

End of Campaign Save Index

In this section, use a pencil to record information about the Guards at the end of each Campaign. These final stats **include** all chip bonuses and stats bonuses given by the Guards' equipment and unlocked Skill Tree bonuses. This information will be referenced at the start of Campaign 5 to continue the story. Any cards in the Guards' satchel slots at the end of a Campaign are recorded in the Fort Istra Stash. After all information has been recorded in this index, return all of the components back to their respective supplies for use in other campaigns.

Campaign 1



Grigory

HP	<input type="text"/>
ATK	<input type="text"/>
DEF	<input type="text"/>
AP	<input type="text"/>

	3										
	2										


Weapon


Armor


Speaking Stones


Speaking Stones


Accessory


Item



Alek

HP	<input type="text"/>
ATK	<input type="text"/>
DEF	<input type="text"/>
AP	<input type="text"/>

	2										
	1										


Weapon


Armor


Speaking Stones


Speaking Stones


Accessory


Item

End of Campaign Save Index

Campaign 2



Catherine

HP
ATK
DEF
AP



2



1



Weapon



Armor



Speaking
Stones



Speaking
Stones



Accessory



Item



Yury

HP
ATK
DEF
AP



3



1



Weapon



Armor



Speaking
Stones



Speaking
Stones



Accessory



Item

End of Campaign Save Index

Campaign 3



Kharzin

HP	<input type="checkbox"/>
ATK	<input type="checkbox"/>
DEF	<input type="checkbox"/>
AP	<input type="checkbox"/>



3



2



Weapon



Armor



Speaking Stones



Speaking Stones



Accessory



Item



Vera

HP	<input type="checkbox"/>
ATK	<input type="checkbox"/>
DEF	<input type="checkbox"/>
AP	<input type="checkbox"/>



2



1



Weapon



Armor



Speaking Stones



Speaking Stones



Accessory



Item

End of Campaign Save Index

Campaign 4



Pavel

HP
 ATK
 DEF
 AP



3



2



Weapon



Armor



Speaking
Stones



Speaking
Stones



Accessory



Item



Yana

HP
 ATK
 DEF
 AP



2



1



Weapon



Armor



Speaking
Stones



Speaking
Stones



Accessory



Item