

Welcome to Mirage!

Mirage is a lighthearted, social, easy to learn and play game, focused on storytelling, roleplay, improvisation, imagination, and creativity. Your goal is to make up and play out a fun story.

How to Play

One of the players will be a Game Master (GM) - he is the narrator of your story, he creates the world around you and plays the part of all the non-player characters (NPCs).

The other players are characters in this make-believe world. The GM will describe where these characters are and what is happening around them, and the players will play out scenes in these situations.

You will pretend to be your character. You describe what they say and do, react the way they would react, playing their role like an actor. You will tell the GM what you want to do. It can be anything you can imagine - talk to other characters, attack an enemy, buy an item, cast a spell, etc. Then the GM will use the rules of the game and his imagination to tell you the result of your actions.

You will grow more powerful by acquiring cool items, learning new skills and spells, and gaining new traits. You will creatively use the newly gained powers on your adventures to overcome challenges, defeat the enemies, and complete quests. If you're smart and inventive, you will return home victorious and with a great story to tell!

What you need to play

Character sheet, four 20-sided dice, 8 tokens (use poker chips or coins).

Character Sheet Overview

Traits - who you are.

Abilities - what you can do.

Inventory - cool stuff you have.

Vitality Tokens (VT)

Vitality tokens represent the amount of health and energy you have.

You spend VT to use your abilities.

When something hurts you, you lose vitality tokens. If you run out of vitality - you pass out, leaving you at the mercy of your enemies.

You can have at most 8VT.

Inventory

In your inventory you carry magic items, potions, weapons, and other equipment. You can find items on your adventures, or receive them as payment for completing quests.

You can carry at most 12 items. You don't need to keep track of mundane items (food, regular clothes, ammo, etc.), assume that your character has the items it makes sense for them to have (an archer would have arrows, a thief would have lockpicks).

Items have 4 levels: Nifty, Cool, Epic, Supreme. Higher level items are more powerful, valuable, and rare.

You can **trade** 3 nifty items for a cool one, 3 cool ones for an epic one. Supreme items are priceless and can only be found on adventures.

Spellbooks and Skillbooks are special items that allow you to learn new abilities.

Everything that deals damage deals 2 damage, unless stated otherwise.

Traits


Important personality traits - values, ideals, ambitions, flaws, fears.

You **gain 3VT** every time you act according to one of your traits in a way that introduces a complication, puts you at a disadvantage, makes you vulnerable, or otherwise makes the story more dramatic or exciting.

Abilities

Extraordinary abilities and talents, cool things you can do. Spells you can cast and the non-magical skills you can use.

Without the relevant ability, your character is as good at doing things as an average person.

Spend VT to use them. The cost of using an ability is represented like this:  3

Character Creation

Pick **4 Traits**, **4 Nifty Abilities** (Skills and Spells), and **4 Nifty Items**.

Character Advancement

At the end of every session you gain one new trait, ability, or an item. The level of an ability/item is decided by the GM - more advanced characters get more powerful ones.

Trade items, use Spellbooks and Skillbooks to learn new Abilities.

Custom Powers

Don't hesitate to make up your own traits, abilities, and items. Talk to the GM, use the lists of premade ones for inspiration, have fun being creative and coming up with new awesome and unique powers!

Rolling Dice

When you attempt a task that is difficult or risky, the GM can tell you to roll a 20-sided die. If your roll is equal to or higher than the target number (set by the GM depending on the difficulty of the task) - you succeed at a task, otherwise you fail.

On a failed roll, GM can offer you to reroll the dice, at a cost of suffering a negative consequence, setback, complication, or taking a riskier option.

If you roll a 20 - you succeed in an exceptionally spectacular way, the outcome is extremely favourable to you. If you roll a 1 - you fail and suffer a severe setback (lose equipment, take damage, or face some other misfortune).

You can improve your chances by rolling with **advantage**. That means you roll multiple dice, and take the highest number.

You roll with advantage when you use an ability relevant to the task you're attempting. If you want to use multiple relevant abilities - roll an extra die for each one, up to the maximum of 4.

Play Online

<https://playmirage.io>