

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.

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