



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).

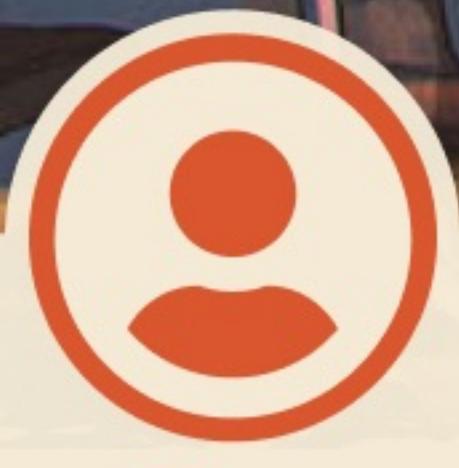
COME PLAY WITH US!

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.

Clearly define what your abilities enable you to do. If an ability seems overpowered - add some 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, 3 uses per day, 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 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.



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/>

Or use pre-made 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.



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.



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.



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. Obeys 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.

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

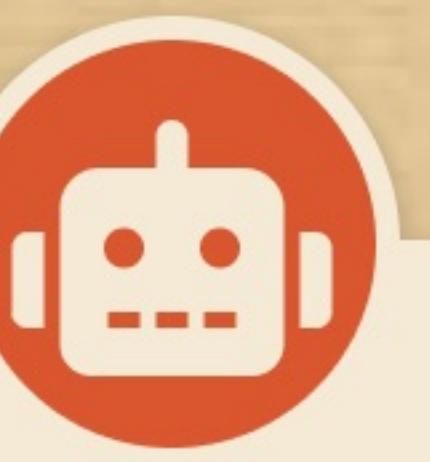
When shattered, it reverses the gravity in a 10 meter radius around it.

Adventurer's Journal

Write down 1-2 paragraphs of notes that describe what happened in the previous session from your character's perspective, and gain a free ability you can use one time.

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.



SCI FI GEAR

Portable Force Field

Creates an immobile force field 10 meters in diameter. 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.

Portal Gun

Works like the gun from the Portal game. Can be used up to 3 times per adventure. Portals stay open for 5 minutes, or until they transport 200kg of weight.

Portable Hang-Glider

Slowly glide, gradually decreasing altitude.

Magnet Field Generator

Point it at a metallic object, flip the switch - it can either attract the object to you or repel it directly from you. Exerts up to 10kg of force.

Neuralizer

Click on a button, and it will wipe the last 5 minutes of memories of the person who's looking at it. Can be used once per session.

Mission impossible mask

Allows you to assume the appearance and voice of any person with a similar build.

Drone

A small drone you can pilot. Has a camera and a microphone. Can carry up to 50kg. Other devices can be attached to it.

Personal Droid

Can do what R2D2 from Star Wars can do.

Suction Boots

Enable you to walk on any surface, at any angle.

Pokeball

Stores a friendly or defeated animal.

Communicator

Can do anything a smartphone can do, but works on interplanetary distances.

Quantum Pocket

A small device that creates a pocket dimension, allowing you to store and retrieve items up to 200kg. Items stored do not affect your carry weight. Pocket remains open for 30 seconds.

Telepathic Translator

A small earpiece that enables you to understand and communicate in any language, including alien languages, by reading the minds of willing creatures.

Time Dilation Device

Slows down time for the user, giving them the ability to react and move 10 times as fast as normal for 30 seconds. Can be used once per adventure.

Holographic Decoy

A small device that projects a realistic hologram of the user, which can move and interact with its environment. The decoy lasts for 1 minute or until destroyed. Works up to 3 times per adventure.



SKILLS

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.

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

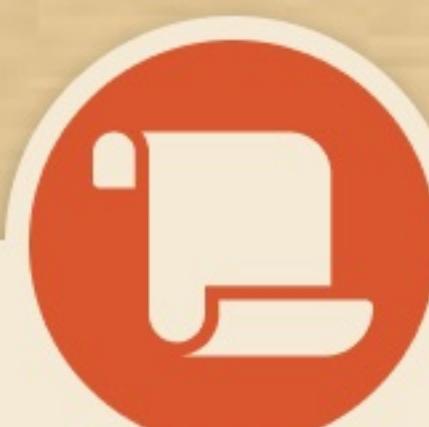
You could shoot a penny from the opposite side of a football field. You can make one extremely precise shot once per scene.

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.



SPELLS

Minecraftsman's Delight

Once per second you may summon or banish a 3-meter-wide cube of earth.

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.

Sery

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.

Control Emotions

Calm or intensify target's emotions for 10 minutes.

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

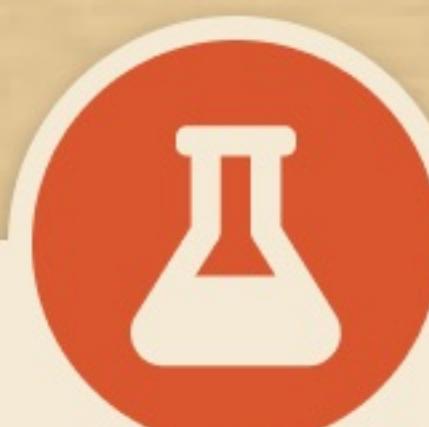
Write a message visible only to the people you choose.

Pyromancer

Create and manipulate flame, as large as campfire.

Frost Powers

You can do what Frozone from Incredibles can do.



ITEMS

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 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.

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

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.

Truth Serum

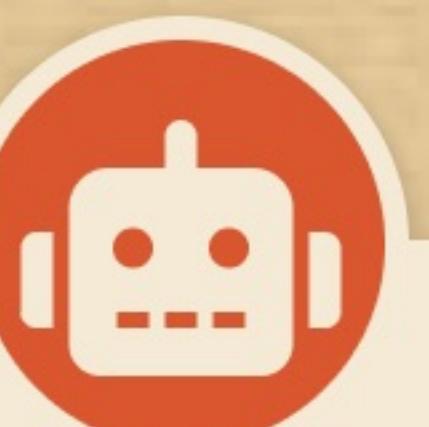
One who drinks it can't tell lies for an hour.

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, its memories instantly merged into the remaining clones. When there's only one remains - it becomes the "original" you, keeping the memories of the copies. Lasts an hour.



SCI FI GEAR

Gravitational Manipulator

A gauntlet that allows you to alter the gravity of objects within a 5-meter radius. Can be used to lift heavy objects or create zero-gravity environments. Limited to 3 uses per session.

Chameleon Cloak

Makes you perfectly blend in with your environment. Works for up to 10 minutes per adventure.

Nanohealer

A small, injectable device that releases nanobots into the user's bloodstream, rapidly healing wounds and restoring health. Can be used 3 times per adventure.

Teleporter Beacon

Set it up in a location. Once per session you can press a button, and you and your team can get teleported back to it.

Mind-Link Helmet

Grants the ability to communicate telepathically with other users wearing the same helmet.

Matter Transmuter

Converts a small amount of one element or material into another, with a maximum conversion of 1 kilogram per use. Limited to 3 uses per session and cannot transmute living beings.

Holographic Terrain Projector

Creates a realistic, but intangible, holographic environment within a 10-meter radius. Lasts for 5 minutes or until dispelled.

Thermal Vision Goggles

Allows the user to see heat signatures.

Bio-Scanner

Detects and analyzes living organisms within a 30-meter radius. Works once per adventure.

Molecular Adhesive

A substance that can bond any two surfaces together, with the bond lasting for up to 24 hours. Limited to a small amount per session and cannot be used on living tissue.

Temporal Stasis Field

Creates a small bubble where time is frozen for up to 30 seconds. Requires a full day to recharge and only affects non-living matter.

Spectral Cloak

Grants the ability to phase through walls for up to 1 minute. Can only be used once per session.

Weather Control Device

Manipulates local weather conditions within a 1-kilometer radius. Takes 30 minutes to activate and has a limited supply of energy, providing up to 3 weather changes before needing to recharge.

Memory Crystal

Stores and replays memories when held. Can only store one memory at a time and must be physically touched by the user to activate.

Cryo-Gel Spray

A portable canister that releases a gel that instantly freezes surfaces or objects upon contact. Limited to 5 uses per session and cannot be used on living beings.