Healing	Basis	Tests per day	Step
Recovery tests	Toughness		
Tolerance		Unconscious	Dead
Natural base	Toughness		
Per rank of Durability	Discipline	+	+
Current ratings	Addition		
Movement		Combat	Normal
Airborne	Dexterity		
Terrestrial	Dexterity		
Encumbrance		Carry	Lift
Maximum weight	Strength		
Initiative		Step	Dice
Unprotected	Dexterity		
Religion		Passion	Points
Devotion	Whim		

Currency	Value	Count	Unimplemented
Copper	0.1		
Silver	1		
Gold	10		
Earth/Water	100		
Air/Fire	1,000		
Orichalcum	10,000		

General equipment	Copies	Weight Single	Weight Bundle

Non-technical facts	
Age	
Sex	
Height	
Weight	
Skin color	
Hair color	
Eye color	
Birthplace	

Appearance (e.g. clothes, hairstyle)

Thread to	Rank	Effects

Known languages
Dwarven speech & script

Brief notes (e.g. more equipment)

Miscellaneous notes (e.g. more talents)
In order to rise to a new circle you must have an amount of talents ≥ [new circle + 3] for the relevant discipline. The ranks of the minimum amount of talents must be ≥ [new circle]. They must include at least one talent from the current circle.

Legend points	
Legendary status	
Award	Expenditure
Lifetime total	Currently disposable

Fellow PC	Player	Race	Discipline

Portrait