A 6-sided Die | **Pencil & Paper** | **2-5 Players**

Robots | **Magical Golems** | **Mutants**

Kintsugi

Failure only makes you Stronger

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

If you rolled the die **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.

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)*

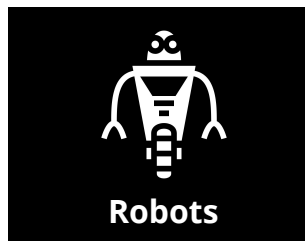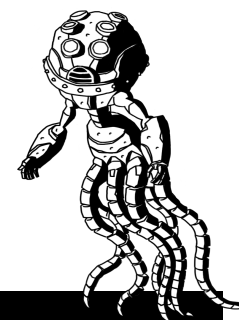### Everyone starts with one skill:
"Do Anything (2)"

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.

Skills
When you gain a skill, explain how you got it. *Examples:*
▸ **Kicking:** Welded a sturdy leg onto my 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
▸ **Detachable Head:** Accidentally a great idea

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.

GM Advice

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 until they succeed.

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

Optional Rules

Head Start	Critical Failure
Begin with four skills: one at 5, one at 4, and one at 3, and "Do Anything" at 2.	Whenever you roll a 6, all skills increase by one (except "Do Anything").

Example of Play
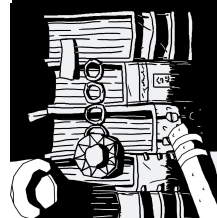
Lauren is a robot created to protect her master. She wakes up alone in a laboratory. Getting up, Lauren finds the door locked. She tries to kick down it down. Since she has no skill that will help her, she must roll the dice under "Do Anything (2)".

Lauren rolls a 5 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 clear to explore the rest of the building searching for her master.

Find more games at [Technical Grimoire](#).