

TINJI

Overview

Tinji is a master of movement and battlefield control whose martial discipline focuses on momentum, balance, and the manipulation of air through Chi. Where many warriors seek to overpower their opponents, Tinji believes that controlling where a battle is fought can be more important than the strength of the blows exchanged within it.

Through years of training, Tinji has learned to move across difficult terrain with seemingly effortless grace, pass through enemy formations without becoming trapped, and channel his Chi into powerful kicks and sweeping techniques capable of physically displacing his opponents.

On the battlefield, Tinji is a highly mobile **displacement specialist**. He excels at breaking enemy formations, pushing opponents away from important positions, moving fights to more favorable locations, and disrupting an opponent's plans without necessarily defeating their units through raw damage.

In the hands of an experienced player, Tinji can turn positioning itself into a weapon.

Core Information

Summoning Points: 1 (Character)

Alignment: Neutral

Affiliation: Dichu

Keywords

- Character
- Dichu
- Martial Artist
- Chi

Statistics

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

Universal Rules

Martial Arts

Tinji possesses the **Martial Arts** Universal Rule.

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

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

Chi

Tinji is a trained practitioner of **Chi**.

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

Special Rules

Wind Walker

Tinji has learned to channel Chi throughout his body while moving, allowing him to cross the battlefield with extraordinary freedom.

During Tinji's Movement Action:

- Tinji may move through **Difficult Terrain without penalty**.
- Tinji may move across **elevated terrain as though it were normal ground**.
- Tinji may move through enemy engagement areas without becoming locked.
- Wind Walker does not allow Tinji to move through other models or impassable terrain.

Wind Walker requires no action or Fate Tokens to use.

Abilities

Reverse Palm

Type: Melee (M)

Mechanic: Fate vs. Defense

Damage: Light Damage

Tinji strikes his opponent with an open palm, redirecting his own momentum through the target while maintaining the fluid movement necessary to prevent himself from becoming trapped in the engagement.

Special Rules:

- If Reverse Palm successfully deals damage, gain **1 Fate Token**.
- Reverse Palm may generate a maximum of **1 Fate Token each round**.
- When Tinji initiates Melee Combat using Reverse Palm, **Tinji does not become locked as a result of that attack**.
- An enemy may still lock Tinji normally if that enemy initiates the Melee attack against him.

Gale Force Kick

Type: Special Ability, Chi

Range: 6"

Mechanic: Fate vs. Defense

Cost: 1 Fate Token

Damage: Light Damage

Tinji channels Chi through his legs before launching himself toward an opponent with tremendous speed and force.

Choose one enemy unit within **6 inches** that Tinji can see.

Move Tinji directly toward the target until he enters **Melee Combat** with it. Tinji must have a legal path to the target and cannot move through other models or impassable terrain.

Then make a Fate vs. Defense attack against the target.

If Gale Force Kick successfully deals damage:

- Push the target **3 inches directly away from Tinji**.
- Tinji may then immediately move directly toward the target until he is once again in Melee Combat with it.

This movement does not count as Tinji's Movement Action.

Cyclone Fury

Type: Special Ability, Chi

Mechanic: Fate vs. Defense

Cost: 3 Fate Tokens

Damage: Light Damage

Tinji plants himself at the center of the engagement and releases a rapid series of spinning strikes empowered by Chi, sending the opponents surrounding him flying backward.

Target **every enemy unit currently in Melee Combat with Tinji**.

Make a separate Fate vs. Defense roll against each target.

Any target that successfully suffers damage from Cyclone Fury is pushed **3 inches directly away from Tinji**.

Tinji chooses the order in which the attacks are resolved.

A unit that is not currently in Melee Combat with Tinji cannot be targeted by Cyclone Fury.

Ultimate

Cyclone of the Dragon

Type: Ultimate, Chi, Free Action (FA)

Range: 6"

Mechanic: Fate vs. 6

Cost: 5 Fate Tokens

Limit: Once per game

Tinji releases an enormous surge of Chi into the air around him, creating a violent cyclone capable of lifting his opponents from the ground and scattering them across the battlefield.

On a successful Fate vs. 6 roll, choose up to **3 enemy units within 6 inches of Tinji**.

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

For each successful roll, Tinji may move that enemy unit up to **3 inches** in a direction of his choice.

A unit moved by Cyclone of the Dragon:

- Cannot be placed in impassable terrain.
- Cannot be placed on top of another model.
- Cannot be moved outside the battlefield.
- May be moved into or out of Melee Combat.
- Does not become locked as a result of this forced movement.

Cyclone of the Dragon deals no damage.

Each affected enemy is moved independently, allowing Tinji to place each successful target in a different direction or position.

Tactics and Strategies

Tinji is a highly specialized Character whose greatest weapon is **battlefield positioning**.

With **Speed 6** and Wind Walker, Tinji can navigate terrain and enemy formations more easily than most Characters. He can cross difficult areas without sacrificing movement and pass through enemy engagement areas without becoming locked, allowing him to reach locations that would be difficult for other units to access.

Reverse Palm provides Tinji with his basic Fate-generating attack while reinforcing his unusual relationship with Melee Combat. When Tinji initiates the engagement with Reverse Palm, he does not become locked by his own attack. This allows him to strike an opponent without necessarily committing himself to remaining there.

Gale Force Kick allows Tinji to rapidly engage an enemy from a distance and physically relocate the fight. A successful kick pushes the target backward before allowing Tinji to follow, potentially moving both Tinji and his opponent away from their original positions.

This can be used to push an enemy away from a Pillar of Fate, separate a Character from nearby support, or move an opponent toward another member of the Dichu team.

Cyclone Fury punishes enemies for surrounding Tinji. Rather than simply attacking every opponent around him, Tinji can scatter those enemies in different directions, breaking apart formations and creating openings for his allies.

Because Cyclone Fury costs **3 Fate Tokens**, deciding when the enemy formation is valuable enough to disrupt is an important part of using the ability effectively.

Cyclone of the Dragon represents Tinji's greatest expression of battlefield control. Unlike many Ultimates, it deals no damage. Its power comes entirely from allowing Tinji to reposition as many as three enemy units at once.

An experienced player can use Cyclone of the Dragon to disrupt an opponent's control of Pillars, remove protection from an important Character, separate units that depend upon remaining close together, place enemies into unfavorable Melee Combat, or create opportunities for other Dichu Characters.

Tinji is therefore not a Character whose effectiveness can be judged purely by the amount of damage he deals.

His purpose is to make sure the battle is happening where the Dichu player wants it to happen.