

You Will Need



A 6-sided Die



Pencil and Paper



2-5 Players

Rules



Whenever you attempt a **difficult or dangerous** action, roll a 6-sided die using the skill that makes the most sense for that action.



If you rolled the die **Under or Equal** to that skill then you **Succeeded** at that action!



If you rolled the die **Over** that skill then you **Failed** your action, causing more problems for you and your group.

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.

“You’re a Newly Awakened Group of...”



Robots



Magical Golems



Mutants

Your Goal is to...

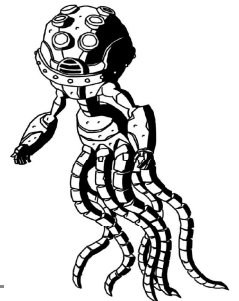
1. Learn 7 Skills
2. Escape your pursuers
3. Find / Kill your Creator
4. Start a new life
5. Make breakfast
6. Become a hero of the people, known across the land, beloved by all

But You Cannot...

1. Harm anyone
2. Be seen by the Public
3. Talk with outsiders
4. Cause excessive destruction
5. Enter some environments (*sunlight, rivers, etc*)
6. Reach your potential (*skills max at 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. (*When 3+ skills max out, you perish*)



Skills

When you gain a skill, explain how you got it. *For example...*

- ▶ **Kicking:** Welded a sturdy leg onto my body
- ▶ **Telekinesis:** Found hidden runes carved in your body
- ▶ **Tracking:** Your eyes are large and sense of smell strong
- ▶ **Knives:** Blades are incorporated into your arms

In Kintsugi you pretend to be someone who can't die and quickly learns new skills. Maybe a robot, a magical golem, or a strange 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.

GM Tips

As the GM (Game Master), you describe the world and how it reacts to the players' actions.

Don't worry about what to say. When a player does something, just say the thing that makes the most sense.

Don't plan a story in advance. Instead explore with the players and create obstacles for them to overcome.

Players can't die, so expect them to make risky and unwise decisions. Embrace this. Some things are worse than death. Whenever they fail, create more difficult obstacles for them to overcome. Don't make things easy, but don't punish either.

Encourage innovation. When a player fails an action, don't let them simply try the task again. Encourage players to take a different approach, rather than simply trying to pick the same lock over and over until they succeed.

Optional Rules

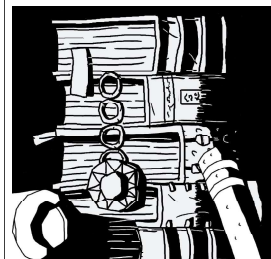
Head Start	Critical Results
All Characters start with three skills, one at 5, one at 4, and one at 3.	Whenever you roll a 6, that is a critical failure. All skills increase by one. <i>(except for "Do Anything" which never changes)</i>

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 down it down. Since she has no skill that will help her, she must roll the dice under "Do Anything (2)". Lauren rolls a 5 and fails. She stumbles over to the workbench and modifies 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 an angry looking marauder with a gun. He fires at her! The bullets bounce off, but she still has to get around this threat. She decides to use her new skill and kick him out of the way.

She rolls a 2, which is under her kicking skill (3). Success! He flies backwards, and Lauren is clear to explore the rest of the building searching for her master.



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