

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.

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