

Settlement Name: _____

Language	<input type="checkbox"/> <input type="checkbox"/>	S	
Ammonia (science)	<input type="checkbox"/> <input type="checkbox"/>	+	L
Bloodletting	<input type="checkbox"/> <input type="checkbox"/>	*	
Lantern Oven	<input type="checkbox"/> <input type="checkbox"/>	+	L
Cooking	<input type="checkbox"/> <input type="checkbox"/>	*	
Scrap Smelting	<input type="checkbox"/> <input type="checkbox"/>		L
Drums (music)	<input type="checkbox"/> <input type="checkbox"/>	*	L
Forbidden Dance	<input type="checkbox"/> <input type="checkbox"/>	*	L
Heart Flute	<input type="checkbox"/> <input type="checkbox"/>	*	
Song of the Brave	<input type="checkbox"/> <input type="checkbox"/>		
Saga	<input type="checkbox"/> <input type="checkbox"/>		
Hovel (home)	<input type="checkbox"/> <input type="checkbox"/>	S +	
Bed	<input type="checkbox"/> <input type="checkbox"/>	S *	
Family	<input type="checkbox"/> <input type="checkbox"/>	+	
Clan of Death	<input type="checkbox"/> <input type="checkbox"/>		
Partnership	<input type="checkbox"/> <input type="checkbox"/>	*	
Inner Lantern (faith)	<input type="checkbox"/> <input type="checkbox"/>		
Scarification	<input type="checkbox"/> <input type="checkbox"/>	*	
Shrine	<input type="checkbox"/> <input type="checkbox"/>	*	
Sacrifice	<input type="checkbox"/> <input type="checkbox"/>	*	
Paint (art)	<input type="checkbox"/> <input type="checkbox"/>		L
Face Painting	<input type="checkbox"/> <input type="checkbox"/>	*	
Pictograph	<input type="checkbox"/> <input type="checkbox"/>		L
Memento Mori	<input type="checkbox"/> <input type="checkbox"/>	*	
Sculpture	<input type="checkbox"/> <input type="checkbox"/>		
Pottery	<input type="checkbox"/> <input type="checkbox"/>	+	L
Symposium (education)	<input type="checkbox"/> <input type="checkbox"/>		
Nightmare Training	<input type="checkbox"/> <input type="checkbox"/>	*	
Storytelling	<input type="checkbox"/> <input type="checkbox"/>	*	
Records	<input type="checkbox"/> <input type="checkbox"/>	*	

Conviction Principle		
Barbaric	<input type="checkbox"/>	S
Final Fighting Art (edu)	<input type="checkbox"/>	S
Romantic	<input type="checkbox"/>	S
Ultimate Weapon (Science)	<input type="checkbox"/>	S
Death Principle		
Cannibalize	<input type="checkbox"/>	S
Graves	<input type="checkbox"/>	
New Life Principle		
Protect the Young	<input type="checkbox"/>	
Survival of the Fittest	<input type="checkbox"/>	S
Society Principle		
Accept Darkness	<input type="checkbox"/>	
Collective Toil	<input type="checkbox"/>	

Weapon Mastery		
Axe	<input type="checkbox"/>	
Bow	<input type="checkbox"/>	
Club	<input type="checkbox"/>	
Dagger	<input type="checkbox"/>	
Fist & Tooth	<input type="checkbox"/>	
Katar	<input type="checkbox"/>	
Shield	<input type="checkbox"/>	
Spear	<input type="checkbox"/>	
Sword	<input type="checkbox"/>	
Whip	<input type="checkbox"/>	
Other		
Guidepost	<input type="checkbox"/>	+

Key	
<input type="checkbox"/>	In deck
<input type="checkbox"/>	Acquired
S	Survival Limit increase
+	Gain departing Survival (X Nemesis only)
*	Endeavor
L	Interacts with Location(s)