

1

Survival Limit

Settlement Name

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

Death Count

0

Time Line

Milestone Story Events

Year	Story & Special Events		Trigger these story events when the milestone condition is met
<input type="checkbox"/> 1	Returning Survivors	<input type="checkbox"/> 21	<input type="checkbox"/> First child is born Principle: New Life
<input type="checkbox"/> 2	Endless Screams	<input type="checkbox"/> 22	<input type="checkbox"/> First time a Survivor Dies Principle: Death
<input type="checkbox"/> 3		<input type="checkbox"/> 23	<input type="checkbox"/> Nemesis Encounter - Level 3 Principle: Society
<input type="checkbox"/> 4	Nemesis Encounter - Butcher	<input type="checkbox"/> 24	<input type="checkbox"/> Settlement has 5 innovations Hooded Knight
<input type="checkbox"/> 5	Hands of Heat	<input type="checkbox"/> 25	<input type="checkbox"/> Nemesis Encounter - Watcher Game Over
<input type="checkbox"/> 6	Armored Strangers	<input type="checkbox"/> 26	
<input type="checkbox"/> 7	Phoenix Feather	<input type="checkbox"/> 27	
<input type="checkbox"/> 8		<input type="checkbox"/> 28	
<input type="checkbox"/> 9	Nemesis Encounter - King's Man	<input type="checkbox"/> 29	
<input type="checkbox"/> 10		<input type="checkbox"/> 30	
<input type="checkbox"/> 11	Regal Visit	<input type="checkbox"/> 31	
<input type="checkbox"/> 12	Principle: Conviction	<input type="checkbox"/> 32	
<input type="checkbox"/> 13		<input type="checkbox"/> 33	
<input type="checkbox"/> 14		<input type="checkbox"/> 34	
<input type="checkbox"/> 15		<input type="checkbox"/> 35	
<input type="checkbox"/> 16	Nemesis Encounter	<input type="checkbox"/> 36	
<input type="checkbox"/> 17		<input type="checkbox"/> 37	
<input type="checkbox"/> 18		<input type="checkbox"/> 38	
<input type="checkbox"/> 19	Nemesis Encounter	<input type="checkbox"/> 39	
<input type="checkbox"/> 20	Watched	<input type="checkbox"/> 40	

Nemesis Monsters
The available nemesis encounter monsters.

Butcher Lvl 1 Lvl 2 Lvl 3

King's Man Lvl 1 Lvl 2 Lvl 3

The Hand Lvl 1 Lvl 2 Lvl 3

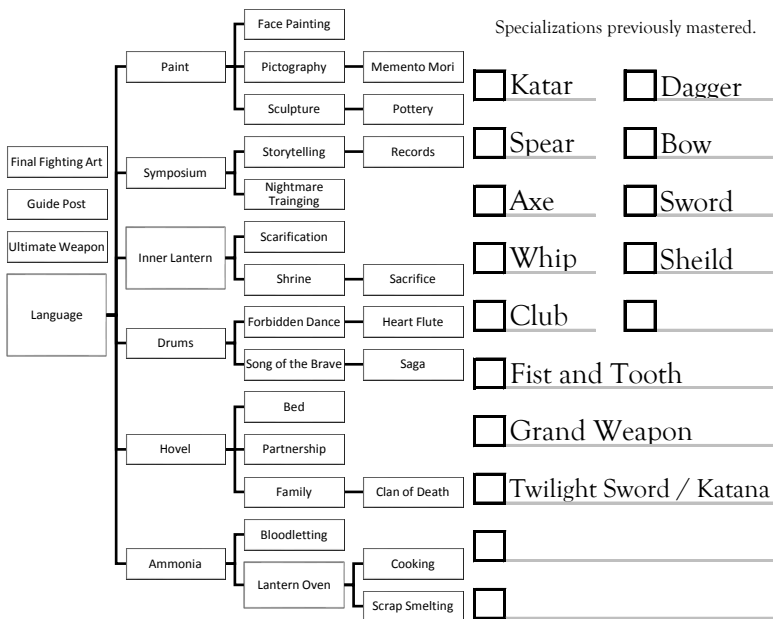
_____ Lvl 1 Lvl 2 Lvl 3

_____ Lvl 1 Lvl 2 Lvl 3

Innovations

Weapon Masteries

Settlement Locations



Specializations previously mastered.

Locations in your settlement.

- Katar Dagger
- Spear Bow
- Axe Sword
- Whip Sheild
- Club _____
- Fist and Tooth
- Grand Weapon
- Twilight Sword / Katana
- _____
- _____
- _____

Principles

The settlement's established principles.

- New Life** Protect the Young **or** Survival of the fittest
- Death** Cannibalize **or** Graves
- Society** Collective Toil **or** Accept Darkness
- Conviction** Barbaric **or** Romantic

Quarries

The monsters your settlement can select to hunt

- White Lion _____
- Screaming Antelope _____
- Phoenix _____

