You are a Newly Awakened Group of...

Magical Golems	Mutants	Robots

Your goal is to...

1. Learn 7 wildly differing skills. E.g. History, Archery, Lockpicking, VCR Repair, etc.
2. Escape your pursuers. They know your appearance, your skills, and your general location.
3. Find your creator and convince them to release you from bondage. You may need to be...persuasive.
4. Start a new life. Gather supplies for a long journey, cut all ties, and establish yourself in a distant land.
5. Make breakfast. One vegan omelette, two strips of bacon, hash browns, sausage gravy biscuits, and a glass of orange juice.
6. Become a hero of the people, known across the land, beloved by all.

But you cannot...

1. Harm anyone or any living thing. Not even a fly.
2. Be seen in public. Word of you will spread.
3. Remember anything. You have no memories of your past, your purpose, or your creation.
4. Learn more than 3 skills (excluding "Do Anything" Any new skills your learn repace your old skills.
5. Enter certain environments (sunlight, rivers, freshly planted gardens, morning mists, smoggy cities, etc)
6. Reach your potential. Cross out your skills when they reach 5 instead of 6.

Unfortunately you are...

1. Trapped in a secure building/lair/prison
2. Low on energy, food, or supplies
3. In immediate danger
4. Far away from where you want to be
5. Badly damaged. ("Do Anything" set at 1)
6. Fragile and weak. After you cross out 3 skills then 3+ skills max out, you perish)

EXAMPLE OF PLAY

Lauren is a robot created to protect her master. She wakes up alone in a laboratory. Getting up, Lauren finds the door locked. She tries to kick it down.

Since she has no skill to help her, she must roll the dice under "Do Anything (2)". Lauren rolls a 5 which is over her "Do Anything" skill. Failure. She stumbles over to a nearby workbench and welds her leg to be stronger.

Lauren gains a new skill: "Kicking (3)". She decides to try a different tactic, and simply bangs on the door, asking for help. This isn't difficult or dangerous, so she doesn't need to roll. The door opens and reveals another robot guarding the door! It turns around and shoves her back into the room, trying to close the door.

She decides to use her new skill and kick him out of the way. She rolls a 2, which is under her "Kicking" skill. Success! He flies backwards... and Lauren is free to explore the rest of the building to search for her master.

Some potential future obstacles for Lauren:

• She doesn't know the layout and gets lost.
• A man claims to be her master, orders her back to the room. But something seems off...
• The building catches fire!
• A nearby town may contain clues, but she must remain unseen.
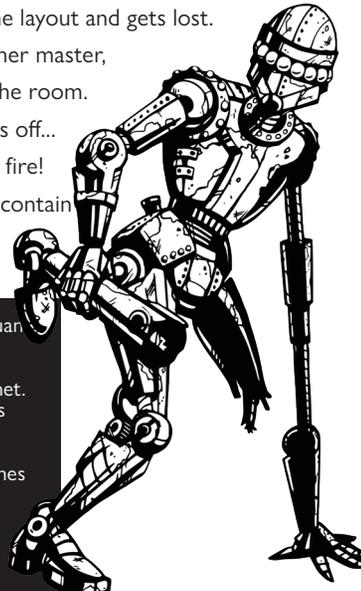
KINTSUGI

FAILURE
ONLY
MAKES
YOU
STRONGER

In **KINTSUGI** you pretend to be someone who can't die and quickly learns new skills: a robot, magical golem, or mutant.

For most of the game, you simply tell the GM what you want to do, and the GM will tell you how the world reacts. Don't overthink it, just do whatever makes sense for the moment.

The rules only come into play when you try to do something difficult or dangerous. Take risks, try new things, and fail often.

HOW TO PLAY

Grab...

A Six Sided Die

A Pencil
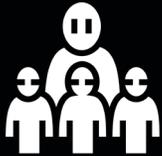
2-5 Players

Play!

Whenever you attempt a difficult or dangerous action:
- Roll a six-died die, comparing it to the skill that makes the most sense for this action.
- If you rolled Under or Equal to that skill then you Succeeded at that action!
- If you rolled Over that skill then your action Failed, causing more problems for you and your group.

GAINING SKILLS

Everyone starts with one skill: "Do Anything (2)"

Whenever you fail using "Do Anything":
- Describe how you changed or grew stronger
- You gain a new skill relevant to that action

New Skills start at (3)

Whenever you fail using any other skill:
- That skill increases by one
- When a skill reaches (6), cross it out;
- You're too damaged to use that skill any longer

When you gain a new skill, explain how you got it. Examples:

> Kicking: Welded a sturdy leg onto your body

> Telekinesis: Found hidden runes carved in your body

> Tracking: Your eyes are large, sense of smell is strong

> Knives: Blades are incorporated into your arms

> Jump-Boots: Tight springs let you bound great distances

> Fire: One of your arms is replaced with a torch

> Scorpion Tail: After failing to poison an enemy, you grow a large stinger.

> Beast Talk: You can communicate with animals

> When attacked with a weapon, you disarm them and steal it for yourself.

> Read Scroll: Use scrolls that you find. On a crit turn them into new skills.

> Human Diguise: Crafted from a corpse

> Detachable Head: Accidentally a great idea

Optional Rules

Head Start!

Begin with four skills:
One at 5, one at 4, one at 3, and "Do Anything" at 2.

Critical Overload

Whenever you roll a 6, all skills increase by one (except "Do Anything".)

Roll Against

When attempting to overcome a skilled foe or a powerful creature roll 1d6 and add your skill. The opponent also rolls a d6 and adds their own skill. Whoever totals higher succeeds. Ties are broken by higher skill, then by higher die roll.

GM ADVICE

- Don't worry about what to say. When a player does something, just say the thing that makes the most sense. Often what's obvious to you isn't obvious to the rest of the group.

- Present obstacles with no obvious solution, but many possible solutions." and "Whenever characters fail... Players can't die, so expect them to make risky and unwise decisions. Embrace this.

- Whenever they fail create a new obstacle, or make an existing obstacle stronger/bigger/scarier.

- Encourage innovation. After failing an action don't let them try the task again unless the situation has changed or they've found a new approach

  Ask the table when you're stuck. "What do you think should happen next? What's a cool obstacle we can tackle?"