Settings & Assumptions	Setting	Default
Minimum for "Dump Stats"?	8	8
Minimum for Key Abilities?	14	14
Frequency for Arcane Selection?	16	16
Frequency for Divine Selection?	34	16
Minor Caster and Ki Frequency?	75	34
Cultural Accessibility: Barbarian	10	75
Cultural Accessibility: Bard	50	25
Cultural Accessibility: Cleric	100	100
Cultural Accessibility: Druid	50	25
Cultural Accessibility: Fighter	25	100
Cultural Accessibility: Monk	300	25
Cultural Accessibility: Paladin	100	25
Cultural Accessibility: Ranger	25	75
Cultural Accessibility: Rogue	25	100
Cultural Accessibility: Sorcerer	10	25
Cultural Accessibility: Warlock	10	25
Cultural Accessibility: Wizard	100	100
Population	75,000	
Economic Focus	Agriculture	Agriculture

ADVENTURING CLASSES	Total: 5133	Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Barbarian	14	1	1	2	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0
Bard	43	3	4	4	5	4	4	3	3	3	2	2	1	1	1	1	1	0	0	0	0
Cleric	950	76	85	95	104	95	85	76	66	57	47	38	28	24	19	14	11	9	8	6	4
Druid	475	38	43	47	52	47	43	38	33	28	24	19	14	12	9	7	6	5	4	3	2
Fighter	521	42	52	62	73	62	52	42	36	31	26	21	10	5	3	1	1	0	0	0	0
Monk	1,629	130	147	163	179	163	147	130	114	98	81	65	49	41	33	24	20	16	13	10	7
Paladin	302	24	27	30	33	30	27	24	21	18	15	12	9	8	6	5	4	3	2	2	1
Ranger	101	8	10	12	14	12	10	8	7	6	5	4	2	1	1	0	0	0	0	0	0
Rogue	698	56	70	84	98	84	70	56	49	42	35	28	14	7	3	2	1	0	0	0	0
Sorcerer	33	3	3	3	4	3	3	3	2	2	2	1	1	1	1	0	0	0	0	0	0
Warlock	33	3	3	4	5	4	3	3	2	2	2	1	1	0	0	0	0	0	0	0	0
Wizard	333	27	30	33	37	33	30	27	23	20	17	13	10	8	7	5	4	3	3	2	1
NONADVENTURING	69,867																				
Labor Fishing Farming	52,400																				
Food Production (Bakers etc)	6,987																				
Craft	6,987																				
Trade (merchants, sailors)	1,747																				
Learned	838																				
Art Hospitality & Entertainment	699																				
Aristocrat	35																				
At-Arms	175																				