

MASTER GETSUNE

Overview

Master Getsune is a renowned Dichu martial artist who has dedicated much of her life to mastering the flow of Chi through the body. Through years of discipline and training, she has learned to push her physical abilities far beyond their natural limits, transforming speed, momentum, and precision into devastating martial techniques.

Getsune believes that true strength comes not from overpowering an opponent, but from understanding the moment in which force should be applied. Her fighting style reflects this philosophy. She moves rapidly through the battlefield, positioning herself among her opponents before unleashing flowing combinations of kicks that allow one successful strike to carry naturally into the next.

Although Getsune prefers close combat, her mastery of Chi allows her to project her internal energy beyond her body in the form of a powerful Chi Wave. When faced with an opponent that requires her full strength, she can unleash **Dragon's Roar**, releasing the restraints she normally places upon her Chi and focusing her entire martial discipline into a devastating combination of attacks.

On the battlefield, Getsune is an aggressive and highly mobile martial artist who rewards careful positioning. In the hands of a skilled player, she can move into the heart of an enemy formation, strike several opponents in succession, or focus her full power against a single dangerous target.

Core Information

Summoning Points: 1 (Character)

Alignment: Neutral

Affiliation: Dichu

Keywords

- Character
- Dichu
- Martial Artist
- Chi

Statistics

- **Health:** 5

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

Universal Rules

Martial Arts

Master Getsune possesses the **Martial Arts** Universal Rule.

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

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

Chi

Master Getsune is a trained practitioner of **Chi**.

Abilities identified as Chi techniques represent Getsune channeling her own internal life energy and are **not considered Magic abilities** unless specifically stated otherwise.

Abilities

Crescent Moon Kick

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

Getsune unleashes a rapid series of sweeping kicks, using the momentum of each successful strike to flow immediately into the next.

If Crescent Moon Kick successfully deals damage, Getsune may immediately make another Crescent Moon Kick against a **different enemy currently in Melee Combat with Getsune**.

She may continue making Crescent Moon Kicks as long as:

- Each attack successfully deals damage.
- Each attack targets a different enemy.
- Each new target is currently in **Melee Combat with Getsune**.

If any Crescent Moon Kick fails to deal damage, the chain immediately ends.

If at least one Crescent Moon Kick successfully deals damage, gain **1 Fate Token**.

Crescent Moon Kick may generate a maximum of **1 Fate Token per activation**.

Fleet Foot

Type: Special Ability, Free Action (FA)

Cost: 1 Fate Token

Getsune channels Chi through her legs, allowing her to move with extraordinary speed and precision.

Until the end of this activation:

- Getsune gains **+2 inches of movement**.
- Getsune may move through **Difficult Terrain without penalty**.
- Getsune may move through enemy engagement areas without becoming locked.

Fleet Foot does not allow Getsune to move through enemy models or other impassable objects unless another rule specifically allows her to do so.

Chi Wave

Type: Ranged (R), Chi

Range: 10" Line

Mechanic: Fate vs. Dodge

Cost: 2 Fate Tokens

Damage: Light Damage

Getsune focuses her Chi before releasing it outward in a concentrated wave of energy.

Draw a straight **10-inch line** from Getsune.

Every unit whose base is crossed by the line is targeted by Chi Wave.

Make a separate **Fate vs. Dodge** roll against each affected unit.

Friendly units caught in the path of Chi Wave are also targeted and must resolve the attack normally.

Chi Wave is a **Chi ability and is not considered Magic**.

Ultimate

Dragon's Roar

Type: Ultimate, Free Action (FA)

Mechanic: Fate vs. 6

Cost: 5 Fate Tokens

Limit: Once per game

Getsune releases the restraints she normally places upon her Chi. Crimson energy erupts around her body, taking the form of a roaring dragon as her physical power and martial technique reach their peak.

On success, Dragon's Roar remains active until the end of Getsune's **next activation**.

While Dragon's Roar is active:

- **Crescent Moon Kick deals +1 Damage.**
- Crescent Moon Kick may target the **same enemy more than once** during its attack chain.
- Getsune may make a maximum of **3 Crescent Moon Kicks against the same enemy** during a single Crescent Moon Kick chain.
- The target must still be in **Melee Combat with Getsune**.
- Each Crescent Moon Kick still requires its own Fate vs. Defense roll.
- If any Crescent Moon Kick fails to deal damage, the chain immediately ends.

Dragon's Roar does not remove the normal limit of **1 Fate Token per activation** generated by Crescent Moon Kick.

Tactics and Strategies

Master Getsune is an aggressive martial artist whose effectiveness depends heavily upon **positioning and timing**.

Her high Dodge combined with **Martial Arts** makes her particularly difficult to hit with physical attacks. Her comparatively lower Willpower creates a clear weakness, however, making WILL-based abilities an effective way for an opponent to challenge her.

Fleet Foot is one of the keys to using Getsune effectively. Its additional movement and ability to pass through enemy engagement areas without becoming locked allows her to maneuver into positions where Crescent Moon Kick can have the greatest effect.

Crescent Moon Kick becomes increasingly dangerous when Getsune enters Melee Combat with several opponents. Every successful attack can flow into another enemy already engaged with her, allowing Getsune to punish tightly grouped enemy formations.

Chi Wave gives Getsune an alternative when immediately entering Melee Combat would be disadvantageous. Because it travels in a straight line and can strike friendly units, careful positioning is essential. A well-positioned Getsune can strike several enemies with a single Chi Wave, while a poorly positioned one may endanger her own allies.

Dragon's Roar changes how Crescent Moon Kick functions. Instead of flowing between several opponents, Getsune may concentrate her attacks against a single enemy, striking that target up to three times as long as each attack continues to deal damage.

This allows Getsune to transition from a fighter capable of pressuring groups of enemies into a dangerous single-target combatant at a critical moment.

Getsune is at her strongest when her player can anticipate where the enemy will be and position her accordingly. Her abilities do not simply reward aggression—they reward knowing **when to enter the fight, where to stand, and which opponent must fall first.**