

HALLS OF THE ARCANUM

Name:
Player:
Chronicle

Nature:
Demeanor:
Concept:

Motivation:
Chapter:
Lodge:

Attributes

Physical	Social	Mental
Strength _____ ●○○○○	Charisma _____ ●○○○○	Perception _____ ●○○○○
Dexterity _____ ●○○○○	Manipulation _____ ●○○○○	Intelligence _____ ●○○○○
Stamina _____ ●○○○○	Appearance _____ ●○○○○	Wits _____ ●○○○○

Abilities

Talents	Skills	Knowledge
Alertness _____ ○○○○○	Drive _____ ○○○○○	Computer _____ ○○○○○
Athletics _____ ○○○○○	Etiquette _____ ○○○○○	Cosmology _____ ○○○○○
Awareness _____ ○○○○○	Firearms _____ ○○○○○	Culture _____ ○○○○○
Brawl _____ ○○○○○	Leadership _____ ○○○○○	Enigmas _____ ○○○○○
Dodge _____ ○○○○○	Meditation _____ ○○○○○	Investigation _____ ○○○○○
Expression _____ ○○○○○	Melee _____ ○○○○○	Law _____ ○○○○○
Intuition _____ ○○○○○	Research _____ ○○○○○	Linguistics _____ ○○○○○
Intimidation _____ ○○○○○	Stealth _____ ○○○○○	Medicine _____ ○○○○○
Streetwise _____ ○○○○○	Survival _____ ○○○○○	Occult _____ ○○○○○
Subterfuge _____ ○○○○○	Technology _____ ○○○○○	Science _____ ○○○○○

Advantages

Other Traits	Background	Merits & Flaws
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____
_____ ○○○○○	_____ ○○○○○	_____

Health

Bruised

Hurt -1

Injured -2

Wounded -3

Mauled -4

Crippled -5

Incapacitated

Willpower

○○○○○○○○○○○○

Combat

Damage	Weapon	Difficulty

Numina

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

_____ ○○○○○

Faith

○○○○○○○○○○○○

Experience

HALLS OF THE ARCANUM

History

Prelude

Fields of Study

Publications/Discoveries

Contacts/Allies

Status or Position

Brawling Chart			
Maneuver	Roll	Diff	Damage
Body Slam	Dex + Brawl	7	Special
Grapple	Dex + Brawl	6	Strength
Kick	Dex + Brawl	7	Strength + 1
Punch	Dex + Brawl	6	Strength

Other Traits

Associates

Goals/Obsessions

Description

Age _____ Height _____
 Hair _____ Weight _____
 Eyes _____ Race _____
 Sex _____ Nationality _____

Equipment

	Rank	Roll	Difficulty
Gear (carried)			
Possessions (owned)			