1 Survival Limit	Settlement Name		Death Count	
Sul vival Entite	When the settlement is named for the first time, returning	survivors gain +1 survival.		
Timeline			Milestone Story Ex	Vents when the milestone condition is met.
Year Story & Special Events 1 Returning Survivors			First child is born	Principle: New Lif
2 Endless Screams			First time death count is	
	23 X Nemesis Encounte	or - Lovel 2	-	Principle: Society
	<u> </u>	ei - Levei 3	Population reaches 15	<u> </u>
4 X Nemesis Encounter - But			Settlement has 5 innova	
5 Hands of Heat	25 X Nemesis Encounte	er - Watcher	Population reaches 0	☐ Game Over
6 Armored Strangers				
7 Phoenix Feather	27			
8	□ 28			
9 X Nemesis Encounter - Kin	g's Man 29		-	
□ 10	□ 30		_	
11 Regal Visit	□ 31		_	
12 Principle: Conviction	□ 32			
□ 13	□ 33		× Nemesis Mor	nsters
□ 14	□ 34		The available nemesis enc	
<u> </u>	□ 35		Butcher	Lvl 1 Lvl 2 Lvl 3
☐ 16 💥 Nemesis Encounter	□ 36		King's Man	Lvl1 Lvl2 Lvl3
□ 17	□ 37		The Hand	Lvl 1 Lvl 2 Lvl 3
	38		-	
☐ 19 💥 Nemesis Encounter	39		-	
20 Watched			_	
	10.0			
Innovations		Settlement Loca	itions	
The settlement's innovations (including we	eapon masteries).	Locations in your settleme	ent.	
Language		■ Lantern Hoard □ Bone Smith	□ Plun	•
		□ bone smith		
	<u> </u>	☐ Skinnery	☐ Mas	k Maker
		□ Skinnery □ Organ Grinder	□ Mas	k Maker
		☐ Organ Grinder ☐ Catarium	□ Mas	k Maker
		☐ Organ Grinder	☐ Mas	k Maker
		☐ Organ Grinder ☐ Catarium ☐ Weapon Crafter	☐ Mas	k Maker
		☐ Organ Grinder ☐ Catarium ☐ Weapon Crafter ☐ Leather Worker	□ Mas	k Maker
		□ Organ Grinder □ Catarium □ Weapon Crafter □ Leather Worker □ Stone Circle □ Barber Surgeon	□ Mas	k Maker
Principles The catalytic part principles		□ Organ Grinder □ Catarium □ Weapon Crafter □ Leather Worker □ Stone Circle □ Barber Surgeon Quarries	lement can select to hunt.	k Maker
The settlement's established principles.		□ Organ Grinder □ Catarium □ Weapon Crafter □ Leather Worker □ Stone Circle □ Barber Surgeon Quarries The monsters your sett		k Maker
•	□ Protect the Young or □ Survival of the Fittest □ Cannibalize or □ Graves	□ Organ Grinder □ Catarium □ Weapon Crafter □ Leather Worker □ Stone Circle □ Barber Surgeon Quarries The monsters your sett	element can select to hunt.	k Maker
The settlement's established principles. New Life	□ Protect the Young or □ Survival of the Fittest □ Cannibalize or □ Graves □ Collective Toil or □ Accept Darkness	□ Organ Grinder □ Catarium □ Weapon Crafter □ Leather Worker □ Stone Circle □ Barber Surgeon Quarries The monsters your sett	element can select to hunt.	k Maker

Storage Gear & Resources may be stored without limit.					
ear a resources may be stored without infinit.					
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			_		(If you run out of room, use scrap paper)
Defeated Monsters					
list of defeated monsters and their level.					
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Population Update the population number as survivors are added and lost.				Lost Settlen	nents
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