

MANMONKAI KAMAE CHEAT SHEET

Nothing is declared aloud. Seal wants, tools, and what you are willing to suffer. Reveal at once, roll, then resolve pair by pair.

TINY DYNASTY
THE INNER GATE

I 1 · THE KAMAE

One round, one roll. Set your kamae once (wants, tools, accepted consequences) and lock it.

Seven phases

1. **Framing.** GM sets base stake, modifiers, terrain, participants. Roll ambush now if any.
2. **Pairing.** Form even pairs; players choose resolution order.
3. **Kamae.** Wants, tools, and accepted consequences — all sealed, all simultaneous. Nothing is declared in advance.
4. **Rolling.** Roll attribute + skill, 0s explode, keep up to attribute. All roll at once.
5. **Resolution.** Per pair: compare; each side suffers what they accepted; winner applies wants and may buy more with successes.
6. **Pool.** Unspent successes feed a common pool (1 success → +4), spent before later comparisons.
7. **Overall.** Higher pool wins the base stake. All wants and consequences stand. Narrate together.

A pre-conflict yield ends the encounter with no roll. Once kamae are assembled, yielding is up to the winner (see §4).

II 2 · PRICING

Wants what you inflict, if you win

Want	Kamae	Post-roll
Minor	-3	1 success
Serious	-5	2 successes
Maiming	-8	3 successes
Kill	-10	4 successes

Setting a want in your kamae is the reliable way to land a big want — most winners hold only one success. Wants stack with no cap; the math self-limits. Same pricing for combat, social and spiritual.

The kamae equation

$$\text{Roll} + \text{Tools} + \text{Consequences} - \text{Wants} = \text{Result}$$

Term	Source
Roll	Attribute + skill dice; keep up to attribute.
Tools	Equipment, powers, consumables. Stack.
Consequences	What you will suffer: +3 / +8 / +15 / +20.
Wants	Stacking negatives: -3 / -5 / -8 / -10.

Pool successes (+4 each) are applied before comparison, outside the kamae equation. Winner earns 1 success + 1 per full 10 of margin.

Prepare three. Build a measured, a committed and a desperate kamae before play, total each once, and write them on your sheet. Name the stance at the table; change any part of it until the pairing is revealed.

Successes buy wants only. Accepted consequences are shed only by the colored die.

Accepted consequences what you suffer, win or lose

Consequence	Bonus
Minor wound	+3
Serious wound	+8
Maiming	+15
Death	+20
Tool loss	+2 to +8

One wound only per kamae, plus at most one consequence from each non-wound category (tool, consumable, other). You pay it whether you win or lose.

THE COLORED DIE — THE ONLY ESCAPE

One die in your pool is coloured. **Keep it** normally, or **withhold it**: it then fills a kept slot and adds **nothing** to your total, and its face value buys off accepted consequences **one-for-one against their bonus** (an 8 clears a +3 and a +3, or a single +8). It cannot cover a bonus larger than itself. It explodes only if you do, so a **soulless** character's die caps at 10 and can never shed a maiming or a death. No amount of success buys off a consequence — successes buy wants.

III 3 · THE LISTS

No wants = no harm. Kill needs intent unless the base stake is lethal. Oaths cannot be forced.

Combat wants winner takes

Want	Options
Minor -3	Wound · Displace · Seize Object
Serious -5	Serious Wound · Frighten · Disarm · Capture · Display · Shield Another
Maiming -8	Maim · Rout
Kill -10	Kill

Combat consequences you suffer, win or lose

+3	Accept Wound · Accept Displacement
+8	Accept Serious Wound
+15	Accept Maiming
+20	Accept Death
+2/+8	Accept Tool Loss — scales with the item's worth

Social wants same equation, face zones

Want	Options
Minor -3	Fluster · Extract Detail · Shift Impression · Establish Fact
Serious -5	Humiliate · Force Concession · Extract Secret · Undermine Authority · Shield Another
Disgrace -8	Disgrace · Silence

Social consequences

+3	Accept Embarrassment · Accept Exposure
+8	Accept Humiliation · Accept Concession · Accept Secret Revealed
+15	Accept Disgrace · Accept Oath*

*Accept Oath is a player choice, so the intent is real, but spiritually thin under pressure (coercion is not sincerity). **Shield Another** is the only protective want left; self-shielding wants are gone.

IV 4 · YIELDING, FEAR & QUICK REFERENCE

Yielding & fleeing no subsystem

The winner applies their wants in **whatever order they choose**. At any point the loser may say they try to **yield** or **flee** — and the **winner decides** whether it works. No thresholds, no roll.

Mercy is a real choice. A foe with no reason to spare you — a bandit after blood, a beast, a duelist sworn to the death — may simply refuse. A **Cutting** or **Cleaving** weapon draws its blood before any plea.

Outnumbered (1 v N)

Solo fighter rolls once, compared to each opponent. Solo needs N×10 margin per success; each opponent scores at the normal 10 per success.

Fear — Frightened

While **Frightened** you may set **no wants at all** — neither set in the kamae nor bought. You still roll, use tools, and may accept consequences to defend. Clears at scene end.

Sources: a Fearsome creature; environmental dread (Senun cloud and below, active Hoshikage, Starwhale shadow, collapsing portal); a Frighten want (Serious, -5 / 2 successes).

Resist: Yū Tier 2+ ignores ordinary sources; only a true peer reaches them. Yū Tier 4 extends that to allies in the scene.

Ambush

Stealth + Agility or Tactics + Wits vs Awareness + Perception. On ambusher win: +3 to the

Pool

1 pool success → +4 to a later pair's roll. Spent before comparison; never retroactive. Successes buy wants, never safety.

Tie-break

Match	Winner
PC vs NPC	PC wins
PC vs PC	Higher Gi+Jin+Rei+Yū+Mu
Still tied	Draw, no base stake

Botch

All kept dice show a natural 1 (untrained: all 1 or 2). No reroll. You still pay want costs when the roll botches.

conflict roll; the ambushed cannot set wants in their kamae. One per conflict.