

KI TOTEM

Overview

The Ki Totem is a sacred Dichu structure designed to focus and strengthen the natural energy that flows through trained practitioners. Rather than granting power to anyone who stands near it, the Totem resonates specifically with those who have learned to control their bodies and spirits through the established disciplines of **Martial Arts** and **Mystic Arts**.

Through this connection, the Ki Totem enhances the natural flow of energy within selected Dichu warriors, allowing them to move with greater speed and effortlessly navigate terrain that would normally slow their advance.

On the battlefield, the Ki Totem serves two important purposes. Like all Summoning Totems, it provides the Dichu with an additional location from which their forces may enter the Vortex. Its unique power also allows the Dichu player to select two trained practitioners each round and temporarily enhance their mobility.

Core Information

Type: Summoning Totem

Affiliation: Dichu.

Totem Ability

Ki Enhancement

At the beginning of each round, choose up to **2 friendly Dichu units currently in the Vortex**.

To be selected, a unit must possess at least one of the following Universal Rules:

- **Martial Arts**
- **Mystic Arts**

The selected units gain **Ki Enhancement** until the end of the round.

While affected by Ki Enhancement:

- A unit with **Speed 4** becomes **Speed 5**.
- A unit with **Speed 5** becomes **Speed 6**.
- A unit already at **Speed 6** remains **Speed 6** but instead gets a **+1 to dodge**.
- Ki Enhancement can never increase a unit's Speed above **6**.
- The affected unit ignores movement penalties caused by **Difficult Terrain**.

Once selected, the unit will gain this bonus for the current round and at the beginning of each new round, all previous selections end. The Dichu player may then select up to 2 eligible units again.

The player may select the same units in consecutive rounds or choose different eligible units as the needs of the battle change.

Tactics and Strategies

The Ki Totem supports the Dichu's highly specialized battlefield style by allowing the player to decide **which practitioners require increased mobility each round**.

Unlike a traditional aura, Ki Enhancement does not reward simply clustering the entire team around the Totem. Instead, the player must identify the two Characters whose positioning will be most important during the coming round.

A Speed 5 Character selected by the Ki Totem becomes **Speed 6**, allowing that Character to cover considerably more ground while also ignoring the movement penalties of Difficult Terrain.

Characters already at Speed 6 receive no additional Speed, but get a +1 dodge instead and they still gain the ability to ignore Difficult Terrain penalties.

The ability to change the selected Characters at the beginning of every round is one of the Ki Totem's greatest strengths. A Character preparing to attack may need Ki Enhancement during one round, while a support Character attempting to reach a different section of the battlefield may become the better choice during the next.

Because eligibility requires **Martial Arts or Mystic Arts**, the Ki Totem does not enhance every unit simply because it belongs to the Dichu. Creatures and Companions without these disciplines cannot benefit from Ki Enhancement.

This makes the Ki Totem particularly valuable to a player who understands the specialized roles of their Dichu Characters and can anticipate **who will need additional mobility before the round begins**.

The Ki Totem does not decide where the Dichu should go.

It gives the right warriors the speed they need to get there.