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Survival Limit

Settlement Name

When the settlement is named for the first time, returning survivors gain +1 survival.

Death Count

Progress bar for death count with 20 empty slots.

Timeline

Timeline table with columns for Year, Story & Special Events, and checkboxes for events from year 1 to 40.

Milestone Story Events

- List of milestone story events with checkboxes, including 'First child is born', 'First time death count is updated', etc.

Nemesis Monsters

- List of available nemesis encounter monsters with checkboxes for levels 1, 2, and 3.

Innovations

Form for recording the settlement's innovations, including a section for Language.

Settlement Locations

- List of settlement locations with checkboxes, including Lantern Hoard, Bone Smith, Skinnery, etc.

Principles

Form for recording the settlement's established principles, with categories like New Life, Death, Society, and Conviction.

Quarries

- List of quarry monsters with checkboxes, including White Lion, Screaming Antelope, and Phoenix.

