

## Character Creation Table:

This chart covers the character-creation process in short form; refer to the accompanying sections for details. Available points are listed where relevant.

### Phase One: Genesis

This portion outlines the process of creating a normal person from the 1920s.

- **Step One: Concept (p. 117)**  
Choose origin, Nature and allegiance
- **Step Two: Select Attributes (p. 134)**  
Prioritize the three areas: Physical, Mental and Social  
Choose primary Attributes (6 points)  
Choose secondary Attributes (4 points)  
Choose tertiary Attributes (3 points)
- **Step Three: Select Abilities (p. 138)**  
Choose desired Abilities (23 points)  
No Ability higher than 3  
Calculate dice pools
- **Step Four: Select Backgrounds (p. 144)**  
Choose desired Backgrounds (6 points)
- **Step Five: Phase One Finishing Touches**  
Record initial Willpower (3), Inspiration (0), Initiative (Dexterity + Wits), movement (walk Dex + 2 m, run Dex + 12 m, sprint [Dex x 3] + 20 m)  
Spend bonus points (15 points)

Trait	Bonus Points	Cost per dot
Attribute		5
Ability		2
Specialty (max. three per Ability)		1
Background		1
Willpower		2
Initiative		1

### Phase Two: Transformation

This section explains how you change your character from a normal person into an Inspired adventurer!

- **Step One: Inspiration**  
Choose your character's transformation type: heroic, psychic or dynamic
- **Step Two: Define the Inspiration**  
Choose primary Inspiration facet: Intuitive, Reflective or Destructive
- **Step Three: Transformation Points**  
Spend 13 transformation points on Inspiration, Ability mastery, Background enhancements, Knacks, super-science gadgets or on other Traits.

### Transformation Points

Trait	Cost per dot
2 Attribute dots (max. 5 in Trait)	1
5 Ability dots (max. 5 in Trait)	1
Ability mastery (max. 3 Abilities)	1
4 Background dots (max. 5 in Trait)	1
Background enhancement	2
2 Willpower dots (max. 10 in Trait)	1
Inspiration dot (max. 5 at this time)	1
3 Inspiration points to pool (no limit)	1
Knack, heroic	2
Knack, psychic or dynamic (level one)	1
Knack, psychic or dynamic (level two)	2
Knack, psychic or dynamic (level three)	3
Super-science invention	special

A character must already have 5 points in an Ability to purchase Ability mastery.

A character must already have 5 points in a Background to buy a Background enhancement.

Permanent Inspiration cannot be raised higher than 5 in character creation. Points added to the Inspiration pool are temporary, not permanent, but may increase the pool's total capacity beyond 10.

Only daredevils may purchase heroic Knacks. Only mesmerists may buy psychic Knacks. Only stalwarts may take dynamic Knacks. Psychic and dynamic Knacks are not hierarchical; you do not have to buy a level one Knack before you can buy a level two or level three Knack.

Super-science inventions are not purchased with transformation points. See Chapter Five: Super-Science, p. 176.

### Phase Three: Last Details

With purchases out of the way, you can now figure out point totals, as well as flesh out your character's history and personality.

- **Step One: Final Touches**  
Calculate Final dice pools, Initiative, movement and soak.
- **Step Two: Spark of Life**  
Decide how your character came to be who she is.