



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 - Who are you?
Name, appearance, personality.
Motivation (what do you want and why?)

Talents - What are you good at?
Choose up to 5 talents from the list.
Or feel free to invent your own talents.

TRAITS

Strong	Nimble	Tough
Clever	Observant	Crafty
Charming	Persuasive	Cunning
Sneaky	Fearsome	Famous
Wealthy	Handsome	Artistic

OCCUPATIONS

Warrior	Marksman	Explorer
Rogue	Scholar	Inventor
Detective	Wizard	Diplomat
Grifter	Leader	Healer
Actor	Savage	Hacker

SKILLS

Persuasion	Deception	Intimidation
Insight	Perception	Subterfuge
Technology	Politics	History
Performance	Nature	Survival

Relationships

Establish relationships with other players. How do you know each other? What do you think about each other?



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 your character has, using the examples below for inspiration. Clearly define the powers an ability gives you, and the costs or limitations it has.

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 50 meters, in line of sight. Supports 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 (eg. 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, works only on specific targets, etc.)



PLAY THE GAME

ROLLING DICE

When you attempt something challenging, risky, or opposed by another character - roll a 20-sided die.

If you beat the **difficulty number** (set by the GM) - you succeed, otherwise you suffer a negative **consequence**.

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

CONSEQUENCES

Failing a roll in a dangerous situation leads to negative consequences (broken arm, scared, bad reputation, room on fire, raised an alarm, humiliated, crashed car, etc).

Riskier actions cause more severe consequences. Severity of consequences progressively increases, for example: Bruise → broken arm → stab wound → unconscious.

To get rid of a consequence - perform a task that would fix it (use a bandage, meditate, pour water on fire, etc.)

ADVANTAGE OR DISADVANTAGE

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

Gain advantage

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

Gain disadvantage

dice for each negative consequence 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).

CONTEST

Characters are in contest when they **oppose** each other (fighting, chasing, racing, courtship, haggling, dance off).

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