

Tianxia

PATH OF DESTINY

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This book is designed to be used with the **FATE CORE** Roleplaying Game. You will need the **FATE CORE** rules in book or PDF form to make full use of this book. You may find the **FATE CORE** rules and other support materials on the Evil Hat website, at your local gaming store, or on the web here: <http://www.faterpg.com/>

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PATH OF DESTINY

THE *TIANXIA* LIFEPATH GENERATOR

WHAT IS THIS?

The **Path of Destiny** is a lifepath generator for use with *TIANXIA*. A lifepath generator is a collection of random tables and advice on how to generate a full-playable Player Character (PC), complete with supporting characters, motivations, and background. With a few dice rolls, it will provide the tools to create playable PCs that default to the standard *TIANXIA* starting character (that is 4 Refresh, 5 Aspects, 3 free Stunts, etc...). Suggestions for how to use this to create characters using a different starting point are discussed, but mostly it is a case of rolling a few more or less times on the included tables.

SO IT IS COMPLETELY RANDOM?

Well, yes and no. Given the open ended nature of many of the mechanics in *TIANXIA* and the *FATE CORE* system, it is nigh impossible to truly generate every possible Aspect, Stunt, and so on, randomly. However, in these cases the Lifepath Generator will give suggestions, guidance, and examples. Of course, there is nothing wrong with grabbing one of the provided examples and running with it, or adapting one from one of the characters in other *TIANXIA* books; do what works best for you and what seems the most interesting for your character.

Also, sometimes a part of the Lifepath will give you a number choices and you will have to pick just a few. When this happens, a random way of determining where to go will be provided; you can also just pick the path you like and keep going.

WHAT AM I ROLLING?

Standard *FATE* dice that will generate a number between -4 and +4. You can also use a 2d6 roll and subtract one dice from the other to get a number from -5 to +5. In this case, consider -5 and +5 as "choose or roll again". This method is useful if you are going to use +d6-d6 for your *TIANXIA* games, as you do not need to use *FATE* dice at all.

Note that players using Evil Hat Productions' *DECK OF FATE* can use the cards to generate the same -4 to +4 range, and might find cool inspiration drawing from the Arcana and other cards for Aspects and other traits for their characters. It can be a fun option, but it is not required.

The only exception to being able to use *FATE* dice or cards is if you want to randomly determine your Kung Fu Style. There are 36 Styles in the main *TIANXIA* book and there is really no better way to randomly determine those than with rolling d6s. Everything else is a lot of math or rolling weirdness to get to the same result achieved by rolling two of the most commonly found dice around, so we stuck with that.

DO I HAVE TO ROLL EVERYTHING?

No. You can roll up some, all, or none of your character using the **Path of Destiny**. If you get to a stage and one of the options just looks too darned cool to leave to chance? Go ahead and take it—skip the roll. In fact, if you want some of the rarer options (the -4 or +4 ones) on a table, your chances of getting them randomly are fairly slim and not leaving those to chance might be desirable. That said, randomly rolling the whole thing and making what you get work can be a lot of fun!

IS THIS GONNA SCREW MY DREAMS OF BEING A KUNG FU FIGHTER?

Definitely not. One thing every character who uses the **Path of Destiny** all the way through will get is at least one Kung Fu Style. Kung Fu is king in *TIANXIA* and we are not going to randomly rob you of your chance to play around with it. You can make a non-Kung Fu-using character, but that is your choice. To do that, just skip the Kung Fu Training Section of the lifepath.

SKILLS

TIANXIA uses the default Skill list from *FATE CORE*, plus the additional *Chi* skill, and the standard *FATE CORE* Skill ranks for starting characters (One Great, Two Good, etc...). Looking at the numbers this means you have 20 ranks of 19 Skills total and they form a standard skill pyramid with Great at the top that looks like this:

- **Great (+4):** 1 Skill
- **Good (+3):** 2 Skills
- **Fair (+2):** 3 Skills
- **Average (+1):** 4 Skills

To help determine these for the Lifepath, we have broken Skills up into categories. At various Stages of the Lifepath, you will be given ranks to put into these categories. They are:

- **Wealth & Prosperity:** Contacts, Crafts, Resources
- **Grace & Charm:** Empathy, Prouoke, Rapport
- **Body & Spirit:** Chi, Physique, Will
- **War & Battle:** Athletics, Fight, Shoot, Drive
- **Shadows & Lies:** Burglary, Deceive, Stealth
- **Mysteries & Secrets:** Lore, Investigation, Notice

You can get the same category multiple times; this will let you select even more ranks in those skills. Unless you are using an alternative character generation method that does not use the skill pyramid, you cannot break it. So, once you have one Great Skill, Two Good, etc..., you need to put ranks in other Skills. If you manage to fill up all allowable ranks in a category you can either re-roll for a different category or put those ranks where you wish.

ONE AT A TIME OR ALL AT ONCE?

You can roll for all your Stages and then assign skills and aspects. Or you can roll once, assign ranks, then roll again. Neither is better, but they are a bit different. Rolling all at once lets you get the big picture before you start selecting, meaning you will not find yourself pouring points into one Skill only to find another skill in the same category is not available later or end up tweaking an aspect several times to get it just right. However, rolling one at a time gives a more gradual progression that can give the impression of training, development, and growth during character creation.

A final option is to make all your rolls and then assign whatever rolls you want to each stage. This cuts down on randomness, which could be a plus or minus depending on outlook.

STAGE ONE: A GREAT DESTINY AWAITS YOU...

ALL PLAYER CHARACTERS IN *TIANXIA* HAVE A GREAT DESTINY AWAITING THEM. They might become a great hero or a famous general. They might protect of a terrible secret or uncover a mystery that will save thousands of lives.

This stage grants you two things: your Core Concept Aspect and 4 ranks of Skills from two categories based on the results. You can select one instead of rolling, of course; in fact, if you already have a strong central idea for your character, this might be a good idea. Otherwise, roll the dice and see what destiny the heavens reveal:

[+4] CHOSEN ONE

Not only are you somehow connected to a great hero, villain, scholar, or perhaps even the Emperor himself, this connection is at the center of your character and drives his actions, goals, and motivations.

What to Consider: How has your destiny affected your life? Who determined you have this destiny? Do you know you are the chosen one?

What to Avoid: Something that means you are always the center of attention, as this shows up all the others PCs. Make sure your destiny is not so limiting you have no freedom during play.

Examples: *DESTINED TO UNITE THE SOUTHERN TRIBES, LAST STUDENT OF A FORGOTTEN STYLE, TOUCHED BY THE WILL OF HEAVEN, GOLDEN CHILD, LAST HOPE FOR A DYING CLAN, BASTARD CHILD OF THE EMPEROR*

Skills Categories (4 ranks): War & Battle, Wealth & Prosperity

[+3] GUARDIAN

You are the protector or caretaker of something important: a person, a secret, or an ideal. Your training, adventures, and personal life are always under the shadow of this responsibility.

What to Consider: Who or what are you protecting? Why does this duty fall to you? How devoted are you?

What to Avoid: A duty that makes you unable to join your fellow PCs on adventures; it is interesting only if this is sometimes difficult to accomplish.

Examples: *SWORN TO SERVE THE EMPEROR UNTO DEATH, TEMPLE GUARDIAN, KEEPER OF A SACRED SCROLL, CARETAKER OF A MYSTIC GARDEN, PROTECTOR OF BǎO JIĀNG'S ORPHANS*

Skills Categories (4 ranks): War & Battle, Body & Spirit

[+2] MASTERY OF SKILL

You are defined by some special knowledge, aptitude, or skill you possess. This goes beyond normal training; you have put extra effort into learning a weapon, scholarly method, or other challenging endeavor.

What to Consider: What are you devoted to learning? Can you make a living at this or do you need other work? How far along the path of mastery are you?

What to Avoid: Being the best in too wide a category to start. Leave some room to fail and advance—it often makes things more interesting.

Examples: *MISTRESS OF THE TWIN SABERS, EXPERT STORYTELLER, WONDROUS DOCTOR, SEEKS TO CRAFT THE PERFECT WEAPON, STRONGEST WOMAN IN THE PROVINCE*

Skills Categories (4 ranks): War & Battle, Mysteries & Secrets

[+1] VIRTUE

You are devoted to embodying or realizing a great virtue. You might even seek true spiritual enlightenment. Everything you do is centered around these ideals.

What to Consider: What virtue do you aspire to? How far will you go to achieve it? What sacrifices have you already made to live by your code?

What to Avoid: An overly broad code or virtue—it dilutes focus and stops feeling special after a while. Likewise, something too narrow rarely comes up.

Examples: *HEART OF BOUNDLESS CHARITY, MY WORD IS MY BOND...NO MATTER WHAT, SEEKING ENLIGHTENMENT, UNFLINCHINGLY CHIVALROUS*

Skills Categories (4 ranks): War & Battle, Grace & Charm

[0] PROFESSION

For some a job is just a job, but that is not you. Your profession is central to your identity and you operate and view nearly everything through its lens.

What to Consider: What is your job? Do you like what you do or is there another reason you do it? How good are you?

What to Avoid: Starting out with no room to grow; that is a better destination than starting point.

Examples: *JIANGZHOU'S "GREATEST" CHEF, SWORD-FOR-HIRE, WANDERING HOLY MAN, DEVOTED MAGISTRATE, RELENTLESS BOUNTY HUNTER, ADVENTUROUS TREASURE HUNTER*

Skills Categories (4 ranks): War & Battle, Mysteries & Secrets

[-1] FAMILY

Your blood is your life. Your parents, clan, or siblings are key to who you really are and without them you are diminished. Even when you are away from them, they are central to your existence.

What to Consider: What does your family do? Is your bond to them love, duty, or both? Are you at odds with any of them?

What to Avoid: Your family being too mundane or boring. If they are that important to your character, they should be interesting.

Examples: *CHILD OF A GREAT WARRIOR, BROTHER OF A BANDIT CHIEF, SOLE PROVIDER FOR MY FAMILY, SEEKING A CURE FOR MY DYING CHILD, SCION OF A TRIAD FAMILY, SOLE SURVIVOR OF A GREAT MASSACRE*

Skills Categories (4 ranks): War & Battle, Wealth & Prosperity

[-2] HIDDEN DEPTHS

You are linked to something that lurks in the shadows of Shénghōu. Secret societies, criminals, or lost mysteries are a central part of what you are. You may have spawned this darkness yourself, or simply find yourself sucked into it.

What to Consider: What do you know of these secret places and groups? Were you one of them or have you accidentally fallen into their influence?

What to Avoid: Defining all the secrets and mysteries right now. Part of the fun is discovering them.

Examples: *DESCENDANT OF REBEL CLAN, IMPERIAL SPY, TRAINED BY THE LIN KUEI, TRIAD BROTHER, WANTED BY THE EMPIRE, WHITE WIDOW WARRIOR*

Skills Categories (4 ranks): War & Battle, Shadows & Lies

[-3] GREAT ADVERSARY

You are defined by who you fight: organization, individual, group, or even a concept. You have other interests and skills, but in the end most of your life is consumed and touched by this enemy.

What to Consider: Who is your foe? What do they want? Why do you oppose them?

What to Avoid: A great enemy who shows up all the time, overshadowing important antagonists in the game and enemies of other PCs.

Examples: *HUNTING FAMILY'S KILLER, MARKED FOR DEATH BY CULT, OBSESSED VIGILANTE, SWORN TO KILL THE EMPEROR*

Skills Categories (4 ranks): War & Battle, Mysteries & Secrets

[-4] IT'S COMPLICATED...

Your destiny and role in the world is unusually complex and involves two or more component parts combined to form a unique third concept. Roll again and combine. If you get -4 again? Either ignore it or if you want roll again and add a third concept. If you get -4 once more? Stop, check to see if someone switched out your dice with loaded copies and then use the three you have; there really is only so much you can mix things up before you lose focus.

What to Consider: How do the components work together? How do they conflict? Is there a natural part of both that you can use to link them together?

What to Avoid: Being scattered or long-winded. Interesting is great, but you want a concise, focused Core Concept to help drive things forward.

Examples: *CHIEF SCOUT FOR CLAN OF THIEVES, ENLIGHTENED HERETIC MONK, HIDDEN HEIR TO A HERETIC CULT, KEEPER OF THE STOLEN IMPERIAL SEAL*

Skills Categories (4 ranks): From any category of the results rolled

Jon is using the **Path of Destiny** to generate his character and has decided to go one stage at a time. He starts with his **Great Destiny** and rolls a -1, **Family**. Something significant about his character's family will drive his destiny. Maybe he is the **HEIR TO A POWERFUL CLAN**, or maybe he is **DRIVEN TO AVENGE LOST LOVED ONES**. He is going to see what else comes up before deciding.

Looking at Skills, he sees he gets 4 ranks to split among War & Battle and Wealth & Prosperity skills. Already knowing he wishes to be a great warrior, he spends 3 ranks to bring his Fight to Good (+3), and 1 on Athletics to bring it to Average (+1). This done, he moves on to **Stage Two...**

ADVANCED LIFEPAATHING: COMBINING IDEAS AND ASPECTS

If you want to expand, adapt, or mix up Aspects from this Life-path, try combining various ideas into one Aspect. For example, if you got [0] **PROFESSION** in **Stage One** and [-3] **DISABILITY** in **Stage Two**? You could have a **ONE-ARMED SWORDSMAN FOR HIRE** as your Core

Concept and **"MY SWORD IS MY SECOND ARM"** for Trouble, suggesting both the disability, profession, and how the character's attitudes, limitations, and skills drive and hinder him. Such a character, in addition to the obvious disability, might be unwilling to go unarmed

or use most other weapons, which could lead to a lot of trouble in the wrong circumstances. However, as having only one arm is also a Core Concept, the various ways he has learned to compensate for his loss could justify some interesting invocations.

STAGE TWO: WHAT TROUBLES YOU...

THE ROAD TO YOUR DESTINY IS ROCKY. You will not get to where you are going easily or without great effort. This stage represents one of the chief obstacles that stands in your way. This might be an internal flaw or an outside threat, but either way it will generate a lot of interesting and frustrating times.

Stage Two provides the character's Trouble Aspect and 4 more Skill ranks in two categories. Roll and check for your exact result:

[+4] DOOMED DESTINY

Whether in your past or future, there is some terrible tragedy that colors your whole life. You may face it head on or try to run from it, but it always seems to find you. This is worse than simple tragedy, it is if the heavens themselves desire your downfall.

What to Consider: What is your tragic Fate? Can it be avoided? How will these events change you or have they already done so?

What to Avoid: Constant tragedy. Even Shakespearean tragedies have the occasional joke or reprieve from constant death and ruin.

Examples: *CURSED BY THE GODS, HAUNTED BY THE GHOSTS OF THOSE SHE KILLS, TERMINALLY ILL, WILL NEVER FIND PEACE*

Skills Categories (4 ranks): War & Battle, Shadows & Lies

[+3] DISABILITY

Some physical or mental ailment troubles you. It will not kill you, but it makes life difficult and sometimes causes less enlightened individuals to think less of you. You have learned to compensate for your disability in various ways that have strengthened you, but it is still a problem.

What to Consider: What condition or injury do you suffer from? How do you usually work around it? When does it hinder you the most? How did you get hurt?

What to Avoid: A disability that makes it impossible for you to participate in adventures with the other PCs.

Examples: *BLINDED IN BATTLE, BORN DEAF, MISSING LEFT-ARM, CANNOT SPEAK ABOVE A WHISPER, PRONE TO BOUTS OF MADNESS*

Skills Categories (4 ranks): Body & Spirit, Mysteries & Secrets

[+2] WITH FRIENDS LIKE THESE...

While you love your friends and allies, something about them keeps causing you trouble. Maybe you are best friends with an outlaw or rebel. Perhaps your sworn brothers were charged with murder and the government assumes you were involved. In any case, your pals might just be the death of you. This might not even be related to a particular person or group, perhaps you always find troublesome allies.

What to Consider: What did your friends do that manages to cause problems for you? Why are you so close to them that distancing yourself to save yourself trouble is not an option?

What to Avoid: Friends and allies that become unwanted and unattractive additions to your character's background and the game's cast; creating problem personalities that are just annoying (or worse, boring) for everyone.

Examples: *MY CHILDHOOD FRIEND IS A PIRATE KING!, KNOWN REBEL SYMPATHIZER, ALWAYS MAKES THE WRONG FRIENDS*

Skills Categories (4 ranks): Mysteries & Secrets, Wealth & Prosperity

[+1] REPUTATION

Through action or accident, you have picked up a reputation and, with it, a sea of troubles. While it sometimes comes in handy, it is often just a pain. Many you encounter have heard tales of your exploits, real or fabricated, and will judge you by what they have heard.

What to Consider: How did you pick up this reputation? Is it deserved or due to some misunderstanding or lie? What would you have to do to change it?

What to Avoid: A reputation that makes *everyone* you meet hate you and want you dead. Just most people will be more satisfying.

Examples: *"RUN! IT'S THE BUTCHER OF BĀO JIANG!", FAMOUS KILLER-FOR-HIRE, KNOWN FUGITIVE, SUSPECTED SPY, CONNECTED TO THE TRIADS*

Skill Categories (4 Categories): Mysteries & Secrets, Shadows & Lies

[0] PERSONALITY FLAW

Something about your demeanor or personality gets you into trouble. Try as you might, you cannot help but cause problems for yourself and others. This might be a vice or aberrant behavior, but even a virtue can turn into a problem if pursued obsessively. In any event, you often have to bluff, fight, or otherwise get yourself out of situations your attitude puts you in.

What to Consider: Why do you act this way? Why can you not just alter your behavior? What would cause you to change and what would be the likely outcome of this?

What to Avoid: A flaw that makes the players uncomfortable and their PCs want to avoid you (or worse). Keep it interesting.

Examples: *CONTEMPT FOR THE WEAK, EASILY ANGERED, SOMEWHAT SPOILED, TALKS LOUDLY AND TOO MUCH, USED TO GETTING MY WAY, CYNICAL MISANTHROPE, HONORABLE TO A FAULT*

Skills Categories (4 ranks): Shadows & Lies, War & Battle

[-1] FAMILY TROUBLES

Your biggest problems stem from your relations and you often find yourself fighting battles for or because of them. This could be due to a troublesome parent, child, sibling, or other relatives. Alternatively, something from your family's history regularly rises up to cause you trouble or you could be avenging some wrong against them. Maybe an ancestor was a traitor or your clan is involved in an ancient blood feud or perhaps mom just will not leave you alone until you settle down and give her some grandchildren.

What to Consider: What about your family is causing your problems? How do you feel about not only this problem, but your family's involvement? Can you do anything to solve the problem or must you simply endure?

What to Avoid: A problem that will make every adventure about your family, overshadowing other characters' supporting cast and backgrounds.

Examples: *CHILD OF A DISGRACED GENERAL, LITTLE SISTER WON'T LEAVE ME ALONE!, ANCIENT BLOOD FEUD WITH THE JUN CLAN, MY TWIN BROTHER KILLED THE GOVERNOR*

Skills Categories (4 ranks): Wealth & Prosperity, War & Battle

Jon rolls for what chiefly troubles his character and gets a -2, OBLIGATION. As he rolled FAMILY for Stage One, he clearly has some debt or obligation he owes to one or more relatives. He still is not sure exactly how to define his

core concept yet, but he is confident the FAMILY IS MORE IMPORTANT THAN ANYTHING trouble aspect will apply no matter what, causing all sorts of problems.

[-2] OBLIGATION

Some great debt or obligation follows your character wherever they go. This might be a monetary debt, a debt of honor, or a favor you owe a powerful or important individual. Welshing on this debt invites misfortune, retribution, and may well anger the gods! However, fulfilling this debt will take great effort, if it can truly ever be wiped away at all. Note this might also note service in the military or some other organization that places great demands on your time.

What to Consider: Who do you owe and what? Did you enter into this obligation willingly or did you inherit it from a family member or dear friend? What can you do to resolve this obligation, if anything?

What to Avoid: Debts and obligations that prevent adventuring or forbid any advancement. Limitations are great plot and story fodder, but refrain from overdoing it.

Examples: *I OWE THE WHITE WIDOWS MY LIFE, I ALWAYS PROTECT MY BEST FRIEND FONG, DEEPLY IN DEBT, SWORN TRIAD BROTHER/SISTER*

Skills Categories (4 ranks): Grace & Charm, Wealth & Prosperity

[-3] UNDUE ATTENTION

Some individual or group is more concerned with you and your life than is comfortable or safe. They seek to control, kill, or disgrace you and will go to great lengths to do so. They might not even hate you, an obsessive lover or parent could cause no end of troubles. Alternatively, you might have a reputation that makes things rough, such as being a famous bandit or member of heretical religious sect.

What to Consider: Why does this person or group care so much about you? Was it what you did, or does it have something to do with your friends, allies, or family?

What to Avoid: Constant harassment or an ever-present problem. Make sure you are not constantly stealing the spotlight by having attention always on you.

Examples: *ARRANGED MARRIAGE, OBSESSIVE SUITOR, WANTED FOR BANDITRY, MARKED AS A HERETIC*

Skills Categories (4 ranks): Shadows & Lies, Grace & Charm

[-4] COMPLICATED ISSUES...

Your troubles are deep and varied, involving two or more component parts combined to form a unique third concept. Roll again and combine. If you get -4 again? Either ignore it or if you want roll again and add a third concept. If you get -4 once more? Again, check to see if someone switched out your dice with loaded copies and then go ahead and use the three you have anyway; there is only so much you can mix things up before you lose focus.

What to Consider: How do the components work together? How do they conflict? Is there a natural part of both that you can use to link them together?

What to Avoid: Being too scattered or tacking too many problems together. Losing focus like that makes things harder to work into play.

Examples: *OUTSPOKEN HERETIC, CRIPPLED BY MY WORST ENEMY, CURSED TO BETRAY MY LOVED ONES*

Skills Categories (4 ranks): from any of the combined selections.

Jon gets 4 Skill Ranks to split between the Grace & Charm and Wealth & Prosperity categories. He takes Rapport and Empathy

at Average (+1), and Prouke at Fair (+2) and moves along...

STAGE THREE: UPBRINGING AND SOCIAL CLASS

WHILE SOCIAL CLASS MEANS LITTLE IN THE JIANGHU, IT MEANS A LOT IN SHÉNZHŌU AS A WHOLE. A character's family, upbringing, and social class do not necessarily dominate their outlook, but it will have an influence. Note that while a character's class is usually due to their parents, exceptions exist. For example, a peasant child taken in and raised by merchants would be considered to be of the *shang* class, not the *nong*.

This stage grants an Aspect and 4 more points from two categories. Roll the dice and check the result:

[+4] IMPERIAL LINEAGE

You trace a relative or ancestor to one of the glorious rulers of Shénzhōu. This may be the current dynasty or an earlier one. If the former, you will likely be closely watched by the government based on just how close to the throne you are. If the latter, you may be seen as a potential usurper to the current order.

What to Consider: How closely tied to the Imperial line are you? How did this affect your childhood? Are you well thought of by the current regime or do they despise you for some reason?

What to Avoid: Being too closely tied to the Empire, which might make some adventures harder; focusing on your lineage to the exclusion of all the other PCs' histories and backgrounds.

Examples: *BASTARD CHILD OF THE EMPEROR, SCION OF A FALLEN DYNASTY, 13TH IN LINE FOR THE THRONE, IMPERIAL COUSIN, HIDDEN HEIR TO SHÉNZHŌU*

Skills Categories (4 ranks): Wealth & Prosperity, Grace & Charm

[+3 OR +2] SHI

You are descended from nobles and esteemed scholars. Seen as among the most enlightened and educated of all Shenzhou's social classes, you and your kin are elevated above all other social orders but the Emperor himself. In fact, the Emperor himself is considered to be *Shi*, though his connection to the divine will of heaven elevates him above even your lofty status. Not all of the *Shi* are necessarily rich or powerful, but they are respected.

What to Consider: How powerful is your family? Are you connected to a particular esteemed type of study or area of Shenzhou? What are your responsibilities as a member of this class and how do they help and hinder you?

What to Avoid: Thinking you have a license to push everyone around, especially in the world of the Jianghu, where martial skill and virtue is prized over birthright.

Examples: *RESPECTED SCHOLAR, ERRANT NOBLE, ADVENTUROUS HISTORIAN, ESTEEMED DOCTOR*

Skills Categories (4 ranks): Wealth & Prosperity, Mysteries & Secrets

[+1] GONG

Artisans and craftsmen, the *gong* make the tools, weapons, and other devices which help keep civilization working. They are respected both for their applied knowledge and balance of mental and physical talents. No other class could perform their duties without the creations of the *gong*. The general attitude and impression is that the *gong* make things that others use, and this impression usually results in a mix of admiration and vague resentment among those who then start their work after the craftsmen finish theirs. Still, great craftsmen are held in incredible esteem by their patrons and are closely guarded by those they serve.

What to Consider: What does your family make? Did you learn the family craft or do you lack their skill and training?

What to Avoid: Hyper-focused or overly broad crafts, especially as a basis for aspects. The former is too limiting and the latter overdone.

Examples: *CHILD OF A SMITH, TRAINED AS AN APOTHECARY, "I KNOW MY WEAPONS..."*, *FAMILY TRADE SECRETS, "I CAN FIX THAT FOR YOU..."*

Skills Categories (4 ranks): Wealth & Prosperity, Body & Spirit

[+0] WU OR JIANGHU

Technically not a "legitimate" social class, warriors, soldiers, and skilled martial artists nevertheless are both respected and feared throughout the land. In many cases they are seen as necessary but unfortunate individuals, whose life of violence runs counter to laudable spiritual, academic, or economic pursuits. Still, for many, the best way to learn to become a wandering knight with powerful Kung Fu is to be born into one of the military families, martial clans, security companies, or even bandit kingdoms who operate on the fringes of civilization. If you do not want to be from a military background, this result could also reflect a foundling or orphan raised by monks or martial priests.

What to Consider: Exactly what sort of martial endeavors is your family know for? Do they technically belong to another social class, such as how a family of nobles famed for their military service might be technically *Shi*?

What to Avoid: Being simple or boring despite playing the latest in a line of people who solve problems with fighting. Many warriors in Shengzhou have other passions and interests as well.

Examples: *CHILD OF A GREAT COMMANDER, KUNG FU PEDIGREE, LAST OF A GREAT MARTIAL CLAN, IMPERIAL ARMY TRAINING, RAISED BY KILLERS*

Skills Categories (4 ranks): War & Battle, Body & Spirit

[-1] NONG

Peasants and farmers, your family might not be lauded with praise or even treated that well, but there is a recognition and a sense that the world could not work without you. Without scholar, craftsmen, and merchants civilization would crumble, but without those who grow crops and tend livestock everyone would starve. The *nong* are often seen as hearty and simple but possessing a quaint wisdom others lack. This is not always true, but it is usually what people expect. In truth, some peasants do quite well for themselves, though even more barely eke out a living.

What to Consider: Why are not working a farm or tending a flock? Do you seek things beyond your humble origins or did tragedy put you on your current path?

What to Avoid: A simple or quaint background that is boring; remember that many great heroes and villains came from humble origins which helped shape who they were.

Examples: *SALT OF THE EARTH, STRONG FROM WORKING THE LAND, FOLKSY WISDOM, PEASANT HERO, USED TO DOING WITHOUT*

Skills Categories (4 ranks): Body & Spirit, Charm & Grace

[-2 OR -3] SHANG

Merchants and purveyors of services, the *shang* move most of the goods and wealth of the empire. Resentment exists for this class that does not make or grow anything themselves—viewed as the least of the four acknowledged classes spiritually, it is recognized they serve a necessary function in keeping the empire supplied and connected. While many merchants are quite wealthy, it is not universal; several small-time shopkeepers, impoverished peddlers, and humble salesmen barely eke out an existence buying and selling.

What to Consider: What goods did your family traffic in? Did you pay any attention to the family business?

What to Avoid: Tying your character too closely to easy ways of earning money and material wealth if those are major motivating factor in your campaign.

Examples: *CHILD OF HUMBLE MERCHANTS, HEAD FOR BUSINESS, RAISED BY WANDERING PEDDLERS, WEALTHY MERCHANT CLANSMAN, "I COULD SELL FISH TO A FISHERMAN..."*

Skills Categories (4 ranks): Wealth & Prosperity, Grace & Charm

[-4] YE

You are from outside the empire, or one of the exotic indigenous groups in the wild that are considered not "true" Shenese. You might hail from the Northern barbarian tribes, or arrived from far away by ship. Many will treat you differently than they do normal citizens of any social class, and your attire, accent, or customs will mark you as strange and alien. Many keep a healthy distance from you and will assume your behavior or abilities are common for "you people"; this can be both useful and annoying.

What to Consider: Outside of Shengzhou is a big, mostly unknown place—where exactly do you come from? What is it like and what do you think of this land you have come to?

What to Avoid: Being offensive or obnoxious to your fellow players; seeming offensive or obnoxious to characters in the setting due to being an outsider can be fun, but can ruin others enjoyment if overdone.

Examples: *WANDERING BARBARIAN, VISITOR FROM THE EXOTIC WEST, CHILD OF THE HILL PEOPLES, SHAMAN OF THE SOUTHERN TRIBES*

Skills Categories (4 ranks): War & Battle, Body & Spirit

This stage tells you where your character came from, but it does not necessarily control where they are going. Stories of scholars who became bandits or peasants who were elevated to nobility for some great service to the Emperor are rare, but not unheard of.

Jon rolls a -1 and finds that he hails from the *Nong*, or peasant class. He quickly decides his family are farmers and selects the aspect *THEY GROW 'EM BIG ON THE FARM* to reflect he is a big, strapping lad made strong and hardy by working the land. He can take 4 Skill ranks from Body & Spirit or Wealth & Prosperity Categories. He puts everything into Physique, making it Great (+4).

STAGE FOUR: OTHER ASPECTS AND PAST EXPERIENCES

BY THIS STAGE, A CHARACTER HAS THREE OF THEIR FIVE ASPECTS AND SEVERAL RANKS OF SKILLS. For the remaining skill ranks and aspects, roll twice. The aspects and experiences created here are not as central to the character as their Core Concept or Trouble, but they are still important and influential.

There are no trivial encounters on the **Path of Destiny!**

[+4] SUPERNATURAL INFLUENCES

Some powerful and strange force or being has touched your life in a significant way. These forces might be benevolent or devilish, but in any event they have little regard for the character's desires and goals. Instead they assert themselves on the character in whatever ways they see fit. In most cases, close connection to the supernatural is both a blessing and a curse. For example, being cursed by a demon to only die by fire affords a certain conditional protection from other fates, but it also means the universe will push to eventually kill you in the prescribed manner.

What to Consider: What strange forces surround or follow the character and why? What do they want out of the character?

What to Avoid: Constant and never-ending supernatural phenomena; a little goes a long way. Overdoing it can cause it to lose some of its fun and wonder.

Examples: ***DEMON'S BLOOD RUNS IN MY VEINS, WATCHED BY THE FOREST SPIRITS, CHOSEN MATE OF A RIVER GODDESS, CURSED TO DIE BY FIRE, HAUNTED BY RESTLESS ANCESTOR***

Skills Categories (4 ranks): Body & Spirit and pick one other Category.

[+3] IMPORTANT PERSON OR GROUP

Your connection to another character or group helps define who you are. You might be best friends with a sorcerer, be betrothed to crime lord's daughter, a member of a fearsome gang, or have a unique pet. In many cases, a Kung Fu Stylist's *sifu* or fellow students provide inspiration as do family members. This person is not necessarily any more skilled, powerful, or important than you, it is simply someone who is very important to you.

What to Consider: Who is this important person or group? Where are they now?

What to Avoid: Making the story about this other character; use it instead to make *your* character more dynamic.

Examples: ***STUDENT OF WHITE PHOENIX GUAN, SILVERWING THE TRAINED FALCON, A GIRL (OR GUY, OR BOTH) IN EVERY TOWN, DAUGHTER OF NOTORIOUS BANDITS, ASSISTANT TO HIGH PRIESTESS LIEN, WHITE WIDOW SISTER***

Skills Categories (4 ranks): Wealth & Prosperity, Grace & Charm

[+2] REPUTATION

You have gained a reputation for some noteworthy skill, trait, or deed. This reputation is less about one overwhelming act and instead due to a record of solid accomplishment. This reputation usually makes it easy to get notice and respect in some areas, but also makes laying low difficult once the character's identity is known. Note that a reputation need not be true. So it is possible that "Always Honest" character might actually be an incredibly skilled liar, albeit one who will need to preserve that reputation if they want to capitalize on it.

What to Consider: What is your character known for and do you deserve it?

What to Avoid: Overblown reputations with no downsides; pick something that will win you friends and enemies. If your reputation is false, make sure the GM knows.

Examples: *SUSPECTED OF TREASON, WON'T GO BACK ON A PROMISE, "CANNOT BE BOUGHT", NEVER FAILS ON A CONTRACT, KNOWN CRIMINAL*

Skills Categories (4 ranks): Wealth & Prosperity, Mysteries & Secrets

[+1] PROFESSION

Someone's training or job often influences who they are and how they deal with things a lot and you are no exception. A lot of people carry preconceptions about various professions, for good or ill.

What to Consider: What do you do and what sorts of situations and challenges would that logically help with? How is your job a hindrance?

What to Avoid: Merely defining your profession. Define your strengths or quirks and it will be more useful and interesting.

Examples: *FEARLESS SOLICITOR, COMPASSIONATE PHYSICIAN, RELUCTANT ASSASSIN, BEST TRACKER IN THE WEST, RIGHTEOUS BANDIT*

Skills Categories (4 ranks): Mysteries & Secrets and either War & Battle or Shadows & Lies

[0] PERSONALITY

Something about your demeanor or behavior is exceptional, for good or ill. This is hard to cover up and colors your interactions. How you got this way is up to you: maybe you were raised this way or perhaps some important event left an impression that caused a serious attitude adjustment. This includes phobias, manias, and an array of compulsions.

What to Consider: What is your deal and why do you act that way? Do you like this part of your personality or would you change if you could? If the latter, why do you not change?

What to Avoid: Jerky, annoying, or disruptive personalities that kill games. Strive for a strong, memorable personality.

Examples: *ALARMINGLY STUBBORN, EASY TO ANGER, NEVER BACKS DOWN FROM A FIGHT, RELENTLESSLY MERCENARY, QUICK TO FALL IN LOVE, EASILY BORED, DISLIKES AND DISTRUSTS AUTHORITY*

Skills Categories (4 ranks): Grace & Charm, Shadows & Lies

[-1] PHYSICAL TRAIT

Whether it is good looks or being quick on your feet, some physical gift or disability sticks out. Your life has been made easier or harder in various ways by this ability and some people certainly make assumptions based on these traits.

What to Consider: What about your physical appearance or abilities is noteworthy? What are the upside and downsides to this?

What to Avoid: Being overly broad, as it may annoy the other players and make compelling impossible. Being *STRONG AS AN OX* is great, being *A PERFECT PHYSICAL SPECIMEN IN EVERY WAY* is too much.

Examples: *QUICK AS LIGHTNING, IMPECCABLE BALANCE, DISARMINGLY BEAUTIFUL, MISSING MY LEFT EYE*

Skills Categories (4 ranks): Body & Spirit, Grace & Charm. If desired, you may also take Athletics.

[-2] PAST HEROISM

You are known for some great past action or efforts that define your character and left an impact on the world. This need not be a widespread effect, even saving one person from hardship is enough to reveal something significant about your character.

What to Consider: What did you do? Why was it noteworthy? Who did it help or hurt?

What to Avoid: Overdoing past heroic acts. Save the really impressive stuff for play.

Examples: *KILLED A BEAR WHEN ONLY THREE, SAVIOR OF TEN TREE VILLAGE, ESTEEMED WAR HERO, DEFENDER OF THE WEAK, TIRELESS HEALER OF THE SICK*

Skills Categories (4 ranks): War & Battle, Body & Spirit

[-3] IMPORTANT OBJECT

Some item you carry or own says more about you than the average trinket. It might be a unique piece or craftsmanship or just a normal looking object. In either case, what makes it so special is its connection to you, your history, and your destiny.

What to Consider: What is this item and why is it special? Are there any conditions on its use?

What to Avoid: Making the item more potent than other aspects by default. Unless you are going to build the item as an extra or stunt, keep its abilities reasonable.

Examples: *MY GRANDFATHER'S SWORD, GENERAL MA'S BOOK OF WAR, GOLDEN TIGER NINE-RING SABLE, IMPERIAL BADGE OF OFFICE, SACHEL OF MEDICINES AND HERBS*

Skills Categories (4 ranks): War & Battle, Mysteries & Secrets

[-4] STRANGE COMBINATIONS

Roll twice and combine the results into a single aspect. You may also assign skill ranks to any categories from both rolls. If you get -4 again on either of these rolls, either pick a result or re-roll.

What to Consider: How do the concepts and ideas combine into a fun and interesting single idea?

What to Avoid: Folding in too many disparate elements into one idea. A little bit of strange goes a long way.

Examples: *DESTROYED THE DEMON OF DEVIL'S GROVE, PARENTS SUSPECTED OF TREASON, LOST MY HAND FIGHTING PIRATES*

Skills Categories (4 ranks): From any category of the results rolled.

Jon rolls twice in **Stage Three** to determine what his final skills and aspects will be, getting a +1 and -1— a Physical Trait and a Profession. Despite his family's background as peasant farmers, Jon knows he wants to be a **WANDERING SWORD-FOR-HIRE**, and, given his high Physique, he also decides he is **BUILT LIKE A TIGER**. Looking at the skills he already has, he notes he has 1 Good, 1 Fair, and 3 Average Skills to fill in unless he wants to adjust his existing picks. Deciding he




is happy with his current Skills, he looks over the options for Profession and Physical Trait and ends up taking Good (+3) Athletics, Fair (+2) *Chi*, and Average (+1) Will, Stealth, and Notice.

Jon still needs to figure out exactly what his core concept is, but he wants to see how the rest of the **Path of Destiny** plays out before making such a big decision. Otherwise, his aspects and skills are complete...

STAGE FIVE: LEARNING TO FIGHT

THIS STAGE DETAILS WHERE YOU LEARNED TO FIGHT, HOW, AND GIVES YOU SOME INFORMATION ABOUT YOUR EXPERIENCES DOING SO. First figure out who taught you, then how much you have learned so far, and finally which of the several Kung Fu Styles does your character know?

SCHOOL & SIFU?

Roll one *FATE* die to determine who taught you and what the general environment was where you learned. With a , your *sifu* was a family member or close family friend;  means you attended a school run by a master; and  means you sought out a hermit, wandering warrior, or other unique individual who instructed you personally (and possibly quite unconventionally).

You can fill in the details of your instruction and training how you like, or consult the Optional Sections Later to randomly determine the status of your *sifu* and your relationship with other students.

WHEN IN DOUBT, FIGHT! (OR SHOOT, CHI, ETC...)

If you desire a more definitely martially focused character, you can swap out some or all of the Skill Categories in the Lifepath for more generally combat oriented Skill choices. The Lifepath will give you some ranks in Fight, Shoot, etc... no matter what you roll, but this might not be enough for some players and concepts. There are three ways to do this:

- Allow players to substitute a Skill Category in one or more stages for War & Battle and Body & Spirit. Allowing one substitution gives more

reliable combat related Skills, but does not completely overwhelm other choices.

- Allow any player to spend 1 Rank per Stage of War & Battle or Body & Spirit Skills in addition to whatever Categories they get with a dice roll. This does much the same as the first option, but makes it a more gradual advancement in these areas per Stage.
- Allow any player to

always take War & Battle or Body & Spirit for any Skill Ranks they want. This gives the most freedom, but cuts out a lot of the randomness and variety of the Stages.

Any of these options work fine; GMs and players should just figure out which, if any, they prefer. You need not even use the same option for each character, but realize if you mix and match you might end up with a wider variance in combat-related Skills than other groups.

How Much do I Know?

While this process assumes that every character has learned some Kung Fu, not everyone receives the same level of instruction. If you want, you can skip this and spend your Refresh (usually 4 for starting characters) elsewhere. But assuming you want to know how to do crazy Kung Fu? Roll four **FATE** Dice and consult the following:

[+4] MULTIPLE STYLES AND SECRETS

Spend 2 Refresh to gain two Kung Fu Styles (with one free Technique and the Form for each), then take one Lost Technique. For the latter, either select from one of the techniques already published, or create your own. Remember, you need to keep at least 1 Refresh for your character!

[+3] MULTIPLE STYLES AND EXTRA TRAINING

Spend 3 Refresh to gain two Kung Fu Styles that share a Substyle (with the free Technique and Form for each), plus two additional Techniques chosen from these Styles.

[+2] MULTIPLE STYLES

Spend 2 Refresh to gain two Kung Fu Styles (with the free Technique and Form for each)

[+1] ONE STYLE AND INTENSIVE TRAINING

Spend 3 Refresh to gain a Kung Fu Style (and one free Technique and the Form), and four additional Techniques in the style. This means you are only one Technique away from qualifying to become a Master!

[0 OR -1] ONE STYLE AND EXTRA TRAINING

Spend 2 Refresh to gain a Kung Fu Style (with the free Technique and Form) and two additional Techniques in the style.

[-2] ONE STYLE


Spend 1 Refresh to gain a Kung Fu Style (with one free Technique and the Form)

[-3] ONE STYLE AND SECRETS

Spend 1 Refresh to gain a Kung Fu Style (with the free Technique and Form), then take one Lost Technique. For the latter, either select from one of the techniques already published, or create your own. Remember, you need to keep at least 1 Refresh for your character!

[-4] ONE STYLE WITH EXTRA TRAINING AND SECRETS

Spend 2 Refresh to gain a Kung Fu Style (with the free Technique and Form) with two extra Techniques, and then take one Lost Technique. For the latter, either select from one of the techniques already published, or create your own. Remember, you need to keep at least 1 Refresh for your character!

Jon rolls randomly to determine learn about his Kung Fu instruction. He rolls a single **FATE** die and gets a , suggesting a family member or close friend taught him to fight. Given his destiny is closely tied to his family, he decides it

was his uncle who instructed him. He then rolls to see how much training he received. Rolling 4 **FATE** dice he gets a -1, so he knows one Kung Fu Style and has received some extra training in the form of two more Techniques in his Style.

SELECT YOUR STYLE

You can pick your own Styles if you like, roll on the following table to determine them. Roll 2d6, treating one number as a “tens” digit and the other as the “ones”.

11	Forest Crane	41	Forest Phoenix
12	Ghost Crane	42	Ghost Phoenix
13	Iron Crane	43	Iron Phoenix
14	Lightning Crane	44	Lightning Phoenix
15	Stone Crane	45	Stone Phoenix
16	Storm Crane	46	Storm Phoenix
21	Forest Dragon	51	Forest Serpent
22	Ghost Dragon	52	Ghost Serpent
23	Iron Dragon	53	Iron Serpent
24	Lightning Dragon	54	Lightning Serpent
25	Stone Dragon	55	Stone Serpent
26	Storm Dragon	56	Storm Serpent
31	Forest Monkey	61	Forest Tiger
32	Ghost Monkey	62	Ghost Tiger
33	Iron Monkey	63	Iron Tiger
34	Lightning Monkey	64	Lightning Tiger
35	Stone Monkey	65	Stone Tiger
36	Storm Monkey	66	Storm Tiger

Though he is looking hard at the Tiger Styles, Jon decides to choose his Kung Fu Style randomly. Rolling 2d6 he gets a 6 and a 3. Reading it as 63, he notes his character has studied...Iron Tiger! It seems that his character truly is destined to follow the path of the Tiger!

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OTHER STYLES

This table uses the 36 Styles combinations provided in *TIANXIA: BLOOD, SILK & JADE*. If you want to use other Substyles, such as those provided in future supplements, either substitute them for entries on this table or add them.

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STAGE SIX: STUNTS

CHOOSING YOUR THREE STARTING STUNTS IS THE FINAL PART OF CREATING YOUR CHARACTER. Unlike other character abilities that can be determined by stages stunts are so varied and personal they should generally be selected by players to fit their ultimate concept and style. That said, in a pinch, you can use the following tables to give you an idea or some guidance.

FATE DIE	STUNT USES
+	One of your Great or Good Skills.
■	Weapon Rating, Armor Rating, or Stress
=	One of Your Fair or Average Skills

FATE DIE	STUNT INVOLVES
+	A bonus (usually +2) to a specific type of action and situation (Create an Advantage when confronted with a particular situation, +2 Armor Rating against a particular type of attack, etc...)
■	Substituting one Skill for another for a particular type of action (Use Physique to defend against Provoke attacks, use Fight in place of Contacts to locate and recruit skilled warriors, etc...)
=	Create an Advantage with a free invocation, 2 shift effect, or 2 Armor or Weapon Rating when succeeding with Style on a test using this Skill for an Action type (Create a SHATTERING IMPACT advantage instead of boost when a Fight attack action succeeds with Style)

Starting characters get three Stunts by default and can buy more with 1 Refresh per new Stunt. However, remember you have already spent some Refresh for Kung Fu and you want to have at least 1 to give you Fate points.

Jon is a bit stuck for a stunt and decides to roll for some inspiration. He rolls two **FATE** dice and gets a ■ on the first die and = on the second, resulting in a stunt that involves a Weapon or Armor Rating, Stress, or some similar effect that triggers when he succeeds with Style on

a particular type of action. Discussing some options with the GM he creates **Cagey Defense**, a new stunt for his character that allows him to add a free **CHI ARMOR** invocation (gaining 2 Armor Rating when used) when he succeeds with Style on a Fight **Defend** action.

Once you have your stunts, name your character if you have not already and recover your starting Refresh.

OPTIONAL LIFEPATH ELEMENTS

THE FOLLOWING ROLLS ARE OPTIONAL, SINCE THEY DO NOT DIRECTLY AFFECT YOUR CHARACTER'S STATS BUT CAN BE USED TO COLOR, INFLUENCE, OR FURTHER DEFINE YOUR CHARACTER. The results of these tables can also be used to tweak, inspire, and otherwise influence the exact way other rolls are viewed.

FAMILY AFFAIRS

The following entries will allow you to randomly generate your character's relations with their immediate family. If you wish you can also use this table to determine a character's rank and status in a martial arts school or similar organization. In this case, substitute a character's *sifu* for parents and fellow students for siblings. A Kung Fu school might have many more students than determined by these results, but these are just the fellow pupils the character is closest to and trained with the most.

HOW ARE YOUR PARENTS?

A **+** indicates both parents are alive. A **■** means one of them is dead. **☐** means they both are. If only one has died, roll again. **+** means your father is alive, **☐** means your mother still lives, **■** means either pick one or roll again. Optionally, a "dead" parent might be severely ill or dying. If using these results to determine the status of your *sifu* instead of your parents, then **+** means they are alive, **■** means they are missing or far away, and **☐** means they are dead.

HOW MANY CHILDREN

Roll four *FATE* dice and add +2 to the number. This is the number of kids your parents had, not including yourself. 0 or less means you are an only child. If you want to randomly determine gender of your siblings: **+** is a brother, **☐** is a sister, **■** pick or roll again. For age: **+** is older, **☐** is younger, **■** is roll again, if you get **■** again, you have a twin. Note when rolling for fellow students under a *sifu* or mentor, "age" might denote skill or school ranking rather than biological age.

If you want to be part of a larger family, feel free to add a larger number to these rolls, but keeping track of too many brothers and sisters can be unwieldy. Alternatively, if both your parents are dead and you have no siblings, you are an orphan and might not even know your parents!

HOW ARE YOUR SIBLINGS?

For each sibling, roll a *FATE* die. **+** or **☐** means they are fine and generally healthy, **☐** means they are dead or perhaps severely disabled.

HOW DOES YOUR FAMILY FEEL ABOUT YOU?

Roll a *FATE* die for each parent and sibling: **+** means they love you dearly, **☐** means generally positive but not exceptional, and **☐** means they resent or dislike you.

ROMANCE

Roll on the following to determine your character's romantic history.

HAVE YOU EVER BEEN IN LOVE?

Roll a **FATE** die. **+** means yes, your character has known a serious and lasting love, **■** means your character has been in romantic relationships in the past but nothing long term or lasting, **□** means your character has never known love. Note that last result does not mean your character has never had a romantic relationship, just that they never amounted to anything positive.

HOW MANY LOVES HAVE YOU KNOWN?

If the character has a loving relationship, roll 4 **FATE** dice and subtract 1 from the result. This is the number of times the character has had truly loving romantic relationships. A roll of 0 or lower means the character has only known love once so far. Again, this does not necessarily tell how many relationships the character has had, just how many were serious enough to be considered loving and significant.

WHAT HAPPENED TO YOUR LOVER?

For each romantic partner, roll a **FATE** die. **+** means they are alive and healthy and love your character still. **■** means they no longer love the character. **□** means they now dislike or even hate your character. If they are no longer love, roll another **FATE** die: **+** means they have grown apart and now love another, **■** means circumstances or obligations drove the two apart, and **□** means they died.

Jon is rolling to see what his family background is like. First he rolls for his parents. Getting a **□**, he find that both his parents are dead. He rolls 4 **FATE** dice and gets a -1. Adding +2 he sees he has one sibling. He rolls for gender getting **■**, and elects to pick instead of rolling again. He decides his character has a sister. Rolling for age he gets a **□**, so she is younger than his character. Rolling once final time he comes up again with a **□**, his younger sister is dead, dying, or disabled. Thinking about it, he decides his younger sister was killed in the same calamity that took his parents lives. As his character also rolled [-1] **FAMILY** on his **Destiny**, he figures his family was murdered by some terrible villain who killed his family and much of his village and now he is out for revenge. With that final piece in place, he decides that his Core Concept, determined by his **Stage One** Lifepath roll, is **AVENGING SON OF BLACK TURTLE VILLAGE**.

Jon also decides to roll for his *sifu* (who, in this case, is also his uncle) and fellow students from his time studying Kung Fu. He rolls a **□**, indicating that his master is dead but then

rolls +2 when determining "siblings". Adding 2 to this, he finds he has 4 students he trained with who were close to him. Rolling for each, he finds all are still alive and healthy, one male and three females. All three females were younger than him, suggesting they were junior students to his character, while the lone male was senior to him. Rolling to see how they feel about him, he finds that all three of the female students are generally positive towards him and that his "big brother" loves him dearly. Jon thinks about this and decides he has a friendly rivalry with his "little sisters", while his "big brother" was especially supportive, taking him under his wing when he came to train with their *sifu*. Looking at how everything has come together, he decides his fellow students are actually his cousins, the children of his uncle and *sifu*. He also decides that his uncle was killed by the same villain who murdered his family, but after he had been taken in and trained.

Jon rolls for his romantic relationships and gets a **■**. His character has had a few girlfriends in the past, but never had the time or good fortune to locate "the one."

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THAT'S IT?

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Well, yes, unless you want it to be more. The **Path of Destiny** ends here because, by this point, you have generated a character with everything you should need to play, plus a few extra bits for plot hooks or fun background elements.

It is pretty easy to add extra

tables to randomly determine parts of your character if you want, especially if you use a die or other randomizer that is not purely **FATE**-based. For example, a 12-sided die could easily lead to a table for which year of the Shen Zodiac—which is the same as the Chinese Zodiac

and featured in our upcoming adventure, **THE 12 GOLDEN BUTCHERS**—a person was born in.

Add or subtract from this path based on what works best for you, just remember to stop rolling at some point and play your awesome new character!

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