



Update the population number as survivors are added and lost.

## ☠ Death Count

[illegible]

## Survivors

[illegible]

## Principles

The settlement's established principles.

<input type="checkbox"/>	<b>or</b> <input type="checkbox"/>
<input type="checkbox"/>	<b>or</b> <input type="checkbox"/>
<input type="checkbox"/>	<b>or</b> <input type="checkbox"/>
<input type="checkbox"/>	<b>or</b> <input type="checkbox"/>
<input type="checkbox"/>	<b>or</b> <input type="checkbox"/>

## Innovations

The settlement's innovations (including weapon masteries).

[illegible]

## Resource Storage

Basic & Strange	Node 1	Node 2	Node 3	Node 4
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Node 1                      Node 2                      Node 3                      Node 4

Node 2                      Node 3                      Node 4

Node 3 Node 4

Node 4

[illegible]

## Gear Storage

## Notes

[illegible]



## Settlement Victories

[illegible]

Nemesis	Lvl 1 3 CC	Lvl 2 3 CC	Lvl 3+ 3 CC
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Collective Cognition Rewards

[illegible]

## Philosophies


## Knowledge

[illegible]