| Tenant Households: | 23 | ı | Kingdom: Kaldor | | | _ | Terrain: | Lo | wland | _ / | Acres: | 16 | 620 |
|--------------------|----|----|-----------------|---|-------|---|----------|----|------------------|-----|--------|----|---------------------|
| | | | <u>-</u> | | | | | | | | | | |
| Tenant Class | ML | Sz | Acres | _ | Labor | | Rent | | Craft / Military | | F | | Military Obligation |

| Tenant Class | ML | Sz | Acr | es | Labor | Rent | Craft / Military | | Military Obligation | Tenant Descriptions |
|--------------|-----|----|------|------|-------|------|------------------|------|---------------------|---------------------|
| | | | Serf | Free | Owed | Owed | Occupations | Fees | , , | · · |
| Villien | 105 | 9 | 29 | | 116 | 60 | | 35 | | Short |
| Farmer | 100 | 8 | | 10 | | 120 | | 16 | | Gossipy |
| Villien | 75 | 4 | 38 | | | 60 | Reeve | 44 | | Beautiful |
| Villien | 60 | 9 | 40 | | | 60 | Woodward | 46 | | Pleasant |
| Craftsman | 55 | 4 | | 15 | | 150 | Metalsmith | 165 | | Jolly |
| Half-Villien | 65 | 3 | 21 | | 84 | 60 | | 27 | | Powerful |
| Cottar | 75 | 1 | 3 | | 12 | 60 | | 9 | | Pleasant |
| Cottar | 110 | 4 | 3 | | 12 | 60 | | 9 | | Ugly |
| Villien | 100 | 8 | 35 | | | 60 | Herder | 41 | | Childish |
| Yeoman | 65 | 3 | | 15 | | 75 | Light Foot | 21 | 90 days | Angry |
| Villien | 95 | 6 | 35 | | | 60 | Beadle | 41 | | Beautiful |
| Villien | 60 | 7 | 30 | | 120 | 60 | | 36 | | Merry |
| Cottar | 60 | 3 | 5 | | 20 | 60 | | 11 | | Ugly |
| Craftsman | 65 | 3 | | 25 | | 210 | Miller | 271 | | Powerful |
| Villien | 60 | 5 | 40 | 20 | 160 | 180 | | 66 | | Powerful |
| Cottar | 75 | 1 | 2 | | 8 | 60 | | 8 | | Drunken |
| Priest | 70 | 4 | | 15 | | | Priest | | | Confused |
| Cottar | 85 | 4 | 0 | | 0 | 60 | | 6 | | Boring |
| Farmer | 80 | 3 | | 20 | | 180 | | 26 | | Preoccupied |
| Villien | 75 | 8 | 29 | | 116 | 60 | | 35 | | Vengeful |
| Craftsman | 90 | 7 | | 25 | | 210 | Timberwright | 247 | | Chubby |
| Villien | 105 | 7 | 38 | | 152 | 60 | | 44 | | Powerful |
| Cottar | 100 | 5 | 5 | | 20 | 60 | | 11 | | Silly |
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| Tenant Class | ML | Sz | Acres | Labor | Rent | Craft / Military | | Military Obligation | Tenant Descriptions |
|---------------|------|----|-----------|--|------|------------------|-------|----------------------|---------------------|
| T CHAIR Class | IVIL | 02 | Serf Free | | Owed | Occupations | Fees | Willitary Obligation | Tenani Descriptions |
| | ł | - | OCII TICC | Owcu | Owcu | Occupations | 1 003 | | - |
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Initial Setup of a Village (One not associated with an Abbey, Chapter House, or Se attached to a Keep or Castle)

Use this button for the initial generation of a manor. Remember, this routine is for manors, not settlements, abbeys, or chapter houses.

Step 1:

Step 2: Use this button to begin a new vill regenerate the current village.

| Priest: | Yes | Craftsmen and Fees | Craftsmen and Fees: | | | | | |
|-----------------|-----------|--------------------|---------------------|--|--|--|--|--|
| Glebe: | 1398 | Charcoaler 1 | 80 | | | | | |
| | <u></u> - | Hideworker 1 | 44 | | | | | |
| | | Innkeeper 2 | 16 | | | | | |
| Labor: | | Metalsmith 1 | 44 | | | | | |
| 3 days: | 0 | Miller 2 | 40 | | | | | |
| 5 days: | 0 | Salter 1 | 20 | | | | | |
| Rents: | | Shipwright 1 | 44 | | | | | |
| d: | 6 | Timberwright 2 | 16 | | | | | |
| | <u></u> - | Woodcrafter 1 | 20 | | | | | |
| Yeomen: | | | | | | | | |
| Required: | 3 | | | | | | | |
| On Hand: | 1 | d Fish Caught: | | | | | | |
| | | Lord's Share: | | | | | | |
| Labor Forgiven: | | | | | | | | |
| Reeve: | 152 | d Pelts Trapped: | | | | | | |
| Woodward: | 160 | Lord's Share: | | | | | | |
| Herder: | 140 | | | | | | | |
| Beadle: | 140 | | | | | | | |

To choose 3 or 5 days labor owed for serf tenants enter a '1' to indicate your choice.

To change the rent owed by freemen from 6d an acre, just enter a number between 4 and 8.

Step 3: This is an optional button for manors in coastal or forest regions. Using this button will determine what unfree tenants are either part-time fishermen or trappers and the additional fees they owe as a result.

Step 4:

Update labor calculations for Serf