1	Survival Limit

Settlement Name

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

Lost Settlements

пппп	\Box	

	_	
₹	Time	lina
À	пппе	ше

Prol		Event	
		SE	
		<u>se</u>	
		SE	
		SE	
		SE SE	
		SE SE	
		SE	
		SE	
		SE	
		SE	
_			
_		SE	
_		SE	
_		SE	
		SE	
		SE	
		SE	
_		SE	
		SE	
		SE	
	27		
		SE	
	33		
		SE	
	35		
		SE	
		SE	
		SE	
	39	SE	

Quarries The monster your settlement can select to hunt.	
	Node 1
	Node 2
	Node 3
	Node 4

Nemesis			
The nemesis monste	er your settlement can encount	er.	
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvi 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3
	□ Lvl 1	□ Lvl 2	□ Lvl 3

Campaign Milestones

☐ Population reaches 0	щ Game Over

Departing Survivor Bonuses Departing Survivors gain these bonuses

Population Value to a south a second state of the second state of				Death Count				
Update the population number as survivors are added and lost.								
🕯 Survivors								
Name	Sex	Hunt XP	Philosophy		Rank	Notes	Retired	1

Principles			Patterns	& Seed Patterns		
The settlement's established princ	ciples.		Gear recipes	gained during gameplay.		
	or \square					
	or 🗆					
	or 🗆					
	or 🗆					
	or 🗆					
Innovations			Settleme	ent Locations		
The settlement's innovations (inc	cluding weapon masteries).					
			- 🗀			
			- 🗀			
			- 🗀			
Resource Storage						
Basic & Strange	Node 1	Node 2		Node 3	Node 4	
				_		
Gear Storage					Notes	
			_		<u> </u>	
			_			

Collective Cognition					Collective Cognition Rev	vards
The settlement's total CC is based on its	s victories.					
Settlement Victories	.0			1.5		
Write the name of each monster in your campaign, monster's level and update your total collective co	. After a victorious: gnition.	showdown, f	ill a box for the	defeated		
Over	Prologue	Lvl 1	Lvl 2	Lvl 3+		
Quarry	1 CC	1 CC	2 CC	3 CC		
	□					
	_					
	_					
	Lvl 1	Lvl 2	Lvl 3+			
Nemesis	3 CC	3 CC	3 CC			
	_ 🗆					
	_ □					
N-11 I-1						
hilosophies						
Knowledge						
						