

MANMONKAI HEALING CHEAT SHEET

One treatment roll turns the wound into a number of rest-days. After that, nothing is rolled — circumstances only change how fast the clock runs.

TINY DYNASTY
THE INNER GATE

1 · TREATMENT

The treatment roll

Wound	TN	Time	Attribute pairing
Serious	15	30 min	Wits + Medicine
Maiming	17	2 hr	Perception + Medicine

Minor wounds need no roll: 3 days of rest if tended by anyone, 5 if left alone.

Recovery days *margin = roll - TN*

Wound	Recovery	Floor
Serious	28 - margin days	14
Maiming	56 - margin days	30

Beat TN 15 by 9 on a Serious wound → 19 days of rest. Write it on the sheet; that is the whole of it.

Bonuses to the roll *everything you bring is a bonus here — there is no separate care score*

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
Indoor, basic care	+1
Proper facility	+2
Chiyu-sō facility	+3

One roll per wound. One retry, by a different caregiver, within the time window.

Graduated outcomes *the margin carries the danger*

≥ 0	Treated. Recovery is the number above.
-1 to -9	Treated badly. The wound closes poorly: recovery takes the full base — 28 days (Serious) or 56 (Maiming), no improvement.
≤ -10	The wound worsens a step. Serious → Maiming. A Maiming leaves the patient dying: a fresh attempt within the hour, or they die.
Botch	The patient dies under the caregiver's hands. On a Maiming the caregiver also takes a Jin naimon wound from the weight of it.

Untreated

A wound nobody treats starts no clock. It escalates daily (see Quick Reference) and will kill. Treatment may come later, but at whatever severity the wound has reached by then.

Self-treatment

Roll **Body + Medicine** instead of Wits + Medicine — dragging yourself back is toughness, not clinical judgment — at -3 for working on your own body.

2 · THE RECOVERY CLOCK

The number is days of REST, not days on the calendar. Zone penalties persist until it runs out.

The clock only runs while you rest

What you do	The clock
Rest under adequate care	-1 day per day
Rest rough, or tend yourself	-1 day per two days
Travel, work, stay active	No progress
Fight a conflict	No progress, +3 days (5 for a Maiming)
Abandon care entirely	The clock pauses

Treated at the temple, told eighteen days. A summons comes on the sixth; you ride ten days and return still owing twelve. Draw a blade on the road and you owe fifteen. Nobody rolls anything.

Hard floors

Cultivation shortens the clock, never skips it. No power, reisō, or combination takes a Serious wound below **7 days** or a Maiming below **30**. Even Accelerated Healing (Jin T3) cannot put a Serious-wounded character on their feet inside a week.

A Maiming's site closes in that time. The function never returns.

Wound-Moss (reisō)

Removes one Minor wound between conflicts. **No effect on Serious or Maiming wounds** those need a chiyu-sō or specialist higher-tier reisō.

QUICK REFERENCE

Untreated wounds escalate

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

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

Strain threshold = Body + 2. Wound weight stacks across all zones. A wound escalated to weight 3+ is treated at TN 30 whatever its original severity.

Botch

A roll botches when all kept dice show a natural 1 (untrained: all show 1 or 2). No reroll. Chance depends on **pool** size: pool 1 ≈ 10%, pool 2 ≈ 1%, pool 3 ≈ 0.1%, pool 4+ negligible.

Single retry

A failed treatment may be retried once, by a *different* caregiver, within the wound's time window. If the wound worsened (Serious → Maiming), the retry uses the new severity's roll and TN.