

MANMONKAI CHARACTER SHEET

TINY DYNASTY
THE INNER GATE

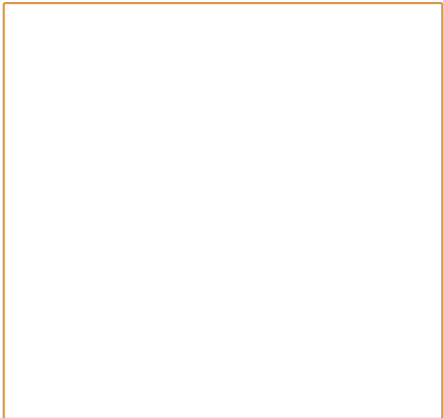
Character name _____
Player _____
Origin _____ Age _____
Clan / House _____ Hometown _____

Paths
Path _____
Path _____

Record each Path's passive and technique under Powers, page 2.

WEALTH & HOLDINGS

Coin Kin _____ Koku _____ Bu _____ Mon _____
Income / stipend _____
Holdings _____



Portrait or clan mon

cost to reach a level = level × 5 · levels 6–8 (cultivation) = level × 8

ATTRIBUTES

Body ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Agility ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Perception ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Wits ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Resolve ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
Presence ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Plain 1–5 (mortal) · ember 6–8 require cultivation

Cultivation notes _____
SKILLS _____
cost to reach a rank = rank × 3

Combat
Melee ○ ○ ○ ○ ○
Unarmed ○ ○ ○ ○ ○
Ranged ○ ○ ○ ○ ○
Tactics ○ ○ ○ ○ ○

Knowledge
Spirit Sense ○ ○ ○ ○ ○
Spiritual Healing ○ ○ ○ ○ ○
Logistics ○ ○ ○ ○ ○

Lore (open family)
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○

Social
Command ○ ○ ○ ○ ○
Persuasion ○ ○ ○ ○ ○
Composure ○ ○ ○ ○ ○
Deception ○ ○ ○ ○ ○
Sense Motive ○ ○ ○ ○ ○
Intimidation ○ ○ ○ ○ ○
Etiquette ○ ○ ○ ○ ○
Poetry ○ ○ ○ ○ ○

Performance (open family)
Performance (...) ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○

Practical
Athletics ○ ○ ○ ○ ○
Endurance ○ ○ ○ ○ ○
Stealth ○ ○ ○ ○ ○
Sleight of Hand ○ ○ ○ ○ ○
Awareness ○ ○ ○ ○ ○
Investigation ○ ○ ○ ○ ○
Survival ○ ○ ○ ○ ○
Medicine ○ ○ ○ ○ ○
Literacy ○ ○ ○ ○ ○
Trade ○ ○ ○ ○ ○

Craft (open family)
Craft (...) ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○

Open slots
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○
____ ○ ○ ○ ○ ○

PREPARED KAMAE

total = tools + accepted – wants

Build these before play, not mid-fight. Name the stance at the table and hand it in; you may still change any part of it until the pairing is revealed.

KAMAE I	When _____	Total _____
Wants _____		– _____
Tools _____	+ _____	Accepted _____ + _____
KAMAE II	When _____	Total _____
Wants _____		– _____
Tools _____	+ _____	Accepted _____ + _____
KAMAE III	When _____	Total _____
Wants _____		– _____
Tools _____	+ _____	Accepted _____ + _____

WOUNDS & STRAIN

Body Wounds Strain Threshold = Body + 2

Strain □ □ □ □ □ □ □ □ □ □ Threshold □
Head □ –1 □ –2 □ out _____
Torso □ –1 □ –2 □ out _____
Arms □ –1 □ –2 □ out _____

Face Wounds Social Strain = Resolve + 2

Strain □ □ □ □ □ □ □ □ □ □ Threshold □
Authority □ –1 □ –2 □ out _____
Credibility □ –1 □ –2 □ out _____
Composure □ –1 □ –2 □ out _____

Legs

-1

-2

out

Standing

-1

-2

out

Naimon wounds are tracked per virtue on page 2. Wound weight: minor 1 · serious 2 · maim 3.

POWERS

Power

Virtue / Tier

Effect

Power

Virtue / Tier

Effect

Power

Virtue / Tier

Effect

Power

Virtue / Tier

Effect

Power

Virtue / Tier

Effect

Power

Virtue / Tier

Effect

TOOLS & EQUIPMENT

Primary tool

Name

Bonus

Tags

Secondary tool

Name

Bonus

Tags

A armor

Name

Spent

Tags

Protective = 1 Minor · Fortified = 1 Serious

Carried equipment

MARTIAL TRADITION

School

Technique notes

XP & PROGRESSION

Earned

Spent

Available

Attr 1–5 = $lvi \times 5$ · Attr 6–8 = $lvi \times 8$ · Skills 1–5 = $lvi \times 3$ Powers = 3 (T1) · 6 (T2) · 9 (T3) · 12 (T4) Paths = Common (free / 5) · Specialist (15) · Restricted (30)

NAIMON — THE INNER GATE

Sealed / Unawakened

Each tier has three sub-levels: Stirring · Settling · Crossing

Gi 義 Righteousness

Tier

Wounds

Jin 仁 Benevolence

Tier

Wounds

Rei 礼 Propriety

Tier

Wounds

Yū 勇 Courage

Tier

Wounds

Mu 無 Emptiness

Tier

Wounds

NOTES

backstory, goals, contacts, current threads

Goals & drives

Contacts & allies

Other notes

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 OATHS

Depth is what you commit (it cannot be faked or bought); **anchor** is the imprint built from the trappings of the swearing; together they give the **magnitude**. Record what made up each anchor, in case you try to tear it down.

OATH I

Depth (*true intent*) ☐ 1 Passing ☐ 2 Sincere ☐ 3 Sworn ☐ 4 Soul T2 / anchor 10+

Recipient (sworn to) _____ Where sworn _____

Anchor *tick what was present; add the values*

- | | | |
|---|---|---|
| ☐ Hearth / tied place +1 | ☐ Consecrated / Chikai-den +2/+3 | ☐ Witnesses (band) +1...+4 |
| ☐ Star-ink / convergence +2/+3 | ☐ Permanent archive +1 | ☐ Tamashi-yomi +1/+2 |
| ☐ Oath-Bark burned +1 | ☐ Place-spirit witness +1 | ☐ Hoshimi no Gi / Star Tide +1 |

Depth _____ Anchor _____ Magnitude _____ Status ☐ active ☐ eroding ☐ violated ☐ shattered

The oath: what was promised, and any intent that differs from the words

OATH II

Depth (*true intent*) ☐ 1 Passing ☐ 2 Sincere ☐ 3 Sworn ☐ 4 Soul T2 / anchor 10+

Recipient (sworn to) _____ Where sworn _____

Anchor *tick what was present; add the values*

- | | | |
|---|---|---|
| ☐ Hearth / tied place +1 | ☐ Consecrated / Chikai-den +2/+3 | ☐ Witnesses (band) +1...+4 |
| ☐ Star-ink / convergence +2/+3 | ☐ Permanent archive +1 | ☐ Tamashi-yomi +1/+2 |
| ☐ Oath-Bark burned +1 | ☐ Place-spirit witness +1 | ☐ Hoshimi no Gi / Star Tide +1 |

Depth _____ Anchor _____ Magnitude _____ Status ☐ active ☐ eroding ☐ violated ☐ shattered

The oath: what was promised, and any intent that differs from the words

OATH III

Depth (*true intent*) ☐ 1 Passing ☐ 2 Sincere ☐ 3 Sworn ☐ 4 Soul T2 / anchor 10+

Recipient (sworn to) _____ Where sworn _____

Anchor *tick what was present; add the values*

- | | | |
|---|---|---|
| ☐ Hearth / tied place +1 | ☐ Consecrated / Chikai-den +2/+3 | ☐ Witnesses (band) +1...+4 |
| ☐ Star-ink / convergence +2/+3 | ☐ Permanent archive +1 | ☐ Tamashi-yomi +1/+2 |
| ☐ Oath-Bark burned +1 | ☐ Place-spirit witness +1 | ☐ Hoshimi no Gi / Star Tide +1 |

Depth _____ Anchor _____ Magnitude _____ Status ☐ active ☐ eroding ☐ violated ☐ shattered

The oath: what was promised, and any intent that differs from the words

OATH IV

Depth (*true intent*) ☐ 1 Passing ☐ 2 Sincere ☐ 3 Sworn ☐ 4 Soul T2 / anchor 10+

Recipient (sworn to) _____ Where sworn _____

Anchor *tick what was present; add the values*

- | | | |
|---|---|---|
| ☐ Hearth / tied place +1 | ☐ Consecrated / Chikai-den +2/+3 | ☐ Witnesses (band) +1...+4 |
| ☐ Star-ink / convergence +2/+3 | ☐ Permanent archive +1 | ☐ Tamashi-yomi +1/+2 |
| ☐ Oath-Bark burned +1 | ☐ Place-spirit witness +1 | ☐ Hoshimi no Gi / Star Tide +1 |

Depth _____ Anchor _____ Magnitude _____ Status ☐ active ☐ eroding ☐ violated ☐ shattered

The oath: what was promised, and any intent that differs from the words

Family / household ties _____ oath recoil radiates here

One tracker per virtue. Fill segments from four sources toward your next sub-level, then attempt the breakthrough. Mark each segment's source and the scene that earned it — the mix rule and your track fill both depend on it. Reference tables on page 5.

1

Gi 義

Righteousness

now → goal need

Source mix — Lived Virtue (L) ≥ half · Mentor (M) / Catalyst (C) / Location & Event (E) ≤ ¼ each. Tick the source, note the scene.

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Tally

Lived

Mentor

Catalyst

Location

Filled

/

Breakthrough fill O25 O50 O75 O100 TN teacher +1 public +1 sacred +1/2 event +1-3result break soft hard catastrophic botch advanced to

2

Jin 仁

Benevolence

now → goal need

Source mix — Lived Virtue (L) ≥ half · Mentor (M) / Catalyst (C) / Location & Event (E) ≤ ¼ each. Tick the source, note the scene.

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Tally

Lived

Mentor

Catalyst

Location

Filled

/

Breakthrough fill O25 O50 O75 O100 TN teacher +1 public +1 sacred +1/2 event +1-3result break soft hard catastrophic botch advanced to

3

Rei 礼

Propriety

now → goal need

Source mix — Lived Virtue (L) ≥ half · Mentor (M) / Catalyst (C) / Location & Event (E) ≤ ¼ each. Tick the source, note the scene.

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Tally

Lived

Mentor

Catalyst

Location

Filled

/

Breakthrough fill O25 O50 O75 O100 TN teacher +1 public +1 sacred +1/2 event +1-3result break soft hard catastrophic botch advanced to

Yū 勇

Courage

now → goal need

Source mix — Lived Virtue (L) ≥ half · Mentor (M) / Catalyst (C) / Location & Event (E) ≤ ¼ each. Tick the source, note the scene.

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2

OL OM OC OE

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3

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15

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16

OL OM OC OE

s

Tally

Lived

Mentor

Catalyst

Location

Filled

/

Breakthrough fill O25 O50 O75 O100 TN ☐ teacher +1 ☐ public +1 ☐ sacred +1/2 ☐ event +1-3

result ☐ break ☐ soft ☐ hard ☐ catastrophic ☐ botch advanced to

Mu 無

Emptiness

now → goal need

Source mix — Lived Virtue (L) ≥ half · Mentor (M) / Catalyst (C) / Location & Event (E) ≤ ¼ each. Tick the source, note the scene.

1

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3

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Tally

Lived

Mentor

Catalyst

Location

Filled

/

Breakthrough fill O25 O50 O75 O100 TN ☐ teacher +1 ☐ public +1 ☐ sacred +1/2 ☐ event +1-3

result ☐ break ☐ soft ☐ hard ☐ catastrophic ☐ botch advanced to

CULTIVATION REFERENCE

segments · TN · mix · blocks

SEGMENTS TO NEXT SUB-LEVEL

Target	Seg
0→1.1	6
1.1→1.2	4
1.2→1.3	5
1.3→2.1	7
2.1→2.2	7
2.2→2.3	8
2.3→3.1	12
3.1→3.2	12
3.2→3.3	13
3.3→4.1	14
4.1→4.2	15
4.2→4.3	16

BREAKTHROUGH TN

Fill	T1	T2	T3	T4
100%	10	15	25	35
75%	15	20	30	40
50%	20	25	35	45
25%	25	30	40	50
0%	30	35	45	55

Roll Resolve + *current* virtue, keep Resolve.
Breakthrough is a Maiming-weight want (−8). An emptier track forces a heavier accepted consequence.

SOURCE MIX & BLOCKS

Mix: Lived Virtue ≥ half; Mentor / Catalyst / Location ≤ ¼ each.
Blocks (earn nothing, no attempt):
• Kuchimi timer > 0 — +3 days/meal, −1/clean day, cap 90
• Sealed naimon — cannot cultivate
• Shattered virtue — until it stabilizes
• Shard-born — no naimon
Banked segments survive a block.

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