



## MIRAGE

### ABOUT

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

Go on imaginary adventures, tell 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 improvise stories without the intricate rules and math getting in your way.

### HOW TO PLAY

One player becomes the Narrator of our story. They'll describe the world around the players, the consequences of their actions, and play the roles of the non-player characters.

The other players will be the heroes of the story. They'll create characters, play their part in the story, describe their actions, pursue their goals, 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.

Nobody knows how the adventure will end, we build on each others' ideas, play to find out what happens, and discover the story together.

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

### IMPROVISING AN ADVENTURE

The Narrator sets up the adventure hook - describes where the adventure begins, and introduces the problem the heroes need to solve or the goal they'll strive to achieve.

Then the Players come up with a plan - decide what they'll do next to achieve their goal, and establish the location of the next scene.

Each scene, the Narrator introduces challenges, obstacles, and complications. The scene ends when the players overcome the challenge and take a step closer to their goal, or fail and suffer a setback that takes them farther away from their goal.

Finally, at the Climax of the adventure, the players overcome the final, most difficult and important challenge, and achieve their goal (or fail in an exciting and dramatic way).

### COME PLAY WITH US!

Come join our Discord community and play with us:

<https://rpgadventures.io/discord>

See our collection of premade adventures here:

<https://rpgadventures.io/browse>



## MAKE A CHARACTER

### DESCRIPTION

What is your name, appearance, personality, backstory, flaws? What is your motivation (what do you want and why)?

*Fame, justice, mischief, friendship, curiosity, honor, wealth, freedom, power, revenge, security, knowledge, etc.*

### TALENTS

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

Strong	Nimble	Tough	Sneaky
Cunning	Booksmart	Wise	Empathetic
Charming	Fearsome	Handsome	Famous
Brave	Crafty	Helpful	Artistic
Warrior	Marksman	Explorer	Rogue
Scholar	Inventor	Detective	Diplomat
Leader	Healer	Grifter	Sage
Wizard	Hacker	Scientist	Actor
Persuasion	Deception	Intimidation	Manipulation
Perception	Insight	Subterfuge	Forgery
Nature	Technology	Magic	Investigation
Performance	Politics	History	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.*

### LEVELING UP

At the end of each adventure, gain a new ability. Gain new abilities by learning from the books you read, people you meet, or by finding new cool items. Instead of gaining a new ability, you can make an existing one more powerful (or reduce its limitations). Gain a new talent at the end of a major story arc.



## CREATE YOUR ABILITIES

### ABILITIES

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

Invent 5 abilities, use the examples below for inspiration.

#### Leap

Jump up to 20 times the normal distance.

#### Superstrength

Become as strong as Hulk for a moment, but for the next hour you'll feel extremely weak and tired.

#### Wildshape

Turn into any land mammal no smaller than a rat and no larger than a horse. 3 uses per day, lasts 1 hour.

#### 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 up to 3 hours per day.

#### Invisibility Potion

Once per adventure, brew enough potion to last 60 minutes.

#### Hoverboard

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

#### Familiar

A trained creature who follows your commands.

#### Medkit

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



## 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 Narrator) - you succeed, otherwise you encounter a setback or a complication.

The Narrator sets the difficulty number based on how likely they think you are to succeed at this task.

*The player tries to jump between buildings. They are not very athletic, buildings are far apart, and they didn't invent some clever approach that would make this task easier. If I saw this scene in a movie, I'd expect the character to fail, so I'll set a pretty high difficulty number.*

### ADVANTAGE AND 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** dice when you:

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

**Gain disadvantage** dice for each:

- Condition that would impede the task you're attempting.
- Aspect of the scene that puts you at a disadvantage.

Advantage and Disadvantage dice cancel each other out:

*I try to jump between buildings. I have a talent "Nimble", I built a makeshift trampoline, and my friend will double-bounce me - I add 3 advantage dice. But I have a "Fear of heights" condition, and the roofs are covered in ice - that gives me 2 disadvantages, so I add only one advantage die.*

### CONDITIONS

If you fail a roll in a dangerous situation, you gain a condition:

*Injured, cursed, angry, tangled, distracted, tired, sand in the eyes, cornered, sneezing, embarrassed, jealous.*

Severity of conditions gradually increases, for example:

*Scared → cornered → injured → unconscious.*

To get rid of a condition, do something that would fix it.

*Use a bandage, rest, cut the entangling vines, run away in fear, get comforted by a friend, break something to release your anger, act cool to improve your reputation, etc.*

To defeat opponents (in action scenes or social situations), inflict conditions on them until they lose or run away.

If someone tries to inflict a condition on you - describe how you defend yourself, and roll the dice to see if you succeed.



## SKILLS

**Pick Locks**  
Pick any ordinary lock within 5 minutes.

**Leap**  
Jump up to 20 times the normal distance.

**Hide in Shadows**  
Three times per adventure you can hide so well as to become completely invisible.

**Polyglot**  
You can speak and understand any language, including ancient or long-forgotten tongues.

**Boy Scout**  
You're always prepared! Search through your pockets and find any mundane item of your choice (it should be believable that you have prepared in advance).

**Improvised Weapons**  
Create effective makeshift weapons from your surroundings. Roll the dice, when you roll below 4 the weapon breaks or backfires (your choice).

**Mimic Sound**  
You can imitate any speech or sound with perfect accuracy.

**Unbreakable**  
Three times per adventure you can avoid any injury or attack and escape completely unscathed.

**Eagle Eye**  
Once per day, you can see and observe details from an incredible distance, as if you were standing right next to the object or person.

**Master Pilot**  
You can expertly pilot any vehicle.

**Escape Artist**  
You can easily escape from ropes, chains, and other restraints, as well as locked doors and windows.

**Tinkerer**  
Once per adventure you can repair or modify weapons, armor, and other equipment, improving their performance or adding new capabilities.

**Tactical Retreat**  
Once per adventure you can help your team to safely escape from any combat situation.

**Forger**  
Once per adventure you can make a flawless forgery of any document, signature, or an item (non-functional, but indistinguishable from the original at a glance).

**Silver Tongue**  
Once per adventure, you can deliver a speech that convinces your audience of your point of view (you have to actually make a speech as a player).

**Tracker**  
You can follow any trail, even if it's days old or obscured by weather.

**Beast Tamer**  
You can tame and train animals to follow your commands. Works 3 times per adventure. For extremely powerful or intelligent animals the effect is limited to 5 minutes.

**Power Napper**  
Heal all your injuries by taking a 5 minute nap. Works 3 times per adventure.

**Master of Traps**  
You can design, create, and disarm various traps, making it easier for your group to secure an area or hinder your enemies.

**Healer**  
You can heal any moderate injury up to 3 times per adventure.

**Encyclopedic Knowledge**  
You have a vast store of general knowledge, allowing you to recall information on a wide range of topics.

**Sprinter**  
For the next 5 minutes you can run as fast as a horse. Works once per scene.

**Superhuman Strength**  
Once per day you can become as strong as Hulk.

**Inspire**  
Give your friend an inspiring speech, and they will have an advantage on the next roll. Works once per scene.

**Well-Connected**  
Once per adventure you can find a helpful ally in just the right place.

**Reputation**  
You are well known. Choose what reputation you have in a specific region (Hero, Villain, Honest, Sex Symbol, Philanthropist, Impeccable Taste, etc.)

**Spread the Word**  
Spread any rumor. Say a couple of sentences, and they go viral. Not everyone believes it, but everyone is talking about it.

**Identify**  
Figure out properties of any object and how to use it. Learn whether the object is affected by spells and what they are.

**Master Musician**  
When you're playing a musical instrument - roll the dice. If you roll above 10, everybody around you can't resist dancing.

**Spider Climb**  
You can climb any surface.

**Land On Your Feet**  
Like a cat, you are able to fall from great heights without excessive harm.

**Escapist**  
Once per day you can successfully flee from any conflict or escape from bonds.

**Deadeye**  
You could shoot a penny from the opposite side of a football field. You can make one extremely precise shot once per scene.

**Battle Stomp**  
Smash your weapon into the ground, knock down everyone around you.

**Redirect Attack**  
Once per scene you may force your opponent to attack another one of your enemies instead of you or one of your allies.

**Darkvision**  
You can see in pitch darkness as if it's an overcast day.

**Copycat**  
Once per day you can copy a skill you have seen used in the past hour.

**Strong Back**  
You can carry heavy loads without being encumbered.



## SPELLS

**Message**  
Telepathically send a message to the nearby creature, they can respond.

**Illusion**  
Create an illusory object no larger than a horse, complete with sounds, smells, movement. Within 50 meters, in your line of sight.

**Telekinesis**  
Levitate small objects, no larger or heavier than a bucket of water.

**Pet Pal**  
You can speak with animals.

**Summon Familiar**  
Summon a small creature who will be your pet and a friend. You can communicate with it telepathically, give it commands, see through its eyes, hear what it hears, cast spells through it. If the creature takes damage it disappears until you resummon it. Works once per day.

**Familiar Transposition**  
Swap places with your familiar.

**Charm Person**  
The person regards you as their friend for 1 hour. Everyone around knows that they've been charmed. When the spell ends, they know they've been charmed.

**Enlarge/Reduce**  
Make the object or a creature grow or shrink to 4 times its size.

**Sense Magic**  
Sense the magic auras within 200 meters around you, get a vague sense of what and where they are.

**Change Momentum**  
Halt, decrease, increase, or reverse the momentum of a moving object. Can apply enough force to suspend a falling boulder for 10 minutes.

**Animate Object**  
Object will obey your commands as best it can. Requires a sacrifice.

**Spider Web**  
Your wrists can shoot thick webbing (like Spider Man).

**Misty Step**  
Instantly teleport a short-distance (a stone's throw, line of sight. Think Nightcrawler from X-Men).

**Elasticity**  
You can do what Elastigirl from Incredibles can do.

**Phobia**  
A target creature becomes terrified of an object of your choice.

**Greed**  
The target creature develops an overwhelming urge to possess a visible item of your choice. Lasts 30 minutes.

**Wall of Ice**  
Once per hour you can create an ice wall, 10x10 meters. Window is optional.

**Minecraftsman's Delight**  
Once per second you may summon or banish a 3-meter-wide cube of earth.

**Paralyze**  
Once per scene you can paralyze one creature for a minute by making uninterrupted physical contact with it for 20 seconds.

**Summon Item**  
Mark an object or an item (no larger than 2x2 meters). Whenever you cast this spell, it will teleport to your hand (or in front of you) from wherever it is.

**Invisible Tether**  
Two objects within 5 meters of each other cannot be moved more than 5 meters apart. Lasts 30 minutes.

**Suggestion**  
The target obeys a single, three-word suggestion that sounds reasonable. After spell ends, you're susceptible to suggestions from other people.

**Produce Emotion**  
Make the target feel happy, sad, angry, smitten, afraid, insecure, etc.

**Spy**  
You can see through the eyes of a creature you touched earlier today.

**Technomancy**  
Control mechanical and electrical devices with your mind.

**Befuddle**  
The target creature is unable to form new short-term memories for the next 15 minutes. But neither can you.

**Disassemble**  
Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.

**Grease**  
Cover an object or a surface in grease, making it frictionless and flammable.

**Levitate**  
Slowly lifts the target vertically above the ground, up to 15 meters. The target can weigh up to 300 kg.

**Calm Emotions**  
Make the target indifferent about the creatures of your choice.

**Veil**  
Create a static illusion no larger than 100 meters in any direction. Like a building, an oasis, a pile of treasure, etc. When anything touches the illusion, it is dispelled.

**Intwine**  
Use nearby grass, vines, and tree branches as if they were your own limbs.

**Accio**  
Summon any object within your line of sight and within 300 meters towards you.

**Counterspell**  
Three times per adventure you can dispel any spell or a magical effect on a target.

**Secret Message**  
Write a message visible only to the people you choose.

**Skywrite**  
Cause up to 10 words to form in the sky you can see (made of clouds).

**Pyromancer**  
Create and manipulate flame, as large as campfire.

**Firehose**  
A stream of water pours out of your hand as if it's a firehose.

**Frost Powers**  
You can do what Frozone from Incredibles can do.



## ITEMS

**Bag of Gold**  
Spend it to do something a rich person can do (throw a lavish party, bribe someone, hire an assassin, etc.), or trade it for another item of your choice.

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

**Weapon**  
A simple melee or ranged weapon of your choice.

**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.

**Ropey**  
A sentient piece of rope. 50ft. As smart as a puppy. Obey simple commands.

**Immovable rod**  
Activating it makes it magically fixed in place. Until someone deactivates it, the rod doesn't move, even if it is defying gravity.

**All or nothing coin**  
Once per day instead of rolling a die you flip a coin. Heads critical success, tails critical failure.

**Horseshoe of Attraction**  
Turns into a powerful magnet when activated. Can switch polarity and repel metal objects instead. Can be activated telepathically, from a distance of up to 50 meters.

**Blanket of Silence**  
No sound can escape from under it.

**Superglue**  
Permanently glues objects together.

**Bottomless Mug**  
Can hold a swimming-pool-worth of any liquid.

**Fairy Dust**  
Allows you to imbue an item with one of the spells you know. The item will be able to cast the spell once per day. Consumable, can be used only once.

**Pokeball**  
Stores a friendly or defeated animal.

**Ring of Tracking**  
The owner of the ring always knows its location.

**Gravity Orb**  
When shattered, it reverses the gravity in a 10 meter radius around it.

**Adventurer's Journal**  
When you write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, you gain a free ability.

**Illusory Minion**  
A small pearl that turns into an illusory person or a creature when it's activated. The illusion can perform simple tasks you give it. It lives for a day, and can travel any distance away from you. When it's nearby, you can control it telepathically.

**Velocity Ward Scroll**  
Nothing can move faster than a falling feather within a sphere of 15 meter radius for the next 15 minutes.

**Portable Monster**  
A small wooden figure. When activated, it turns into the animal it depicts.

**Auto-Spell-Activator**  
Imbue it with a spell you know. When a specified condition is met within the 15-meter-radius, the spell will be cast.

**Conman's Paper**  
A sheet of paper, can be transformed to appear like any official document. Transformation is permanent, can't be used more than once.

**Jack's Compass**  
Will point in the direction of the object of your choice as long as that object is within 300 meters of you.

**Magic Mirrors**  
A set of two small mirrors. When activated, the mirror transmits sounds and images from its counterpart (works like Skype).

**Ring of Sending**  
You can see and send a telepathic 25-word message to anyone you have ever met. The recipient can send you a 25-word reply. Works twice per day. the eyes of a creature you touched earlier today.

**Portable Hole**  
A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole.

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

**Catnip**  
When spilled attracts all the cats within 100km radius. Has enough for 10 uses.

**Smoke Potion**  
Creates a huge cloud of black smoke when spilled.

**Anti-Gravity Potion**  
The drinker isn't affected by gravity for an hour.

**Potion of Many Eyes**  
Drinking it enables you to see through the eyes of all living creatures in a 150 meter radius around you for the next 10 minutes.

**Animorph Potion**  
Add a hair or a claw of a non-magical creature. Drinking this potion will turn you into this creature for an hour.

**Fear Potion**  
Anyone who inhales it feels horrified for the next 10 minutes.

**Spirit Potion**  
Pour it onto a dead person or a creature to summon their ghost. You can communicate with them for the next 10 minutes.

**Truth Serum**  
One who drinks it can't tell lies for an hour.

**A Potion of Telepathy**  
For the next 10 minutes you can read surface thoughts of any creature within 50 meters around you.

**Twin Potion**  
Drinking it splits you into two identical clones. When a clone takes any damage it disappears, it's memories instantly merged into the remaining clones. When there's only one left - it becomes the "original" you, keeping the memories of the copies. Lasts an hour. Can be used once per adventure.



## SCI FI GEAR

**Portable Force Field**

Creates an immobile force field 10 meters in diameter springs up around you. It's impenetrable from the outside but not from the inside. Deactivates once you leave the area. One-time use.

**Hoverboard**

FLOATS 30 centimeters above the ground, frictionless, supports up to 100kg of weight.</



## RUNNING THE GAME

### ABOUT

As a Narrator, your goal is to create a fun story together with your players. Describe the world around the players, play the role of the NPCs, establish the challenge the heroes will face next, narrate the consequences of their actions.

### PREPARING AN ADVENTURE

To play, you need to prepare an adventure.  
Learn how to create adventures here:

<https://rpgadventures.io/writers-room>

Or use premade ones from here:

<https://rpgadventures.io/browse>

### TIPS ON PLAYING AS A NARRATOR

- Don't over-prepare. Only prepare things that would be difficult to improvise on the spot.
- Say "yes, and". Let the players take the story in their own direction, and build on top of their ideas. Play to find out what happens, don't try to force preplanned outcomes.
- Keep the scenes short. Start scenes as close to the action as possible, end them as soon as the interesting part is over.
- Follow the rule of cool. The more awesome, creative, or funny the player's idea is, the more likely it is to work.
- Introduce challenges, obstacles, and complications.

### ASK QUESTIONS

When aren't sure what happens next or need some help - ask the players questions, and let them tell you what happens.

*What do you want to do now?*

*Something unusual is going on here. What is it?*

*What's the spookiest thing you see in this dungeon?*

Draw the players into the story and prompt them to roleplay by asking them leading questions such as:

*How do you feel about [x]?*

*What's going through your head as you do [y]?*

*Tell me, what's an unusual detail that you notice about [z]?*

*How do you react when [another player] [does something]?*

*Do you know anything about [place or a creature the character might be familiar with]?*

Ask the players to describe their actions, items, creatures, vehicles, etc. On a successful roll, ask the player to narrate the entire outcome of their action.

*Describe to me how do you [defeat the enemy].*

*Tell me what happens as you [overcome the obstacle].*



## CREATING AN ADVENTURE

### SETTING AND LOCATIONS

Come up with a setting where the adventure takes place, and a few interesting locations where the adventure might lead.

*Egypt-themed fantasy city.  
Pyramids, desert, oasis, ancient Anubis temple.*

### OBJECTIVE

What problem will the players need to solve, what goal will they strive to achieve? What makes it difficult?

*Retrieve the amulet stolen by the cultists who want to use it to resurrect the Scorpion King.*

### IMPORTANT NON-PLAYER CHARACTERS

Make 1-3 key NPCs: Antagonist, Minions, Quest Giver, Allies. For each character, define a name, appearance, personality, occupation, motivations, and abilities (or you can improvise some of these things on the fly during the game).

*The Priest of Anubis wants to return the stolen amulet.*

*Jebediah, the cult leader, wants to resurrect Scorpion King.*

*He has brainwashed minions and the power to control sand.*

*Scorpion King (human-scorpion centaur) wants to rule the world. He can crawl on walls and summon scorpions.*

### ADVENTURE HOOK

Define the scene that draws the heroes into action. Where does the adventure begin? How do the heroes encounter the problem they must solve by the end of the story?

*The players are in the Anubis temple when cloaked figures break in, steal an ancient scorpion amulet, and escape.*

### ADVENTURE CLIMAX

What is the final, most important and difficult challenge the heroes must overcome to achieve their goal? How could they overcome it? What is a cool location where the climax could take place, what kind of fun action can take place in this scene?

*In the ritual chamber of the Scorpion King's pyramid, the players must destroy the scorpion amulet to defeat the recently resurrected Scorpion King and his cultists.*

### CHALLENGES

Come up with 3-5 obstacles the heroes may need to overcome as they pursue their goal. What steps would they need to take to achieve their objective, and what makes each step difficult? What setbacks and complications they might encounter?

*Chase the cultists on camels through the desert.*

*Cultists create a magic sand-storm, quicksand, scorpions.*

*Infiltrate the pyramid guarded by cultists.*

*Escape from the snake-trap in the pyramid.*



## ROLLING THE DICE

### WHEN TO ROLL

Ask for a roll only when both success and failure can lead to something interesting, change the direction of the story.

If you can't think of an interesting complication that happens in case of a failure - don't ask for a roll. If you can resolve the situation without a roll - do so.

*Don't call for a roll if the player can do something very easily (Hulk trying to lift a car), or if the player can't possibly succeed (a kitten trying to lift a car).*

### TARGET NUMBERS

Before the roll, set the target number the player needs to beat in order to succeed at the task. Set lower target numbers for easier tasks and clever solutions, and higher numbers for difficult situations and risky actions.

**5 - easy**

**10 - medium**

**15 - challenging**

**18 - very difficult.**

Take into account not just the difficulty of the task, but also the situation the players are in and their approach to solving the challenge. If you saw characters in a movie attempt something like this, would you expect it to work?

### ADVANTAGE AND DISADVANTAGE

Grant the players advantage when they creatively use teamwork or the environment around them to their benefit. Give them disadvantage based on the situation around them or the actions of their opponents.

### DESCRIBING CONSEQUENCES

The situation must always change after a roll, for better or for worse, each outcome must move the story forward, creating something new for the players to respond to. The heroes should move closer to achieving their goal, or encounter a complication that takes them farther away from it.

### SUCCESS AT A COST

If a player fails a roll, they can't roll for the same thing again until the situation changes, they have to try a different approach. But you can offer them to reroll the dice at a cost of some risk or a complication that makes the story more interesting.

*Cause collateral damage, expose yourself to danger, attract unwanted attention, sacrifice something valuable, break or lose equipment, give the enemy an opportunity to advance, lose time.*



## CONTESTS

### RUNNING COMBAT SCENES

The goal is to make combat feel like improvising a cool cinematic action scene, as opposed to playing a turn-based boardgame. You present players with interesting high-stakes challenges, they use their creativity to invent cool solutions, roleplay the dramatic moments, vividly describe awesome actions.

Don't run the combat blow-by-blow. Instead - roll the dice to determine the outcomes of decisive moments in conflict, dramatically interesting turning points.

*To defeat a dragon, the players may need to roll to:*

- Wound the dragon's wing to force it to land.
- Distract it to help another player to get close.
- Avoid the dragon's attacks.
- Pry open one of its scales.
- Land the killing blow.

The progress of the fight is represented with conditions. When the player succeeds on a roll, their enemy gets a condition.

When the enemy attacks, the player describes how they defend themselves. If they fail, they get a condition.

Successful rolls move the players closer to victory, as they progressively back the enemy into a corner. Failed rolls make the situation progressively more dangerous.

Describe the characters getting increasingly severe conditions, until it makes narrative sense for one side to be defeated (get captured, pass out, flee, etc.)

*To capture a creature, the creature's conditions may be:*

- Spotted.
- Chased down.
- Cornered.
- Captured.

### NON-COMBAT CONTESTS

Non-combat contests can also be resolved using a series of increasingly severe conditions.

*To win a rap battle, the conditions can be "distracted", "thrown off the beat", "embarrassed", "silenced by mic drop"*

### COMPLEX TASKS

You can split complicated tasks into multiple stages, each stage requiring a separate roll.

Just like in combat, the players can make a series of rolls to overcome each stage of a complex task until it is narratively resolved.

*To open a bank vault you might roll to pass by security camera unnoticed, disable the alarm, crack the code, hide from the patrolling guards.*