

MANMONKAI

Healing Cheat Sheet

Stabilize, then daily checks, then recovery. Minor wounds skip the infection layer.

Tiny Dynasty

1) Stabilization

One Medicine roll per wound. One retry within the time window.

Stabilize Roll

Wound	TN	Time	Pairing
Minor	7	5 min	Wits + Medicine
Serious	10	30 min	Wits + Medicine
Maim	11	2 hours	Perception + Medicine

Medical Kit (adds to Stabilize)

Kit	Bonus
No kit (hands and rags)	+0
Improvised (clean cloth, water, knife)	+1
Well-stocked (bandages, alcohol, reisō)	+2
Master's kit (chiyu-sō working kit)	+3

Graduated Outcomes

margin = roll - TN

Stabilize Minor	
≥ 0	Stabilized. No infection track. Recovery begins.
< 0	No effect. Wound continues daily escalation.
Botch	Wound becomes Serious. New Stabilize Serious roll.
Stabilize Serious	
≥ 0	Stabilized. Infection track at table value.
-1 to -4	Stabilized; Infection Score begins +2 above table.
-5 to -9	Becomes Maim. Stabilize Maim within 1 hour.
≤ -10	Becomes Maim, bleeding out. Stabilize Maim TN +5 within minutes.
Botch	Patient dies. No retry.
Stabilize Maim	
≥ 0	Stabilized. Permanent damage. Infection track begins.
-1	Stabilized barely. Infection Score begins +3 above table.
-2 to -9	Patient dies. Body intact.
≤ -10	Patient dies. Caregiver: 1 Jin wound (weight 1).
Botch	Patient dies. Caregiver: 1 Jin wound (weight 1).

2) Infection Track

Daily roll: Body keep 1 + total care bonus vs current Infection Score (the TN).

Initial Infection Score

Conditions at stabilization	Score
Field, no kit	11
Field, with kit	10
Indoor, basic care	9
Proper facility	8
Chiyu-sō facility	7

Serious and Maim share the same daily check; Maim difficulty already lives in the Stabilize TN.

Daily Care Bonus (additive)

Source	Bonus
Field, no kit	+0
Field, with kit	+1
Indoor, basic care	+2
Proper facility	+3
Chiyu-sō facility	+3
Caregiver Medicine 0-1	+0
Caregiver Medicine 2+	+1
Caregiver is chiyu-sō	+1 add'l
Healer's Perception (T2 Jin)	+1
Directed Healing (T3 Jin)	+1
Constant care (same caregiver)	+1
Wound-Moss applied	+1 / day*
Spring soak (chiyu-sō Rx)	+1 / day*

*Each applies to one check per day.

Daily Check Outcome

Margin	Result
≥ 0	Score -1.
-1 to -2	Score holds. Patient: +1 strain (fever).
-3 to -9	Wound weight +1 (Serious→Maim, or Maim→death by next sunrise).
≤ -10	Wound weight +2 (Serious→death immediately, or Maim→death).
Botch	Serious→Maim; Maim→immediate death.

When Score reaches 0, the wound is uninfected. Layer 3 begins. Self-care: roll Body k1 alone, no constant-care bonus.

3) Recovery Time

Zone penalties persist until the recovery clock completes.

Wound	Natural recovery	Hard floor
Minor	3 to 5 days	1 day
Serious	2 to 4 weeks	7 days
Maim	Site closure 4 to 8 weeks; function never returns	30 days

The hard floor cannot be reduced by any cultivation power, reisō, or combination thereof, except via the master-healer push.

Master-Healer Push

T3 Jin only

Wound	XP cost
Serious	1 XP / day reduced (max 3)
Maim	3 XP / day reduced (max 16)

XP is consumed and not refunded if the patient dies during the reduced window.

Quick Reference

Untreated Wounds Escalate

At end of each day a wound has not been Stabilized, its weight is +1 (slot does not change, strain contribution grows). Caps at weight 3.

Start	Day 0	Day 1	Day 2+
Minor	1	2	3 (cap)
Serious	2	3 (cap)	3
Maim	3	3	3

Strain threshold = Body + 2. Wound weight stacks across all zones.

Botch

A roll botches when **all kept dice show natural 1**. No reroll. See per-table consequences above. Botch chance: 1k1 = 10%, 2kX ≈ 1%, 3kX ≈ 0.1%, 4k3+ negligible.

Single Retry (Stabilize)

A failed Stabilize may be retried **once** within the time window by another caregiver. If the wound has escalated (e.g. Serious→Maim), the retry must use the new severity's roll.

Wound-Moss

Applied to a stabilized Serious or Maim patient: **+1 to one Daily Infection Check per day**. Does not stabilize on its own. Removes one Minor consequence between conflicts in non-wound contexts.

References: Chapter 7 Wounds & Recovery, Chapter 8 Tools, Chapter 9 Spiritual (Jin powers).