

Events & Rests

Games focusing on the progression of an Outpost over a long period of time will inevitably run into the issue of having long periods of time where everything runs relatively smoothly, and periods of time where some force has brought the bears out to play. Events describe the small stories that hit the Outpost that are played out in sessions. You can have a session that's just a Rest, but this is far from the point of a rest, and it's suggested to use Events as individual points of action in the Outpost timeline, and allow the Outpost to function in-between these sessions (though, some Events may take more than one session to conclude).

Events are just normal play sessions, and can often be scenarios like Greedo knocking on the front door, the Nausea becoming a new neighbor, a siege from the Hive, the Military taking temporary refuge, or some Traitor group causing trouble. Anything can fit in an Event, however Events should be somewhat isolated from each other time wise to give room for Rests.

Rests are the time between Events, representing the day-to-day life of the Outpost as it's merely just trying to survive. During a Rest every bear can choose to use their Rest Ability as picked in the Occupation section, attend a single gathering, and pick on building of focus.

Rest Abilities are unique abilities each bear has to keep the Outpost moving and/or care for their peers. They can be taken no matter what during each Rest.

Gatherings are the unique abilities of Bartenders and Bouncers. They take a group of bears and give them some bonus for the next Event which wears off after the Event concludes. Some buildings may provide an alternative to one of these Gatherings, but they also use a building's Focus.

A building of focus is a fancy way to say "the building that your bear spends most of their time/energy at." During a rest, you may choose any building in the Outpost that has not been fully decayed, or is not at capacity, and use its ability. Sometimes this can be incompatible with attending a Gathering, but most will allow you to attend any Gathering you want.

Revision #1

Created 25 August 2025 05:26:04 by Captain Clubs

Updated 25 August 2025 05:26:25 by Captain Clubs