



MIRAGE

Mirage is a game for people who love collaborative storytelling, improvisation, and freeform roleplay.

Go on imaginary adventures, play out fun stories in a lighthearted atmosphere with other friendly and creative people.

You will love Mirage if you enjoy the social and creative aspects of roleplaying games, and want to focus on improvising stories without the intricate rules and math getting in your way.

THE BASICS

One player becomes a Game Master (GM) - the narrator of our story. Other players will be the heroes of the story.

The GM describes the world around the players, narrates the consequences of their actions, and plays any non-player characters.

The players create characters, play their part in the story, describe their actions, pursue their goals, and creatively overcome obstacles on their path.

To add some unpredictability to the game and resolve the consequences of your actions, you will roll the dice.

Your goal is to play out fun scenes and collaboratively create an interesting story that resolves in a fun and satisfying way.

WHAT YOU'LL NEED

A GM and 1-5 players.

The GM needs to prepare an adventure. All you need for that can be found here: <https://rpgadventures.io>

Players need four 20-sided dice and their imaginations.

COME PLAY WITH US

Come join our Discord community and play with us: <https://rpgadventures.io/discord>

Learn more:

<https://rpgadventures.io/mirage>



MAKE A CHARACTER

DESCRIPTION

What is your name, appearance, personality?

What is your motivation (what do you want and why)?

Fame, freedom, honor, wealth, power, justice, security, independence, revenge, redemption, knowledge, etc.

TALENTS

Choose up to 3 talents from the list, or invent your own.

Strong Nimble Tough

Charming Cunning Fearsome

Sneaky Crafty Perceptive

Wealthy Handsome Artistic

Wise Empathetic Helpful

Warrior Marksman Explorer

Rogue Scholar Inventor

Detective Diplomat Savage

Grifter Leader Healer

Actor Wizard Hacker

Persuasion Deception Intimidation

Insight Perception Subterfuge

Technology Politics History

Performance Nature Survival

RELATIONSHIPS

Establish a relationship with another player's character. What do you think about each other? How do you know each other? What do you want from them?

Favor, forgiveness, friendship, trust, truth about their past, respect, mentorship, protection, help, etc.



CREATE YOUR ABILITIES

Abilities include special skills, cool gear, magic spells, potions, pets, superpowers, mutations, vehicles, etc. - anything that enables you to do extraordinary things.

Invent up to 5 abilities you have, using the examples below for inspiration. Clearly define what your abilities enable you to do, and the limitations they have.

Pick Locks

Pick any ordinary lock within 5 minutes.

Leap

Jump up to 20 times the normal distance.

Telekinesis

Levitate small objects, no larger or heavier than a bucket of water, within 50 meters, in line of sight.

Grappling Hook Gun

Shoots the grappling hook to the distance of up to 30 meters. Supports the weight of 1 person.

Cloak of Disguise

Enables you to assume an appearance of any humanoid creature you've seen. For 1 hour, up to 3 times per day.

Hoverboard

Floats 30 centimeters above the ground (or water), frictionless, supports up to 100kg of weight.

Pet Alien

A trained creature who follows your commands and can communicate with you.

Invisibility Potion

Turns you invisible. The bottle has enough potion for 100 minutes of invisibility, then it runs out.

Medkit

Heals any injury. Can be used 3 times per adventure.

Discuss your abilities with the GM. If an ability seems overpowered - add costs or limitations.

Takes time to use, attracts attention, unpredictable, can backfire, has limited impact, expensive, has limited number of uses, has negative side effects, works only under certain conditions, only on specific targets, etc.



PLAY THE GAME

ROLLING DICE

When you attempt something challenging, risky, or opposed by another character - roll the dice.

If you beat the **difficulty number** (set by the GM) - you succeed, otherwise you suffer a complication or a setback.

When you roll a **20** - succeed in a spectacular way. When you roll a **1** - fail and suffer a severe setback.

ADVANTAGE OR DISADVANTAGE

If you have advantage - roll multiple dice (up to 4) and take the best result. If you have disadvantage - take the worst result.

Gain advantage

- Use talents relevant to the action you're attempting.
- Creatively use the environment to your benefit.
- Get some help from another player.

Gain disadvantage

dice for each condition or aspect of the scene that would impede the task you're attempting.

Advantage and Disadvantage dice cancel each other out (if you have three advantages and two disadvantages, you add one advantage die).

CONDITIONS

If you fail a roll in a risky situation, you gain a condition.

Injured, scared, cursed, tangled, distracted, sand in the eyes, cornered, sneezing, embarrassed, tired, etc.

Failing at riskier actions leads to more severe conditions. Severity of conditions gradually increases, for example: Bruise → broken arm → stab wound → knocked out.

To get rid of a condition, do something that would fix it. | Use a bandage, rest, cut the entangling vines, etc.

CONTEST

Characters are in contest when they **oppose** each other.

Fighting, chasing, courtship, haggling, dance off, etc.

To win contests, inflict conditions on your opponent. When someone tries to inflict a condition on you, describe how you oppose them. The better your defense is, the higher difficulty number for the attacker will be.