

A CHART OF THE NEPHILIM ARCANUM

#	NAME	DESCRIPTION
o*	Fool	Prophets. Seek to create the Ultimate Messiah
I	Magician	Prometheans. Work with magician who study solar ka
II	High Priestess	Seers. Preserve occult knowledge and magic
III	Empress	Manipulators. Control humans through emotions
IV	Emperor	Seculars. Seek material power to govern Earth
V	Hierophant	Gods. Work with humans who believe they are deities
VI	Lovers	Hedonists. Enjoy and exploit their physical bodies
VII	Chariot	Technologists. Exploit the world as a machine
VIII	Strength	Anti-Khaibans. Fighters against Khaiba
IX	Hermit	Ascetics. See Similacra as a distraction
X	Wheel of Fortune	Astrologers. Study magic fields and the planets
XI	Justice	Judges. Punish Nephilim who go astray
XII*	Hanged Man	Shouites. Submerge personalities beneath humans
XIII*	Death	Selenim. The Doomed Nephilim of the Black Moon
XIV	Temperance	Healers. Tend to the sick and study the Macrocosm
XV*	Devil	Khaibans. Become savage beasts
XVI	Tower	Destroyers. Eradicate occult knowledge among humans
XVII	Star	Astronomers. Seek life on other stars
XVIII	Moon	Animalists. Incarnate only in animals
XIX	Sun	Mystics. Work to gain power over Solar Ka
XX	Judgement	Pessimists. Fortell the fall of more meteorites
XXI*	World	Unknown. The Missing Arcanum

* denotes an Arcanum which is not appropriate for a beginning player character