

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 Gredo, 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.

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