

Settings & Assumptions		Setting	Default	ADVENTURING CLASSES																					
				Total: 23	Level 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Minimum for "Dump Stats"?	◀ ▶	8	8	Barbarian	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Minimum for Key Abilities?	◀ ▶	14	14	Bard	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Frequency for Arcane Selection?	◀ ▶	16	16	Cleric	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Frequency for Divine Selection?	◀ ▶	16	16	Druid	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Minor Caster and Ki Frequency?	◀ ▶	34	34	Fighter	4	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Barbarian	◀ ▶	10	75	Monk	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Bard	◀ ▶	25	25	Paladin	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Cleric	◀ ▶	100	100	Ranger	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Druid	◀ ▶	100	25	Rogue	11	1	1	1	2	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Fighter	◀ ▶	50	100	Sorcerer	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Monk	◀ ▶	10	25	Warlock	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Paladin	◀ ▶	10	25	Wizard	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Cultural Accessibility: Ranger	◀ ▶	100	75	<b>NONADVENTURING</b>	<b>277</b>																				
Cultural Accessibility: Rogue	◀ ▶	100	100	Labor Fishing Farming	208																				
Cultural Accessibility: Sorcerer	◀ ▶	100	25	Food Production (Bakers etc)	28																				
Cultural Accessibility: Warlock	◀ ▶	100	25	Craft	28																				
Cultural Accessibility: Wizard	◀ ▶	10	100	Trade (merchants, sailors)	7																				
Population	◀ ▶	300		Learned	3																				
Economic Focus	▾	Agriculture	Agriculture	Art Hospitality & Entertainment	3																				
				Aristocrat	0																				
				At-Arms	1																				