Settings & Assumptions	Setting	Default
Minimum for "Dump Stats"?	8	8
Minimum for Key Abilities?	14	14
Frequency for Arcane Selection?	10	16
Frequency for Divine Selection?	34	16
Minor Caster and Ki Frequency?	50	34
Cultural Accessibility: Barbarian	25	75
Cultural Accessibility: Bard	10	25
Cultural Accessibility: Cleric	125	100
Cultural Accessibility: Druid	10	25
Cultural Accessibility: Fighter	125	100
Cultural Accessibility: Monk	10	25
Cultural Accessibility: Paladin	100	25
Cultural Accessibility: Ranger	100	75
Cultural Accessibility: Rogue	50	100
Cultural Accessibility: Sorcerer	10	25
Cultural Accessibility: Warlock	10	25
Cultural Accessibility: Wizard	10	100
Population	75,000	
Economic Focus	Commerce	

ADVENTURING CLASSES	Total: 5893	Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Barbarian	35	3	3	4	5	4	3	3	2	2	2	1	1	0	0	0	0	0	0	0	0
Bard	5	0	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Cleric	1,187	95	107	119	131	119	107	95	83	71	59	47	36	30	24	18	14	12	9	7	5
Druid	95	8	9	9	10	9	9	8	7	6	5	4	3	2	2	1	1	1	1	1	0
Fighter	2,604	208	260	312	365	312	260	208	182	156	130	104	52	26	13	7	3	2	1	0	0
Monk	36	3	3	4	4	4	3	3	3	2	2	1	1	1	1	1	0	0	0	0	0
Paladin	201	16	18	20	22	20	18	16	14	12	10	8	6	5	4	3	2	2	2	1	1
Ranger	270	22	27	32	38	32	27	22	19	16	13	11	5	3	1	1	0	0	0	0	0
Rogue	1,396	112	140	168	196	168	140	112	98	84	70	56	28	14	7	3	2	1	0	0	0
Sorcerer	21	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0
Warlock	21	2	2	2	3	2	2	2	1	1	1	1	0	0	0	0	0	0	0	0	0
Wizard	21	2	2	2	2	2	2	2	1	1	1	1	1	1	0	0	0	0	0	0	0

NONADVENTURING	69,107
Labor Fishing Farming	13,821
Food Production (Bakers etc)	6,911
Craft	31,098
Trade (merchants, sailors)	3,455
Learned	6,911
Art Hospitality & Entertainment	6,669
Aristocrat	69
At-Arms	173