

YIN

Overview

Role: Yin is one half of the legendary pair known as Yin and Yang. Where Yang represents negative energy, disruption, and restriction, Yin represents positive energy, restoration, and balance.

Yin has dedicated herself to mastering the positive flow of Chi. Her martial discipline emphasizes control, redirection, protection, and restoring the natural balance within the body.

Rather than overpowering opponents through raw strength, Yin turns their own attacks against them while using her Chi to strengthen and restore those fighting beside her.

Core Information

Summoning Points: 1 (Character)

Alignment: Light

Affiliation: Dichu

Keywords

- **Character**
- **Dichu**
- **Martial Artist**
- **Light**

Statistics

- **Health:** 5
- **Armor:** 0
- **Speed:** 5
- **Defense:** 6
- **Dodge:** 5
- **Willpower:** 8

Special Rules

Yin and Yang

Yin and Yang are opposing halves of the same natural balance. One cannot enter battle without the other.

If **Yin** is selected for a team, **Yang must also be selected for that team.**

Yin and Yang remain separate Characters and each costs their normal Summoning Points.

They do not have to begin the game in the Vortex together and may be summoned independently.

Martial Arts

Yin is a master of martial arts and has learned to turn traditional defensive techniques into fluid reactions against incoming attacks.

When Yin is targeted by an attack that rolls against **Defense or Dodge**, Yin may choose to defend using **either her Defense or Dodge.**

The choice must be made **before the attack roll.**

Abilities

Gentle Palm

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

Yin channels positive Chi through the palm of her hand, striking her opponent with a controlled burst of internal force.

Special Rules:

- If Gentle Palm successfully deals damage, gain **1 Fate Token.**
- Gentle Palm may generate a maximum of **1 Fate Token each round.**

Counter

Type: Interrupt

Range: 2"

Cost: 1 Fate Token

Yin uses her opponent's own momentum against them, redirecting an incoming strike toward another nearby enemy.

When Yin is successfully targeted by a **Melee attack**, but before damage is rolled, she may activate Counter.

Choose another enemy unit within **2 inches of Yin** that would be a legal target of the original attack.

The attack is redirected to the chosen enemy unit.

The **original attack roll remains successful**. Resolve the original attack's damage and effects against the new target.

Counter cannot redirect Ranged, Magic, Special Ability, Burst, or other non-Melee attacks.

Restoring Palm

Type: Special Ability (SA)

Range: 2"

Cost: 1 Fate Token

Limit: Once per round

Yin channels positive Chi through her hands and into the body of herself or an ally, helping restore the body's natural balance.

Choose Yin or one friendly unit within **2 inches**.

Restore **1 Health** and remove **one negative Status Effect** currently affecting that unit.

Mystic Butterflies

Type: Special Ability, Free Action (FA)

Mechanic: Fate vs. 7

Cost: 3 Fate Tokens

Yin channels positive Chi into two mystical butterflies that remain near her until their energy is needed.

On success, create **2 Mystic Butterfly Tokens** and place them on Yin's unit sheet.

Yin may have a maximum of **2 Mystic Butterfly Tokens** at any time.

Once per round, as a **Free Action**, Yin may spend 1 Mystic Butterfly Token to choose a friendly unit within **10 inches**.

Choose one of the following:

- **+1 Defense**

- **+1 Dodge**
- **+1 Willpower**

The selected unit receives the chosen bonus until the beginning of its next activation.

A unit may only benefit from **one Mystic Butterfly at a time**.

Using a Mystic Butterfly does not require an additional Fate roll and does not cost additional Fate Tokens.

Ultimate

Yin and Yang

Type: Ultimate, Free Action (FA)

Mechanic: Fate vs. 6

Cost: 5 Fate Tokens

Limit: Once per game

Requirement: Yin and Yang must both currently be in the Vortex.

Yin and Yang bring their opposing forms of Chi together, temporarily creating perfect balance between positive and negative energy.

Move Yin and Yang into **base contact** with one another.

Every enemy unit currently in the Vortex receives the effect of a **Fang of Discord**.

For each affected enemy unit, choose one:

- **-1 Defense**
- **-1 Dodge**
- **-1 Willpower**

Every friendly unit currently in the Vortex receives the effect of a **Mystic Butterfly**.

For each affected friendly unit, choose one:

- **+1 Defense**
- **+1 Dodge**
- **+1 Willpower**

All bonuses and penalties last until the beginning of the affected unit's next activation.

Using Yin and Yang does **not** consume any Fang of Discord Tokens belonging to Yang or Mystic Butterfly Tokens belonging to Yin.

Tactics and Strategies

Yin is a defensive support Character who rewards careful positioning, anticipation, and knowledge of the opposing player's capabilities.

Gentle Palm gives Yin a straightforward Fate-generating melee attack, allowing her to contribute offensively without changing her primary role as a defensive martial artist and support Character.

Counter is one of Yin's most specialized abilities. Rather than simply avoiding an incoming attack, Yin uses the attacker's own momentum against another enemy. Positioning Yin near multiple opponents can therefore create situations where attacking her becomes dangerous.

Restoring Palm provides limited healing and cleansing. Yin is not intended to replace a dedicated healer. Instead, Restoring Palm allows her to restore a small amount of Health while correcting a negative Status Effect at an important moment.

Mystic Butterflies is Yin's primary support tool. The ability allows her to strengthen the exact defensive statistic an ally needs. Increasing Defense can protect against conventional attacks, increasing Dodge can help against attacks based on speed and precision, and increasing Willpower can protect against mental, spiritual, or Chi-based effects.

Like Yang's Fangs of Discord, Mystic Butterflies rewards understanding the opponent's abilities rather than simply providing a universal defensive bonus.

Martial Arts makes Yin difficult to predict in physical combat because she may choose between Defense and Dodge when targeted by attacks against either statistic.

When Yin and Yang are both active, their shared **Yin and Yang** Ultimate represents the culmination of their philosophy. Yang weakens the enemy while Yin strengthens their allies, temporarily shifting the defensive balance of the entire Vortex.

Yin is not designed to dominate the battlefield through damage. **She controls the flow of battle by protecting her allies, restoring balance, and turning an opponent's own strength against them.**