

EIKO

Overview

Eiko is a Dichu mystic who has dedicated herself to understanding the relationship between **Chi, nature, and the living spirit**. Rather than channeling Chi primarily through physical martial techniques, Eiko expresses her discipline through flower petals that respond to and carry her internal energy.

Her graceful appearance hides an exceptional understanding of battlefield positioning. Eiko uses swirling petals to shield allies from harm, restore their strength, obscure their movements, and create opportunities for the Dichu to reorganize their formation before an opponent can react.

Although Eiko is capable of defending herself, she is at her strongest when surrounded by allies. Her techniques become increasingly valuable as more members of her team gather around her, allowing her to protect and restore several Characters while preparing the entire formation for a sudden shift in position.

On the battlefield, Eiko is a **support and formation-control specialist**. She does not seek to dominate through raw damage. Instead, she keeps the Dichu fighting, protects vulnerable allies, and uses **Floral Deception** to completely reorganize the friendly battle line at a critical moment.

Core Information

Summoning Points: 1 (Character)

Alignment: Neutral

Affiliation: Dichu

Keywords

- **Character**
- **Dichu**
- **Mystic**
- **Chi**

Statistics

- **Health:** 5
- **Armor:** 0
- **Speed:** 5
- **Defense:** 5

- **Dodge:** 6
- **Willpower:** 8

Universal Rules

Chi

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

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

Special Rules

Mystic Arts

Eiko has mastered a spiritual discipline that allows her to defend herself through strength of mind and control of Chi rather than relying solely upon physical defenses.

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

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

Mystic Arts does not allow Eiko to substitute Defense or Willpower for Dodge.

Abilities

Petal Dance

Type: Ranged (R), Chi

Range: 10"

Mechanic: Fate vs. Dodge

Damage: Light Damage

Eiko channels Chi through a swirling stream of flower petals before sending them rapidly toward her opponent. What appears delicate from a distance becomes a cutting storm of petals as they strike their target.

Special Rules:

- If Petal Dance successfully deals damage, gain **1 Fate Token**.
- Petal Dance may generate a maximum of **1 Fate Token each round**.
- Petal Dance is a **Chi ability and is not considered Magic**.

Petal Armor

Type: Special Ability, Free Action (FA)

Range: 10"

Cost: 1 Fate Token

Eiko surrounds herself or an ally with a dense spiral of Chi-infused petals. The petals move instinctively around the protected unit, intercepting attacks before dispersing.

Choose Eiko or one friendly unit within **10 inches**.

The chosen unit gains **2 temporary Armor**.

Petal Armor follows these rules:

- Petal Armor cannot be healed or repaired.
- Petal Armor is removed once its 2 Armor has been destroyed.
- A unit may only possess one Petal Armor at a time.
- Eiko may only have **one Petal Armor active on the battlefield at a time**.
- If Eiko uses Petal Armor again while another Petal Armor is still active, the previous Petal Armor immediately disappears.

This allows Eiko to move her protection between friendly units as the needs of the battle change.

Petal Storm

Type: Special Ability, Chi

Range: 6"

Cost: 3 Fate Tokens

Limit: Once per round

Eiko releases a swirling storm of restorative petals around herself. The Chi carried within the petals restores the bodies of her allies and helps return their natural energy to balance.

Choose up to **3 friendly units within 6 inches of Eiko**.

Each selected unit:

- Restores **1 Health**.
- Removes **one negative Status Effect** currently affecting it.

Eiko may select herself as one of the three affected units.

Petal Storm cannot restore Health above a unit's normal maximum Health.

Ultimate

Floral Deception

Type: Ultimate, Chi, Free Action (FA)

Range: 10"

Mechanic: Fate vs. 6

Cost: 5 Fate Tokens

Limit: Once per game

Eiko releases an enormous surge of Chi through the petals surrounding her. A massive storm of flowers erupts across the battlefield, obscuring the Dichu from sight and concealing their movements behind a constantly shifting curtain of petals.

On a successful Fate vs. 6 roll, **every friendly unit within 10 inches of Eiko** may immediately move up to **3 inches**.

Eiko is also affected by Floral Deception.

Movement granted by Floral Deception:

- Does not count as the affected unit's Movement Action.
- Does not trigger Melee Lock.
- May move a unit into or out of Melee Combat.
- Cannot move through enemy models or impassable terrain.
- Cannot end with a model overlapping another model.

After all movement has been completed, every friendly unit that was **within 10 inches of Eiko when Floral Deception was activated** gains **+1 Dodge until the beginning of Eiko's next activation**.

A friendly unit does not have to use the 3-inch movement to receive the +1 Dodge bonus.

Tactics and Strategies

Eiko is a support Character whose effectiveness increases dramatically when the player understands **formation, positioning, and activation timing**.

Her high Willpower combined with **Mystic Arts** gives her an unusual defensive profile. Physical attacks that target Dodge remain a weakness, but attacks against Defense or Willpower must contend with Eiko's considerable spiritual discipline.

Petal Dance allows Eiko to contribute from a distance while generating the Fate she needs to power her more important support techniques. Because Eiko is not intended to be a primary

damage dealer, Petal Dance is best used to maintain Fate generation while she remains positioned near the allies she intends to support.

Petal Armor provides flexible protection without permanently increasing the durability of the entire team. Only one Petal Armor can exist at a time, meaning Eiko's player must continually decide **who needs protection most**.

Protecting an aggressive Character before they enter combat may be useful early in a round. Moving that protection to an injured or exposed Character later can be even more important. The ability rewards anticipating where the opponent's next attack is likely to fall.

Petal Storm allows Eiko to restore several nearby allies simultaneously. Its ability to both heal and remove negative Status Effects makes it particularly effective when an opponent has damaged or disrupted several members of the Dichu formation at once.

Because Petal Storm affects up to three friendly units, careful positioning can greatly increase its value.

Floral Deception is Eiko's defining battlefield technique.

Unlike a normal movement ability, Floral Deception can affect **every friendly unit within 10 inches**. A well-positioned Eiko can therefore shift a large portion of the Dichu force simultaneously.

The ability can be used to pull Characters out of dangerous Melee Combat, move allies toward Pillars of Fate, establish new attack angles, bring Characters closer together, spread the team apart, or prepare several Characters for their upcoming activations.

The **+1 Dodge** granted afterward represents the continuing storm of petals obscuring the Dichu's movements and provides protection while the newly arranged formation takes shape.

Eiko becomes particularly powerful when combined with the other specialized members of the Dichu. She can place Getsune where her melee combinations will be most effective, rescue vulnerable allies, or reorganize the team after Tinji has disrupted the opposing formation.

Eiko's strength does not come from controlling an opponent directly.

She gives the Dichu player the ability to reshape their own formation when the battle demands it.