineers are efficient implementers of existing designs. Each become well-versed in taking advantage of sparse resources quickly, and tend to make rather strange creations to match their needs.

Rest Ability

Pick anything related to the building or maintenance of Structures, and swap out resource requirements to any other resource. Inventors may swap SKL resources, and Engineers may swap Knowledge resources.

Trader / Conductor

Traders and Conductors make the rounds to nearby outposts, waystations, and supply lines to make sure their communities remain stocked for survival. They deal in direct goods since bears have no unified currency, but often face themselves needing to avoid those trying to take some for themselves. Traders tend to travel on foot or by taking rides with other Conductors. Conductors run through supply lines directly using their own train lines.

Rest Ability

Complete a trade route to get an amount of resources. Conductors gain SKL resources, and Traders gain Speechcraft resources. Each must make a DEX check with a difficulty of half their level (rounded down). Should they fail, they only bring back as many resources as successes on that DEX check, as they have been robbed.

Ruiner / Scavenger

Scavengers are familiar with navigating the ruins and their hidden treasures for any goods still remaining. At the core of every Outpost is the struggle to keep themselves fortified even when the train lines fall through and their traders aren't home, and a good Scavenger will keep the lights on even in the worst of conditions.

Rest Ability

Ruiners roll Knowledge and Scavengers roll Perception, and tell the total to the Ruin Master. The Ruin Master will use these rolls to get a section of Uncharted Ruin from the Uncharted Ruin rules. Proceed to either Chart it to reveal its resources and hazards, or to salvage its resources. Otherwise, salvage from an existing Charted Ruin.

Tailor

Tailors are the doctors of bear society, and no Outpost is fully complete without one. Husks, while durable, undergo much wear and tear often, especially when combat is factored in. Tailors keep their peers' husks clean and strong in order to keep their health in check. Tailors are also versed in equipment to aid mental strains a bear may have, but this is much less formal, and partially unique to Outpost Tailors, and the Tailors in Lord Pip's Divisions.

Rest Ability

Pick DEX or SKL bears, limited by the capacity of the Tailor's Shop, and bring them all back up to full lethal wounds without expecting any supplies, equipment, or resources.