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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: First child is born, First time death count is updated, Population reaches 15, Settlement has 5 innovations, Population reaches 0, Principle: New Life, Principle: Death, Principle: Society, Hooded Knight, Game Over.

Nemesis Monsters

The available nemesis encounter monsters.

- List of nemesis encounter monsters with checkboxes: Butcher (Lvl 1, 2, 3), King's Man (Lvl 1, 2, 3), The Hand (Lvl 1, 2, 3).

Innovations

The settlement's innovations (including weapon masteries).

Form for recording innovations with a 'Language' header and multiple blank lines.

Settlement Locations

Locations in your settlement.

- List of settlement locations with checkboxes: Lantern Hoard, Bone Smith, Skinnery, Organ Grinder, Catarium, Weapon Crafter, Leather Worker, Stone Circle, Barber Surgeon, Plumery, Blacksmith, Mask Maker.

Principles

The settlement's established principles.

- List of principles with checkboxes: New Life (Protect the Young, Survival of the Fittest), Death (Cannibalize, Graves), Society (Collective Toil, Accept Darkness), Conviction (Barbaric, Romantic).

Quarries

The monsters your settlement can select to hunt.

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

