

Modern Times Character creation

This describes the character generation for the Modern Times version of the Interesting Time RPG.

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Common background

Each character is an experienced agent of the Guardians of Fate.

The character can either be a full time agent of the Order, or be part time. Part time is particularly suitable with some of the resources perks described later.

Background

Various parts of the character background need to be decided:

- Name: Each character obviously needs a name, and possibly a nickname or call sign. Part time agents may (though not usually) have a cover identity.
- Sex: This has a very minor game effect in a bonus of Chi that can be stored.
- Nationality: The character can be of any nationality, though the European nationalities or Chinese are particularly common.
- Disciplines, Skills and Perks - see the following sections.
- If the character is part time, then their main occupation or lifestyle needs to be specified.
- Languages: The character is assumed to be at least proficient in English, Mandarin Chinese and another language, which needs to be chosen. The character may speak additional languages as a perk.
- Other background: any other background or history of the character.

Generation

The characteristics, skills and resources of a character are represented by Character Points (CP).

Each character starts with 50 CP (yes, this is pretty badass). These can be spent on Disciplines, Skills and Perks.

Disciplines

Disciplines are the mystical skills taught by the Guardians of Fate described in the main Interesting Times rules.

Discipline	School	Element	Abilities
Geomancer	School of Order	Earth	Have incredible fortune.
Magician	School of Magic	Water	Bend reality to your will.
Warrior	School of War	Fire	Perform superhuman feats.
Seer	Temple	Air	Predict the future.

All agents must have spent at least 20 CP on mystical skills, and be at least an initiate (level 1) in all four disciplines, and can have journeyman rank (4) in at most one discipline. Each discipline costs per level 2 CP times the level. Thus, as they must be at least level one in each, then at least 8 CP must be spent on Disciplines.

Description	Level	Cost	Total Cost
Initiate	1	2	2
Novice	2	4	6
Adept	3	6	12
Journeyman	4	8	20

Skills

Each school of the Guardians teaches three skills in a broad course of study. Each covers a wide variety of related things. The table below lists the skills and examples (not exhaustive) of the areas they cover:

School	Skill	Covers
The School of Order (Earth)	Business	Business, management, logistics, finance, law, economics, trade.
	Physical science	Physics, chemistry, mathematics, technology, engineering, computing.
	Life science	Medicine, biology, physiology, eastern healing, first aid, poisons.
The School of Magic (Water)	Ritual magic	Slow magic actions including rituals, rune magic, alchemy, enchanting.
	Reason	Logic, puzzles, research, deduction, memory, general knowledge.
	Thaumaturgy	Magic theory, mystical creatures, magical analysis, magical engineering.
The School of War (Fire)	Battle	Projectile weapons, strategy, tactics, vehicles.
	Martial arts	Melee, acrobatics, gymnastics, athletics, climbing, parkour.
	Stealth	Sneaking, sabotage, espionage, disguise, forgery, security.
The Temple (Air)	Spirituality	Cosmology, mysticism, theology, legends, mystical history.
	Art	All arts, music, style, fashion.
	Social science	Politics, sociology, manipulation, psychology, oration, leadership, history.

Each level of a skill typically gives a +3 bonus to any action involving an area they cover.

Description	Level	Cost from previous	Total cost	Bonus
Professional	1	1 CP	1 CP	+3
Expert	2	2 CP	3 CP	+6
Master	3	3 CP	6 CP	+9

Each skill has an associated sign of the zodiac - Business (Capricorn), Physical Science (Taurus), Life science (Virgo), Ritual magic (Cancer), Reason (Scorpio), Thaumaturgy

(Pisces), Battle (Leo), Martial arts (Aries), Stealth (Sagittarius), Spirituality (Gemini), Art (Aquarius) and Social science (Libra).

Perks

CP may also be spent on additional advantages for the character. Many of them are available at one of two levels, costing (total) either 1 or 3 CP (i.e. the same as a skill). The first level typically confers a significant but limited advantage, and the second level a world-class advantage.

Resources and power:

The guardians as a whole have extensive resources, contacts and influence, and will obviously provide suitable assistance when required.

These perks represent the personal resources of the character, which the character can call upon immediately without question.

Mundane resources:

Level 1: The character is independently wealthy (millions of US dollars), and can acquire most normal items.

Level 2: The character is a member of the super-rich (hundreds of millions of US dollars), probably with control of a major corporation.

Fame:

Level 1: The character is well known in a particular field of endeavour. People working in or following that field will likely know of the character (and probably respect them).

Level 2: The character is an A-List celebrity and well known amongst the general population (and likely to be recognised). Note that this isn't always advantageous.

Influence:

Level 1: The character has extensive contacts in one field (e.g. high technology companies), or in significant players in a region (e.g. Chinese politicians).

Level 2: The character has extensive contacts and influence with many of the movers and shakers of the world. The character can arrange a meeting with most national leaders.

Mystical resources:

Level 1: The character has significant personal stores of mystical items and equipment, and can acquire such items easily.

Level 2: The character has extensive access to powerful mystical artefacts and magical research equipment.

Mystical influence:

Level 1: The character has connections with particular mystical beings or factions.

Level 2: The character has extensive connections with many mystical beings. They could probably get an audience with a Great Dragon on short notice.

Mind and spirit:

Mystical link:

Level 1: The character can store 1 more chi.

Level 2: The character can store 2 more chi and also gains 2 more chi each time they meditate.

Iron will:

Level 1: The character has unusually strong willpower, typically gaining a +3 bonus on actions to concentrate while being distracted or to resist pain or mental manipulation

Level 2: The character has ridiculously strong willpower, though may appear to be a bit... focussed. They typically gain +6 on actions as in level 1.

Quick wits:

Level 1: +2 speed. The character is quick to react. The player may be given extra time to think if the character is rushed.

Level 2: +4 speed. The character is almost supernaturally quick to react. The player may take time for a decision, even if the character must act immediately.

Physique:

Attraction:

Level 1: The character is impressively good looking and charismatic, and will turn heads wherever they go.

Level 2: The character could work as a supermodel (and possibly does if they have Fame), and can charm the most stubborn.

Toughness

Level 1: The character is significantly more resilient than most. This gives +1 resilience (i.e. a base resilience of 5 rather than 4).

Level 2: The character is impressively impervious to damage. This gives +2 resilience (i.e. a base resilience of 6 rather than 4).

Blood

Several members of the order are (distantly) descended from various supernatural creatures. This may have various unusual effects (not always positive), as well as the direct benefits listed below.

Dragon blood

Level 1: Includes level 1 of mystical link.

Level 2: Includes level 2 of mystical link. The character is not particularly bothered by extreme temperatures (though fire will still burn them).

Fae blood

Level 1: Includes level 1 of attraction.

Level 2: Includes level 2 of attraction, though the look is somewhat unusual.

Demon blood

Level 1: Includes level 1 of toughness.

Level 2: Includes level 2 of toughness. The character may feel uncomfortable in holy places.

Additional skills

Esoteric skill

For 1 CP, the character is trained to an expert level in a skill not covered by the typical order training.

Language

The characters are assumed to be at least proficient in English, Mandarin Chinese and another language. Each CP spent gives proficiency in two more languages.