



Survival Limit

Settlement Name

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

Death Count

Principle: Death



Timeline

Table with 4 columns: Year, Story & Special Events, Year, Story & Special Events, Year, Story & Special Events, Year, Story & Special Events. Rows 1-40.

Milestone Story Events
Trigger these story events when the milestone condition is met.
List of events with checkboxes and principle names.

Quarries
The monsters your settlement can select to hunt.
List of quarry monster names with checkboxes.

Nemesis Monsters
The available nemesis encounter monsters.
List of nemesis monster names and levels with checkboxes.

Innovations
The settlement's innovations (including weapon masteries).
List of innovation names with checkboxes.

Principles
The settlement's established principles.
List of principle names and options with checkboxes.

Settlement Locations
Locations in your settlement.
List of location names with checkboxes.

Defeated Monsters
A list of defeated monsters and their level.
Table with columns for monster name and level.

