

Tianxia

TIANXIA
ACCELERATED

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TIANXIA ACCELERATED

TIANXIA FOR *FATE ACCELERATED EDITION*

The following will give players insight into how to hack the default *Tianxia* rules, which use the *Fate Core System*, with Evil Hat's streamlined *Fate Accelerated Edition*. Note that *Fate Accelerated Edition* (or *FAE*) is not so much another game system as it is a variant of *Fate Core*. Thus, much of *Tianxia's* rules do not need to be altered or changed. This section will focus on those that do. For simplicity's sake, we will be calling these rules *Tianxia Accelerated* and the default rules *Tianxia Core* from this point on.

CHARACTER CREATION

WHAT IS THE SAME

Picking your character's aspects and stunts works the same as in normal *FAE*. By default, *Tianxia Accelerated* characters get 3 free stunts and 5 aspects, including Core Concept and Trouble. Generally, it is a good idea to pick some of your aspects first to help guide you in picking approaches and stunts. This is arguably even more important than in *Fate Core*, since in *FAE* so much rides on the six approaches.

APPROACHES

Tianxia Accelerated characters are a bit beefier than your standard *Fate Accelerated* character. When choosing their approaches they get:

- One Approach at Great (+4)
- One Approach at Good (+3)
- One Approach at Fair (+2)
- Two Approaches at Average (+1)
- One Approach at Mediocre (+0)

Characters also get 4 Refresh to start instead of 3 and, like *Tianxia Core*, taking a Kung Fu Style is highly recommended with that extra Refresh.

Lauren is creating a *Tianxia Accelerated* Character for Kevin's game. She decides she wants to play a **WANDERING WARRIOR WOMAN** who wields **THE SCARLET SPEAR OF LUN PO** and is **SMARTER THAN SHE LOOKS** but whose **MOUTH GETS HER IN TROUBLE** and is **LOOKING FOR HER LONG LOST SISTER**. She assigns values to her approaches with this in mind. She takes Flashy at Great (+4) and Clever at Good (+3), reflecting her speed, skill, and surprising intellect. She then takes Quick at Fair (+2), and Forceful and Sneaky at Average (+1). She finally leaves Careful at Mediocre (+0), a reflection of her tending to occasionally get herself into trouble with boasts, retorts, and general smack talk. She will also get 3 stunts, but decides before picking them to move on to...

LEARNING KUNG FU AND LOST TECHNIQUES

Selecting a Kung Fu Style and Lost Techniques works and costs the same as in *Tianxia Core*. The difference comes to how it is used with approaches, which we will get to shortly. For now, note that you can buy Kung Fu Styles and Techniques the same way in both *Tianxia Accelerated* and *Tianxia Core*. Thus, 1 Refresh gets you a Style that is a combination

Why Not Streamline Kung Fu?

Well, it is. Somewhat. Just, perhaps, not as much as some might suspect.

With *Tianxia Accelerated*, Kung Fu Styles are altered to work with Approaches, and this definitely streamlines how the work. However, they still operate

on the same Body plus Element Substyle system, with each Style having a Form, six Techniques, and one Secret Technique. The reason for this is simple: Kung Fu in *Tianxia* is special, deep, and a little bit tactical, much like in kung fu action and *wuxia* films,

television, and other media. While the *FAE* streamlining of Skills into approaches, unifying stress tracks, and other tweaks is really cool, Kung Fu is not going to be similarly cut down as much, though of course individual GMs can do that if they like.

of one Body and one Element Substyles, a Form with that Style, and one Technique. You may purchase additional Techniques at creation at the cost of 2 Techniques per Refresh. You can also use your free stunt picks to buy Techniques instead at the cost of 1 stunt per Technique.

Lauren wants her character to know a Kung Fu Style. She spends a Refresh and looking over the Styles and decides Iron Phoenix fits best. For one Refresh she gets Lightning Dragon Style, **LIGHTNING DRAGON FORM**, and one Technique. Looking over the list of Lightning and Dragon Techniques, she selects Dragon Rules the Field. She considers taking more Techniques for extra Refresh but declines for now.

and manipulate their life force and internal energies with a variety of effects, chiefly to speed healing and reduce stress taken by creating **CHI ARMOR** invocations (see *Tianxia: Blood, Silk & Jade*, page 60).

Of course, *Tianxia Accelerated* does not use skills, thus adding *Chi* as an approach would mean including an approach that is fairly limited compared to the other six. So to keep the spirit of the *Chi* rules but accelerate the whole mechanic, characters now use their Jianghu Rank to determine **CHI ARMOR**, attempt to speed healing, and other such abilities. This means that characters will get more reliable and predictable uses of **CHI ARMOR** and other abilities, but they lose out on the chance for succeeding with style. The exact abilities for each Jianghu Rank are represented by the following table.

CHI AND CHI ARMOR

Tianxia Core added the *Chi* skill to the list of *Fate Core* skills. This skill allowed characters to master

JIANGHU RANK	CHI ARMOR INVOCATIONS	SPECIAL (CUMULATIVE)
0	None	None
1	1 per conflict	Automatically succeed on recover action for a consequence if allowed to meditate and channel energies after scene.
2	2 per conflict	May give CHI ARMOR to others or aid their recovery of consequences
3	3 per conflict	May reduce CHI ARMOR Invocations available per scene to 1 until a moderate consequence is removed to recover from it in half the normal time.
4	3 per conflict	May recover severe consequences as per guidelines above. CHI ARMOR now gives 3 Armor Rating instead of 2

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Using Accelerated Chi Rules in *Tianxia Core*

There is no reason you cannot use the *Tianxia Accelerated* rules for *Chi* with *Tianxia Core* games. They will provide more predictable and stratified bonuses between the various Jianghu Ranks, but they will also speed

play at bit if you are finding tracking **CHI ARMOR** and such daunting. If you do this, you will want to remove or replace the *Chi* skill, as it will not do much for characters with these rules. Also note that you will need to

alter any Techniques that use *Chi*, either substituting another skill or changing how they work. In some cases you can just use the altered versions presented here, though in other cases you might need to tweak them a bit.

Note that while normal recovery rules still apply, the ability to automatically recover from certain consequences will speed overall recovery of characters with potent chi. Also, while Jianghu Rank works fine for Kung Fu fighters, it does not necessarily denote everyone who might benefit from high *Chi*. In the case of sorcerers, demons, and other such individuals who possess an effective Jianghu Rank for mechanical purposes but are not part of the Martial World, go ahead and use it for purposes of **CHI ARMOR** and other bonuses: these people and creatures are powerful and possess potent internal energies, and their powers and abilities are similar to many trained Kung Fu stylists when it comes to defense and self-healing.

STRESS

Characters in *Fate Accelerated* start with more stress boxes than an average *Fate Core* character, but they have only one track and far fewer ways to gain additional boxes or consequences to mitigate the effect of attacks. *Tianxia Accelerated* uses the same basic stress rules as *Fate Accelerated*, but with some changes to reflect the action heavy genre and general hardiness of most kung fu action and *wuxia* characters.

A character receives an extra stress box that has a capacity to mitigate a number of shifts equal to its rank. Thus, Jianghu Rank 0 characters, who know no Kung Fu, get nothing extra, but a Jianghu Rank 2 master of Kung Fu gets an extra stress box that can be used to soak up to 2 shifts of damage. When he reaches Rank 3 he replaces this with a bonus 3 stress box. All other rules for using stress boxes apply normally, there is just an extra box.

Note this is not a perfect analog for *Tianxia Core*'s two stress tracks, but it does make Kung Fu fighters a bit hardier. In some cases, a character will last longer in a conflict than they might in *Tianxia Core* because they have been taking nothing but physical damage and can use their bonus stress box to absorb it. Perhaps more commonly, the lack of being able to add Physique- or Will-based extra boxes will make a fight end much more quickly despite the Jianghu Rank-based stress box.

OPTION: TOUGHER HEROES & VILLAINS

GMs and players wanting hardier characters can add a 4 Stress box to all PCs and major NPCs in addition to the Jianghu Rank bonus. This would be the equivalent in *Fate* and *Tianxia Core* of all these characters having Great (+4) Will and Physique just

Using Other Approaches With Kung Fu

Players that want to use an approach other than those associated with their Style when using Kung Fu have two options:

They can use other approaches to Create an Advantage, which can be invoked to boost their actions with the associated approaches.

Example: Jon's character's Lightning Tiger Kung Fu Styles approaches are Forceful (+4) and Quick (+2). He wants to bring his Clever (+3) approach into play with his Kung Fu to reflect deceptive feints that open an opponent up to counterattacks. He uses his Clever approach to create a Tiger's Cunning advantage. He

can now invoke that advantage to provide a bonus to his Clever Forceful or Quick Kung Fu rolls.

Alternatively, stunts can be used to allow a character to add an existing approach to a Style, reflecting special training or aptitude in using a Style in an unconventional manner. This allows someone to select a Substyle with Techniques they want even if the default approach is less than ideal for their character normally. Such training or talent are also great fodder for cool aspects, such as a variant Style.

Example: Jason's approaches for Stone Monkey Kung Fu are

Sneaky (+3) and Careful (+1) but he wants to have studied with a master who taught him how to better use clever feints and tactical misdirection in battle than many who studied similar arts. He creates a stunt for his character, The Lessons of Master Zhao (Use Clever approach instead of Careful with Stone Monkey Kung Fu), and can now use his Clever (+4) approach with his Kung Fu! He also renames his Stone Monkey Style and its corresponding Form to Mountain Monkey Sage, which can be used to highlight the differences between the variant Master Zhao taught him and most versions of Stone Monkey.

for the purposes of stress. This will make fights last longer, but it will make major characters easily as tough as they appear in many *wuxia* and kung fu action stories.

For really tough characters, and to make Kung Fu and Jianghu Rank even more important, there are two other options. First, you can give a number of stress boxes equal to Jianghu Rank that can use in any combination with other stress boxes. This gives extra flexibility to powerful martial artists, letting them shrug off several lesser but successful attacks with no effect.

Jon's character is in a *Tianxia Accelerated* game using the extra stress box option. He has just taken a two-shift hit. He has all his stress boxes and two bonus stress boxes from his Jianghu Rank. He uses his 1 stress box and 1 of his bonus stress boxes to soak the damage from the attack.

The second option is even more potent. A character gets a bonus stress box equal to his Jianghu Rank, but he does not upgrade it when he goes up a rank; instead, he adds a whole new box. This is functionally the same at Jianghu Rank 1 as the default rules presented here, but it quickly becomes very powerful and allows for characters to absorb a lot of damage.

Kevin is playing in a high-powered *Tianxia Accelerated* game using the second option for additional stress boxes. He has a Jianghu Rank 3 character who has mastered multiple styles. He has, in addition to his normal stress boxes, a bonus 1 stress, 2 stress, and 3 stress boxes. He can take a serious amount of damage before he has to worry about consequences, making he and his peers in the Jianghu nearly superhuman compared to other characters.

ACCELERATED ARTS OF KUNG FU

While learning Kung Fu works the same as in *Tianxia Core*, it functions a bit differently in practice due to *FAE's* replacement of skills with approaches.

STYLES AND ASSOCIATED APPROACHES

Each Substyle now has an approach associated with it that best reflects how the martial art is used and, by combining two Substyles, a character

creates a Kung Fu Style that allows them to use two approaches with their Techniques. These two approaches are used with Attack, Defend, Create an Advantage, and Overcome actions when using a character's Style. The approaches for each Substyle Are:

Element Substyle Approaches

Forest: Sneaky
Ghost: Clever
Iron: Forceful
Lightning: Quick
Stone: Careful
Storm: Flashy

Body Substyle Approaches

Crane: Careful
Dragon: Flashy
Monkey: Sneaky
Phoenix: Clever
Serpent: Quick
Tiger: Forceful

Note that this leaves six Style combinations with only one approach, as each Substyle uses the same one due to being so focused on a particular approach simply as a combination of the Substyles. However, this concentration allows for a second approach to be used just like other Styles. These Styles and their approaches are:

Forest Monkey: Sneaky, Careful
Ghost Phoenix: Clever, Flashy
Iron Tiger: Forceful, Quick
Lightning Serpent: Quick, Sneaky
Stone Crane: Careful, Clever
Storm Dragon: Flashy, Forceful

Mechanically, these function the same, but narratively this might provide good inspiration for creating an Advantage or invoking or compelling the Style's Form and makes them subtly different from Styles which share the same approaches.

Priscilla takes Lightning Serpent as her Kung Fu Style. Both Substyles normally provide the Quick approach, but checking the rules she finds Lightning Serpent gives the Quick and

Sneaky approaches, the same as Lightning Monkey Style approaches. However, Lightning Serpent Style is so focused on being Quick, that its alarming speed also opens opportunities to attack, defend, and maneuver in Sneaky ways such as super-fast feints or strikes that land so quickly they open up defenses for other actions. By contrast, Lightning Monkey maneuvers are more a mix of quick and constantly deceptive movements. Neither Style is inherently superior, but they function differently despite their similarities, and Priscilla keeps this in mind when using her Kung Fu.

TECHNIQUES

When comparing Techniques in *Tianxia Accelerated* to *Tianxia Core*, three things happen. First, some Techniques function nearly the same in *Tianxia Accelerated* as *Tianxia Core*. For identification purposes, these are called Unaltered Techniques.

Iron Cleaves the Stone is an Iron Substyle Technique which ignores 2 ranks of Armor when causing stress with a physical type attack. It still functions the same.

Unaltered Techniques: Exalted Ghost Body (Ghost), Iron Body, Iron Mind (Iron), Mountain Does Not Fall (Stone), Stone Resists the Blow (Stone), Storm Shakes the Foundation (Storm), Storm Flows Around Mountain (Storm), Crane Hides in Reeds (Crane), Crane Sleeps Standing (Crane), Dragon Rules the Fields (Dragon), Dragon Sleeps in Mists (Dragon), Monkey Grabs the Peach (Monkey), Monkey Dances in Moonlight (Monkey), Monkey Rolls Away (Monkey), Phoenix Beats its Wings (Phoenix), Serpent Bites the Hand (Serpent)

Second, the Technique changes to now use one of the associated Approaches with the Style versus a Skill or deal with the single stress track instead of *Fate Core's* physical or mental ones, but otherwise functions the same. These are Tweaked Techniques.

Tiger Rends the Flesh in *Tianxia Core* lets its user cause shifts of physical damage on a tied Fight check. Tweaking this for *Tianxia Accelerated*, it now lets the user cause shifts of physical damage in physical conflicts using the Approaches associated with the character's Kung Fu style.

Tweaked Techniques: Forest Opens its Paths (Forest), Stone Weathers the Storm (Stone), Lightning Crosses the Sky (Lightning), Lightning Splits the Tree (Lightning), Lightning Strikes Without Pause (Lightning), Storm Rumbles in Distance (Storm), Crane Stuns the Carp (Crane), Phoenix Laughs at the Sun (Phoenix), Tiger Moves with Purpose (Tiger), Tiger Rends the Flesh (Tiger)

Third, the Technique does not quite work without some alteration. In these cases, the Techniques have been changed to deliver a similar effect and feel in *Tianxia Accelerated*. A list of these Altered Techniques follows.

ALTERED KUNG FU TECHNIQUES

The following list gives alternate versions where necessary for use with *Tianxia Accelerated*. If a Technique is not listed here, it should function essentially the same as in *Tianxia Core*, just with the Styles' associated approaches replacing Skills.

DRAGON RULES THE HEAVENS (DRAGON)

Gain a +2 bonus to Overcome actions when moving past obstacles or individuals that are attempting to limit you moving between zones.

GHOST HAUNTS THE SHADOW (GHOST)

You may use Clever instead of Sneaky to Create an Advantage based on stealth or concealment. If Sneaky is greater or equal to a character's Clever approach, gain a +2 bonus to such rolls instead.

GHOST STRIKES THE SPIRIT (GHOST)

Gain +1 Weapon Rating and ignore 1 Armor Rating when attacking in a physical conflict who is either Jianghu Rank 0, part of a mob, or has a consequence based around weakened Chi energies.

PHOENIX CALLS TO HEAVEN (PHOENIX)

You gain an additional use of Chi Armor each battle, beyond what is normally granted by your Jianghu Rank. You may also burn this, treating it as an additional mild consequence. However, you will not be able to use the extra Chi Armor use granted by this technique until you recover this consequence.

SERPENT STRIKES FIRST (SERPENT)

Gain a +1 bonus to Quick Approach when determining turn order in physical conflicts. If you end up acting first in the conflict, gain a +1 bonus to that first action.

TIGER RULES THE JUNGLE (TIGER)

You may always use Forceful Approach to defend against attempts to cower, intimidate, or provoke you. Gain 2 Armor Rating against any attacks based on such attempts.

Also, remember that none of these Techniques apply when a character cannot use his expertise in Kung Fu to his advantage. So a Technique that gives a bonus when a character defends with style will not likely work if that Attack action is a social snub or embarrassing observation—unless the character runs with a really tough crowd.

SECRET AND LOST TECHNIQUES

Secret and Lost Techniques change in the same ways normal Techniques do. In other words, they either do not change at all, change skills to approaches and unify stress, or are reworked to provide a similar effect.

Unaltered Secret and Lost Techniques: Crane Flies Through Heaven (Ghost Crane), Phoenix Retreats to Cliff (Stone Phoenix), Drunken Immortal Form (Lost Technique), Feast of the Golden Vampire (Lost Technique), Gemini Union (Lost Technique), Heart of Hell (Lost Technique),

Iron Tiger's Secret Technique Tiger Caged in Iron is a Fight attack that provides additional bonuses if a defender uses Fight for their Defend Action. This represents how block or direct counters are ineffective against this Secret Technique, only swift evasion or subtle defenses will help. Tweaking this to work with *Tianxia Accelerated*, the attacker now gains additional bonuses if the defender uses Forceful or Flashy approaches to defend.

Tweaked Techniques: Crane Stands Among the Reeds (Forest Crane), Dragon Waits in the Trees (Forest Dragon), Monkey Swings from Tree (Forest Monkey), Phoenix Swoops Between the Trees (Forest Phoenix), Serpent Strikes from the Tall Grass (Forest Serpent), Tiger Stalks the Path (Forest Tiger), Dragon Stands in Heaven (Ghost Dragon), Monkey Laughs at the Gods (Ghost Monkey), Phoenix Divines the Heavens (Ghost Phoenix), Serpent Poisons the Soul (Ghost Serpent), Iron Beaked Crane Beats Charging Tiger (Iron Crane), Scales and Teeth Unto Like Iron (Iron Dragon), Monkey Escapes the Cage (Iron Monkey), Phoenix Breaks the Anvil (Iron Phoenix),

Serpent Sword Blow (Iron Serpent), Tiger Caged in Iron (Iron Tiger), Crane Steps Between Thunderstrikes (Lightning Crane), Dragon Breathes the Lightning (Lightning Dragon), Monkey Slaps the Sky (Lightning Monkey), Phoenix Rides the Lightning (Lightning Phoenix), Serpent Strikes Like Lightning (Lightning Serpent), Tiger Streaks Through Sky (Lightning Tiger), Stone Flies Behind Mountain (Stone Crane), Dragon Glides Between Peaks (Dragon), Monkey Sits on the Mountain (Stone Monkey), Serpent Retreats to Cave (Stone Serpent), Tiger Comes Down from the Mountain (Stone Tiger), Crane Pushes Out the Tide (Storm Crane), Dragon Conquers the Storm (Storm Dragon), Monkey Grasps the Clouds (Storm Monkey), Serpent Moves Like Rain (Storm Serpent), Divine Kitchen Sage (Lost Technique),

Given that Secret Techniques are designed to combine two Substyles and capitalize on the strength, themes, and concept of both, they will commonly need some tweaking. In the vast majority of cases, the only alterations needed are to change Fight or a similar skill to a suitable Approach associated with the Style in question. It is probably not necessary to tweak and convert every Secret Technique at the start of play, but working out how a few are altered will help GMs and players alike understand what to expect as the PCs gain more mastery of Kung Fu and face more powerful foes.

ALTERED SECRET AND LOST TECHNIQUES

A few Secret Techniques require some more precise or substantial alterations to work in *Tianxia Accelerated*. They are described in the following section.

TIGER RENDS THE SPIRIT (GHOST TIGER)

Spend 1 Fate Point to make an attack using Clever or Forceful approaches with a +1 bonus and +3 Weapon Rating. Chi Armor used to protect against this attack provides 1 less Armor Rating than usual. This technique can hurt ghosts, spirits, demigods, and other beings who may be immune to normal physical attacks.

TIGER ROARS LIKE THUNDER (STORM TIGER)

Spend 1 Fate Point and use Clever to create a Thundering Tiger advantage with a +4 bonus to the roll that disorients or disables your opponent. If you follow this immediately with a Forceful or Flashy attack against the same opponent on your next action, you may invoke this advantage once without using up a free invocation.

ENFLAME CHI (LOST TECHNIQUE)

Cost: 1 Refresh, Clever and Careful of Good or Higher

Effect: Use your Clever or Careful to create an advantage with a +2 bonus against a target with a consequence; the defender uses his Clever or Careful approach to defend. You may use these invocations normally, or may trade them in to inflict 2 physical stress per invocation during this or subsequent turns. Chi Armor invocations can be used to protect against this stress, but other forms of armor cannot unless it states it acts like Chi Armor for defense. As you need to have some existing condition to work with, this Lost Technique has no effect against a target currently suffering no consequences. If you fail this roll and suffer a consequence yourself, your target gains one free invocation to use with this consequence.

MOUNTAIN-SHATTERING SHOUT

Cost: 1 Refresh; Must possess at least Jianghu Rank 1 and Forceful approach Good or better.

Effect: You may use your Forceful approach to make ranged physical attacks using your voice. These function as normal attacks and can attack foes up to 3 zones away. Also, you may also make your voice clearly heard at great distances (up to several miles), giving you a +2 bonus attempting tasks which would benefit from this ability such as warning distant comrades of an ambush or scaring away skittish animals with a mighty roar. Variants using other methods to channel energies to strike distant foes use the same mechanics, but may require a different approach than Forceful at Good or better to learn and would have different names.

SAINT'S PALM

Cost: 1 Refresh; you must have an Aspect that denotes achieving or seeking enlightenment such as Seeks the Higher Path or Enlightened Warrior Priest. Clever or Careful approach of Good or higher is recommended, but not required.

Effect: Spend 1 Fate Point and make an attack against an opponent using your Clever or Careful approach (chosen when Technique is learned). Your opponent can defend with Careful, or any approach associated with a Kung Fu Style they know. The attack does damage with a Weapon Rating based on the Approach used to attack: Average or Fair: 2, Good or Great: 3, Superb or greater: 4. Succeeding

with style also sends the opponent flying back into an adjacent zone and even a tie results in the target taking 1 stress as the heavenly power of the blow echoes through him. Chi Armor or abilities that state they function as Chi Armor protect as normal, but other forms of Armor do not.

FULL DEFENSE

Present in *Fate Core*, the Full Defense rule is central to several Kung Fu techniques and Styles. However, the rule is not included in the regular *Fate Accelerated Edition*. For *Tianxia Accelerated* we import this rule from *Fate Core*.

Essentially an active defense, Full Defense allows a character to forgo their next turn to gain a +2 bonus to a Defend action. In other words, the character is so focused on not getting hit, hurt, or otherwise affected by a current attack they are devoting energy that would have otherwise been used on their own attacks, overcome, or create an advantage action.

ACCELERATED MOVEMENT

In *Tianxia Core*, having a high Athletics skill allowed for characters to move extra zones. With *Tianxia Accelerated*, this is simulated by use of the Flashy approach. Characters with Flashy of Good or Great can move 1 extra zone in addition to the free one all characters get if they are not blocked by obstacles or other characters' actions. Flashy of Superb or above allows the character to move 2 extra zones, instead. Characters with Epic or Legendary Flashy can move 3 extra zones.

Some GMs and players might think it odd that Flashy is used to provide extra movement instead of Quick. There are two reasons for this: one, Quick is already used in conflict turn order and this helps balance things out. Two, in wuxia and kung fu, nearly all "extra" movement is Flashy, filled with alarming acrobatics and impressive feats of daring. Thus, Flashy seems to fit better.

SAMPLE CHARACTERS

The following section includes sample characters from *Tianxia: Blood, Silk, & Jade* who have been converted to *Tianxia Accelerated*. They are here to serve as both usable characters and examples. Enjoy.

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Being Fair is More Important than Being "Right"...
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...At least, when it comes to house rules, tweaks, and system hacks. GMs and players might agonize a bit on how to tweak various techniques when adapting them to *Tianxia Accelerated*. Here is the trick: pick something that makes sense to everyone and be consistent in the application. If you realize you need to tweak things further? Make sure those changes are applied universally. Do this and things will be fine. Problems arise from uneven implementation far more than being a bit off from some theoretical ideal. For example, the Secret

Technique **Dragon Stands in Heaven** lets a character use Will, Prouoke, or *Chi* to **Create an Advantage**. A group might decide that instead of these Skills, which do not exist in *Tianxia Accelerated*, characters use Approaches associated with their Style (in this case, Ghost Dragon's Clever and Flashy). Another group might decide that all those Skills represent either a Careful or Clever Approach and state these appropriate. Yet another group might decide it uses a character's Jianghu Rank with a +2 bonus (since only a master knows this technique anyway).

As long as everyone who has this technique uses it the same way and it is not grossly unbalanced with other, similar techniques, things should work out just fine. It is when GMs and players cannot rely on consistent and fairly applied results that tweaking, hacking, or altering rules causes problems.

In case anyone is wondering, the author favors using the Clever and Flashy Approaches of the Style itself from the above example, but that is far from the only option, and might not be as intuitive or preferred by everyone.

SMILING OX

High Concept: *MASTER OF THE DEMON HAMMER*

Trouble: *BOASTFUL BRUTE*

Other Aspects: *EVERYTHING IS A NAIL, "EAT, DRINK, AND BE MERRY!", STRONG AS AN OX*

APPROACHES

Great (+4): Forceful

Good (+3): Flashy

Fair (+2): Quick

Average (+1): Careful, Clever

Mediocre (+0): Sneaky

STRESS □□□□

KUNG FU STYLE: Iron Tiger (Forceful, Quick)

IRON TIGER FORM

Tiger Rules the Jungle: You may always use Forceful Approach to defend against attempts to cower, intimidate, or provoke you. Gain 2 Armor Rating against any attacks based on such attempts.

Iron Cleaves the Stone: Ignore 2 points of Armor when making an attack to inflict physical stress

Flesh Breaks on Iron: When you defend against a close combat type attack with style, you may inflict 2 shift hit instead of taking a boost on your attacker).

STUNTS

Demon Hammer: Add +2 Weapon Rating to Forceful attacks made with Demon Hammer.

Mighty: +2 bonus to Overcome actions based on physical strength or power.

Tough: Gain an additional Chi Armor invocation per scene.

REFRESH: 2

Born in southern Shéngzhōu, Smiling Ox was always bigger and stronger than most around him. As he grew older, his reputation for physical might grew as did his appetites. Studying Kung Fu, he soon became known for his powerful blows and mastery of the Demon Hammer, a twenty-pound brass demon head on a thick chain. Ox claims the weapon is the head of an actual demon he slew with his bare hands, which turned to brass after its death (it is not). Now working

as a bounty hunter, bodyguard, and enforcer in Jiāngzhōu, Ox spends most of his earnings on wine, food, and companionship. He is a regular at the House of Soft Sighs.

Note: Smiling Ox's Demon Hammer is covered by his *MASTER OF THE DEMON HAMMER* aspect and Demon Hammer Stunt.



WOLF-EYED YUE

High Concept: *WILD WOMAN OF JIANGZHOU*

Trouble: *SHADOWS OF THE PAST*

Other Aspects: *WHITE WIDOW FOUNDLING, "I CAN TRACK ANYTHING", SAVAGE BEAUTY*

APPROACHES

Great (+4): Quick

Good (+3): Sneaky

Fair (+2): Forceful

Average (+1): Careful, Clever

Mediocre (+0): Flashy

STRESS □□□□

KUNG FU STYLE: Forest Serpent (Quick, Sneaky)

FOREST SERPENT FORM

Forest Opens Its Paths: If you use Quick or Sneaky to overcome an obstacle with style, you may turn the obstacle into an advantage with a free invocation instead of taking a bonus.

Serpent Bites the Hand: If you gain shifts on a defense, you can sacrifice your action next turn to immediately inflict an attack on your opponent at the shift value of your defense.

Serpent Strikes First: Gain a +1 bonus to Quick Approach when determining turn order in physical conflicts. If you end up acting first in the conflict, gain a +1 bonus to that first action.

STUNTS

Leave No Trace: +2 to Sneaky actions in wilderness regions.

Mistress of the Wild: +2 to Clever actions involving survival, tracking, and woodcraft.

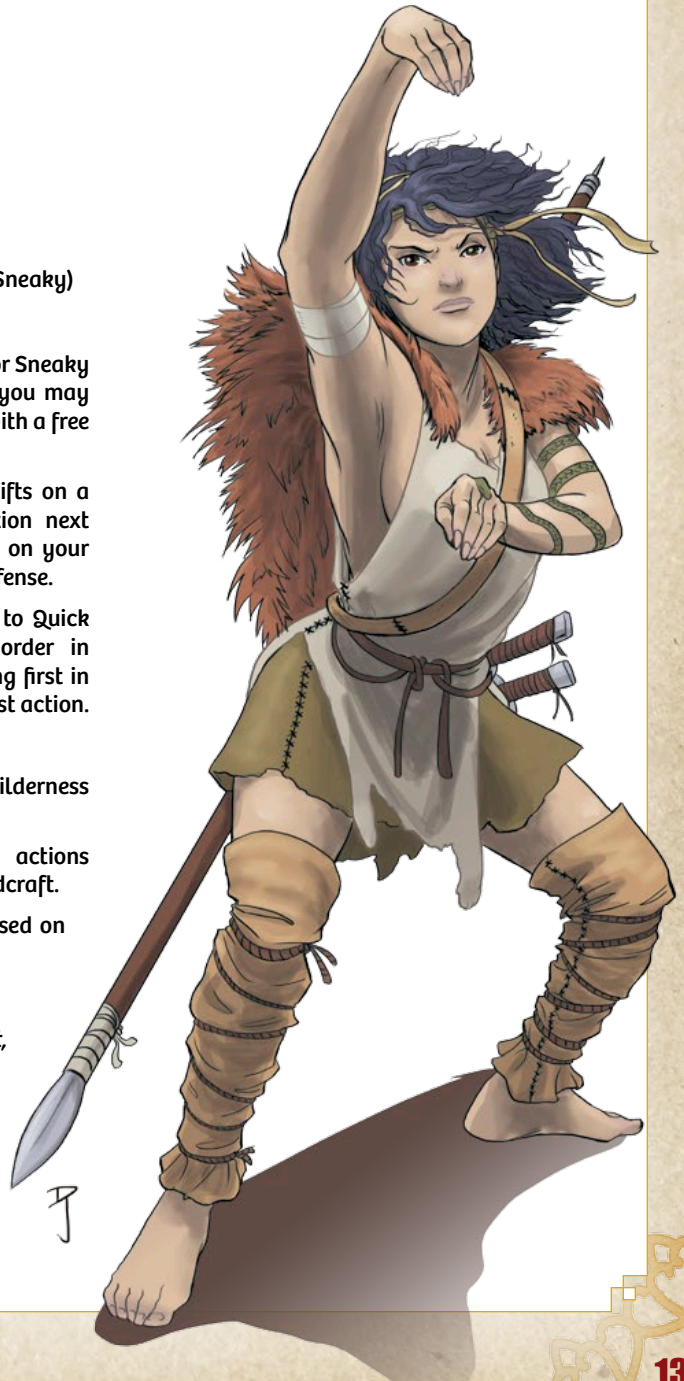
Untamed: +2 bonus to resist attacks based on hindering her fighting spirit.

REFRESH: 2

Left to die in the White Widow Forest, Yue remembers little before she was discovered by a kindly ex-soldier turned huntsman who took her in and raised her as his own. Teaching her how to fight and hunt, Yue was devastated when poachers killed her foster father. Tracking the killers, Yue killed them one by one, leaving their bodies for

the forest. Living for years alone, she recently has left the forest to discover the truth of her origins. Dressed in skins and furs far from normal Shén fashion and possessing a feral beauty, she cuts a distinctive figure. Yue favors spears and short blades in battle.

Note: Yue's connection to the White Widow Sect, if any, is left deliberately ambiguous.



DETECTIVE DISHI

High Concept: *ONE GOOD COP IN A BAD TOWN*

Trouble: *PROBLEM WITH AUTHORITY*

Other Aspects: *Bǎo Jiāng's GREATEST DETECTIVE, NEVER GIVES UP, UNCONVENTIONAL METHODS*

APPROACHES

Great (+4): Clever

Good (+3): Careful

Fair (+2): Quick

Average (+1): Flashy, Sneaky

Mediocre (+0): Forceful

STRESS: □□□□

KUNG FU STYLE: Stone Crane (Careful, Clever)

STONE CRANE FORM

Crane Hides in Reeds: Add a +2 bonus with using Full Defense to defend yourself. If defending others, gain 2 Armor Rating against the attack instead.

Crane Stuns the Carp: If you succeed on a Careful of Clever physical attack with style, you may create a Stunned advantage on a target with a free invocation instead of taking a bonus.

Stone Resists the Blow: You gain 2 Armor against any physical attack you are aware of.

STUNTS

Burden of Proof: Use Clever instead of Forceful to intimidate, frighten, or cower those you have incriminating evidence against.

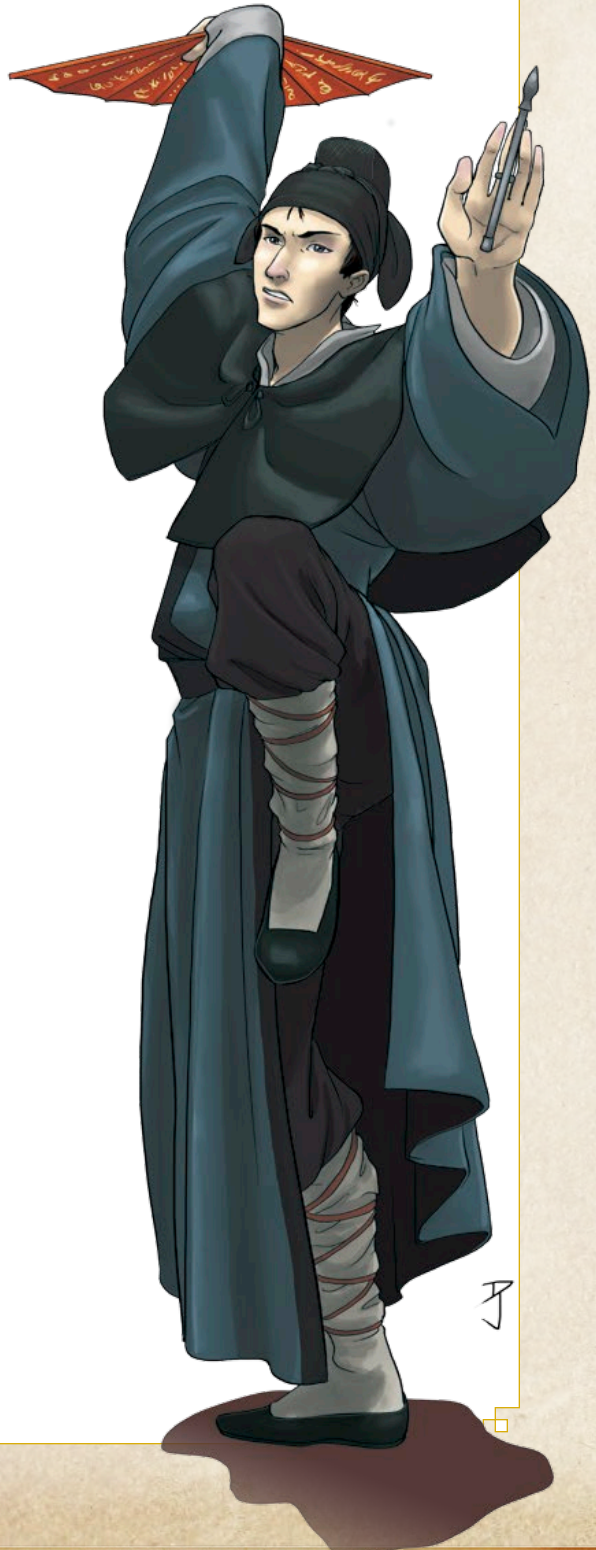
Elementary! +2 on Clever Overcome rolls based on investigation and detective work.

Just the Facts: Do not grant a free invoke to an opponent when failing to use Clever to Create an Advantage based on intuition or deception.

REFRESH: 2

Lanky and vaguely awkward looking, Detective Dishi nevertheless might be the greatest force for justice in Bǎo Jiāng. A junior magistrate whose unwillingness to take bribes or look the other way when crimes are committed by the wealthy or powerful, this young man has already made a lot of enemies. He also has a few friends, a mix of soldiers, merchants, and local luminaries who help keep Dishi from catching a dagger in the

back. Dishi favors nonlethal methods, but when called on to defend himself he wields his iron judge's pen and reinforced fan with skill and enthusiasm.



HAN "DRAGON DOG" PING

High Concept: *WORKING CLASS HEROINE*

Trouble: *LEAP BEFORE YOU LOOK*

Other Aspects: *MASTER QUAN'S BEST STUDENT, MASTER QUAN'S WORST STUDENT, "DON'T CALL ME CUTE!"*

APPROACHES:

Great (+4): Flashy

Good (+3): Forceful

Fair (+2): Quick

Average (+1): Clever, Sneaky

Mediocre (+0): Careful

STRESS: □□□□

KUNG FU STYLE: Storm Dragon (Flashy, Forceful)

LIGHTNING DRAGON FORM

Dragon Rules the Fields: When you succeed with style on an attack, Gain a boost without reducing the value of your attack.

Storm Flows Around Mountain: If a target is uses Full Defense in combat against you, gain a +2 bonus to your next attack against them. You gain this bonus regardless of whether their Full Defense succeeds or not.

STUNTS

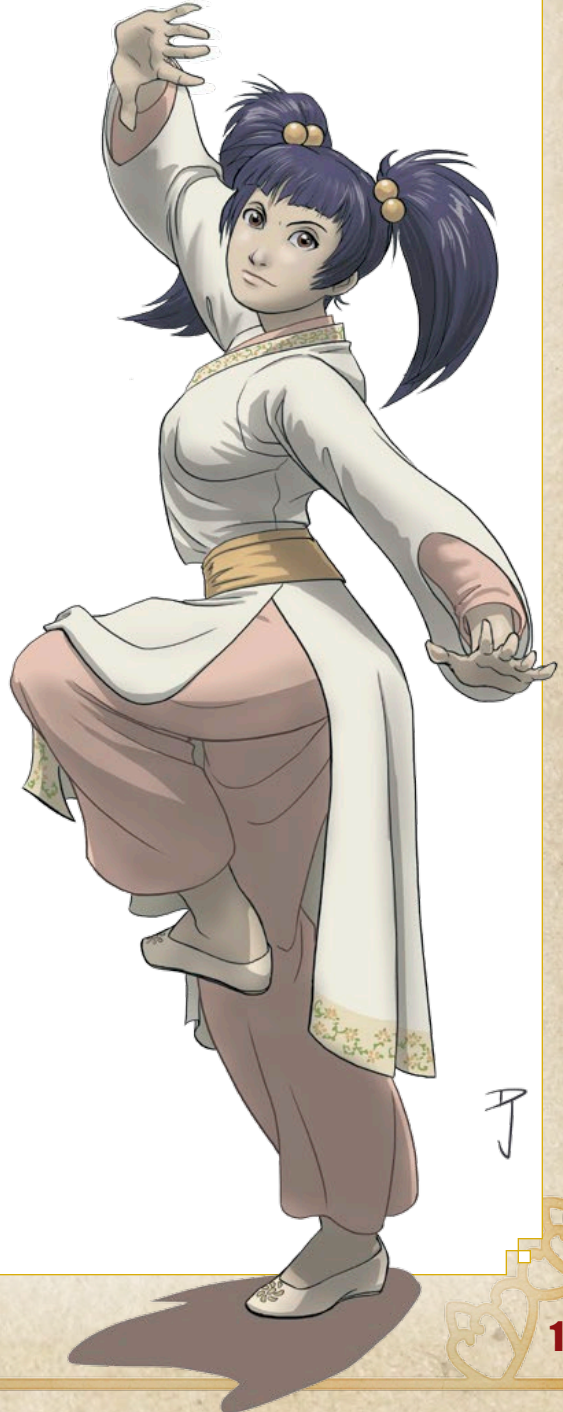
Interesting Developments: Give an opponent a free invoke on an Advantage you successfully created to gain another free invocation yourself.

Such a Nice Girl!: +2 bonus when dealing socially with peasants and craftsmen.

REFRESH: 3

Desiring a more exciting and adventurous life than toiling on her parent's farm, Ping sought to study under the famed Master Quan, a Master of Lightning Dragon Kung Fu. At first Quan resisted, finding the young girl too talkative, reckless, and, overall, somewhat annoying. However, repeated pleas for teaching finally wore down the old man's resistance and he accepted the young woman as a pupil. Ping proved a natural fighter, though her impulsive nature and desire for adventure often frustrated her teacher and fellow students. This attitude earned her the name "Dragon Dog", as she was well meaning, loyal, and friendly but also annoyingly persistent and lacking in

culture or manners. Sent away by her master on a quest to "learn something useful before coming back and bothering me again!" after an incident involving Quan's wine supply, she is determined to prove her worth. Ping does not usually use weapons in combat outside of her hands, feet, and a simple staff. Ping is sensitive about her youthful appearance, often blaming it instead of her behavior for people not taking her seriously.



MA WEI SHENG

High Concept: *WANDERING NOBLEMAN*

Trouble: *"I WILL PROVE MY OWN WORTH"*

Other Aspects: *SON OF THE GREAT GENERAL MA, MY FATHER'S ENEMIES, GIFT FOR BATTLE*

APPROACHES

Great (+4): Flashy

Good (+3): Clever

Fair (+2): Forceful

Average (+1): Quick, Careful

Mediocre (+0): Sneaky

STRESS: □□□□

KUNG FU STYLE: Storm Phoenix (Clever, Flashy) & Iron Phoenix (Clever, Forceful)

STORM PHOENIX FORM, IRON PHOENIX FORM

Phoenix Beats its Wings: If you succeed on a defend roll with style, you may gain an Off Balance advantage on the target with a free invocation instead of a bonus.

Phoenix Calls to Heaven: You may use Chi instead of Physique to determine extra stress boxes and consequences. This is in addition to the Armor bonus from having high Chi.

Storm Flows Around Mountain: If a target is uses Full Defense against you, gain a +2 bonus to your next attack against them. You gain this bonus regardless of whether their Full Defense succeeds or not.

Iron Cleaves the Stone: Ignore 2 points of Armor when making an attack to inflict physical stress.

STUNTS

Guarded: +1 Defense bonus against attempts to create advantages based on detecting or exploiting personal weaknesses and vulnerabilities.

Prestigious Family: +2 with Create an Advantage actions based on family friends and allies.

Teachings of General Ma: +2 bonus to use Clever to create an advantage based on exploiting known weaknesses in an opponent's fighting style or tactics.

REFRESH: 1

Second son of the famed general and strategist, Ma Rong, Wei Sheng was a dutiful son and up and coming officer until it was revealed to him how his many opportunities were more due to his parentage than skill. Determined to prove his own worth, he left home and began to wander Shénghōu, testing his skills against ever increasing dangers. He has sworn not to return home until he is "a man of my own making." A handsome youth with a strong sense of justice and some naiveté when it comes to life outside the court or army, he often finds himself embroiled in various adventures.

Also, rivals and old foes of his father have discovered the young man's quest and seek to hinder or even eliminate him.

Wei Sheng is proficient in most martial weapons, but he favors the jian, or double-edged straight sword.



SISTER CHUNTAO

High Concept: *YOUTHFUL BODHIST NUN*

Trouble: *MOSTLY REFORMED THIEF*

Other Aspects: *DISCIPLE OF MASTER RENSHU, "LET'S NOT FIGHT ABOUT THIS", SUN THE GOLDEN MONKEY*

APPROACHES

Great (+4): Clever

Good (+3): Sneaky

Fair (+2): Quick

Average (+1): Flashy, Careful

Mediocre (+0): Forceful

STRESS: □□□□

KUNG FU STYLE: Ghost Monkey (Clever, Sneaky)

GHOST MONKEY FORM

Ghost Haunts the Shadow: You may use Clever instead of Sneaky to Create an Advantage based on stealth or concealment. If Sneaky is greater or equal to a character's Clever approach, gain a +2 bonus to such rolls instead.

STUNTS

Cheerful: +2 bonus to defending against mental attacks based on despair and fear.

Child of the Streets: +2 bonus when dealing socially with urchins, beggars, and thieves.

Monkey Business: +2 bonus to pilfer small objects when Sun is in the scene; this can be attempted even if Sun is not present.

REFRESH: 3

Born into a life of crime and poverty on the streets of Bǎo Jiāng, Chuntao survived as a thief and beggar until she tried to pick the pocket of an aging Bodhist monk Master Renshu when she was ten. Instead of punishing the girl or turning her over to the authorities, the kindly old monk took her in, giving her food and shelter. At first Chuntao was suspicious of Renshu's intentions, but the holy man's compassionate and simple ways quickly won her over. By the time the old monk finally passed on, Chuntao had become a nun in the Bodhist tradition, both to honor her teacher and due to her true appreciation of the teachings of the Bodhisattva. She now wanders Shénghōu as her teacher did, seeking

enlightenment and aiding the less fortunate with her training and the occasional judicious applications of her street thief skills. Her only constant companions are her master's well-worn staff and her pet monkey, Sun.



MOBS AND MOOKS

Mobs and Mooks are worth the same in *Tianxia Accelerated* as they are in *Fate Accelerated*, and it is pretty easy to convert *Tianxia* mooks to their *Accelerated* counterparts. While you could make individual mooks in *Tianxia Accelerated* using the *Fate Accelerated* rules, there is rarely any call to do so except in the case of “underboss”-style threats like skilled lieutenants, journeyman assassins, and certain dangerous animals. In most cases, with Jiangu Rank benefits and Kung Fu, PCs in *Tianxia* who run afoul of only one or two mooks can deal with the opposition with a single action—no need to even begin a conflict in most cases.

Lauren’s character in a *Tianxia Accelerated* game is stopped at the door of a business she knows to be a front for the 9413 Hungry Devils. These guards are mooks and Lauren’s character is a skilled fighter with years of training in Kung Fu. The GM simply deals with the encounter as a simple contest and moves on. Later, when surrounded by twenty similar mooks, the GM begins a conflict and treats the goons as several mobs and treats the burly, six-and-a-half foot gang lieutenant leading them as a separate mook.

Some examples of solo mooks and mobs are provided next.

SOLO MOOKS

BEAR

**DANGEROUS BLACK BEAR, TERRITORIAL
TEMPERMENT**

Skilled at (+2): Clawing, Biting, Roaring
Menacingly

Bad at (-2): Anything Requiring Thumbs or
Higher Reasoning, Sharing Food or Territory

STRESS

LIN KUEI ASSASSIN

FOREST DEMON ASSASSIN, SHADOWY KILLER

Skilled at (+2): Disguise, Hiding, Sneak Attacks

Bad at (-2): Fair Fights

STRESS

MOBS

GANGSTERS AND BANDITS

LOCAL TOUGH GUYS, “SURE THING, BOSS!”

Skilled at (+2): Attacking in Large Numbers,
Bullying

Bad at (-2): Thinking independently,
Fighting after their leaders are defeated

STRESS (per 2 Gangsters/Bandits)

IMPERIAL SOLDIERS

**PROFESSIONAL SOLDIER, “WE SERVE THE
EMPIRE!”**

Skilled at (+2): Fighting in formation, Following
orders, Using military arms and armor

Bad at (-2): Disobeying orders, Moving and
fighting while disorganized

STRESS (per 2 Soldiers)

Using Accelerated Mobs and Mooks in *Tianxia Core*

Like several rules and adaptations in *Tianxia Accelerated* that are not explicitly tied to approaches or other concepts found in *Fate Accelerated* and not *Fate Core*, this version of mooks and mobs works just

fine in either version of *Tianxia*. Accelerated mobs and mooks lose a small amount of tactical and mechanical variance compared to their *Fate Core* counterparts but given how quickly skilled PCs can

dispense with small armies of lesser foes there’s a real advantage in preparation and NPC creation time to using the *Accelerated* approach.



Tianxia