

Mirage Rules

Vitality Tokens (VT)

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

Spend 1VT to use a Talent or an Ability.

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

You can have at most 12VT. You start with 12VT, you restore back to full after you rest between adventures.

Recovering VT

You gain 3VT when acting according to one of your personality traits puts you at risk or disadvantage, or introduces a complication that makes the story more dramatic and exciting.

For example:

Protecting someone puts your life at risk, following your ideals makes you act against your best interests, your flaw or weakness makes you vulnerable, indulging in your temptations gets you into trouble, you succumb to your fear at the worst possible moment, your eccentric behavior draws unwanted attention.

Talents

Things your character is particularly good at. Without the relevant talent your character is as good at doing things as an average person.

Using a talent gives you advantage on the dice roll (see the dice rules).

Abilities

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

Inventory

Your magic items, potions, weapons, and other equipment.

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 lock-picks). You don't need to keep track of money, you can afford to buy what an ordinary person can reasonably afford.

Custom Powers

You are highly encouraged to make up your own talents, abilities, and items. Use the premade ones for inspiration, discuss your ideas with the GM before the game to make sure that they approve.

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, otherwise you suffer a negative consequence, setback, or a complication.

Critical Success/Failure

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.

Using Talents to roll with Advantage

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

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

For example: if you're trying to really scare someone, you could use Strength, Performance and Intimidation to roll 4 dice (you'd have to spend 3VT, one for each talent you're using).

Character Creation

Come up with your character idea - name, appearance, personality, occupation, motivations.

Pick **4 Talents**, **4 Abilities**, and **4 Items**, add them to your character sheet.

Character Advancement

At the end of every session you gain one new **talent**, or **two new abilities**.

You can find new items on your adventures, or receive them as payment for completing quests.

Talents

Expert

You are good at a profession of your choice. You have deep knowledge in this field. Get advantage on all rolls relevant to your area of expertise.

Strength

You're as strong as a bodybuilder.

Agility

You are very flexible and fast, good at jumping, climbing, gymnastics.

Toughness

Unbendable will and resilient body.

Perception

Keen senses, allowing you to notice subtle and hidden things.

Stealth

Sneaking, hiding, avoiding unwanted attention.

Sleight of Hand

Manual trickery, physical forms of deception: steal, plant, conceal, etc.

Melee Combat

You have excellent combat skills.

Ranged Weapons

You are an excellent marksman.

Nature

Follow tracks, avoid natural hazards, navigate wilderness.

Insight

Understanding people, figuring out their intentions, reading social cues.

Persuasion

You are charming, likable, eloquent, good at convincing people.

Deception

You are cunning, remarkably good at lying, trickery, pretending.

Intimidation

You're good at influencing people through threats and inspiring fear.

Investigation

Find subtle clues, notice details, make deductions.

Lore

You know facts about the world and its history.

Medicine

You understand medicine, know how to treat wounds and diseases.

Animal Handling

You are good at dealing with animals.

Performance

Delight the audience with your acting, storytelling, and other forms of entertainment.

Custom Talent

Come up with your own talent!

Skills

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).

Identify

Figure out properties of an object and how to use them. Learn whether the object is affected by spells and what they are.

Musician

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

Forgery

Forge items, documents, or art.

Spread the Word

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

First Aid

If your ally has just passed out, you can awaken them, giving them 1VT.

Handsome

You're extremely good looking. Spend 1VT to dazzle someone with your beauty.

Lock Picking

You can pick simple locks.

Pet Pal

You can speak with animals.

Inspire

Give your friend a compliment, and they will have an advantage on the next roll.

Deadeye

Allows you to make an extremely precise shot at the tiny objects extremely far away.

Connections

You're on good terms with a group of people of your choice. They'll do their best to help you to the best of their ability.

Famous

You are well known. When you pick this skill, you can choose what reputation you have in a specific region (Hero, Villain, Philanthropist, Sex Symbol, etc.)

Sense Danger

For the next 10 minutes you will notice all the imminent threats around you.

Leap

Jump up to 10 times the normal distance.

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.

Push/Pull Metal

Push metal directly away from you, or pull it towards you. If the object is lighter than you, the object moves, if it's heavier - you move.

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.

Disguise Self

Create an illusion around yourself - an appearance of any humanoid creature you've seen. Lasts 1 hour.

Comprehend Languages

For the next 10 minutes you can understand any language.

Charm Person

The person regards you as their friend for 1 hour. When the spell ends, they know they've been charmed.

Produce Emotion

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

Technomancy

Control mechanical and electrical devices with your mind.

Walk on Walls/Ceiling

For the next 10 minutes you can walk on any surface at any angle as if it was a regular floor.

Darkness

Create a field of magical darkness 10 meters in diameter.

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.

Recall

After you cast the spell in a location, you and your group can teleport back to it once.

Sense Magic

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

Spells

Fireball

Hurts enemies. Sets stuff on fire. Hold in your hand as a light source.

Freeze Pulse

Freezes liquids, covers objects with ice, creates ice on the ground (can do what Frozone from Incredibles can do).

Plane of Force

Create a 30x30 meters invisible wall of force (at any angle). Lasts for 30 minutes or until it takes damage. Can support up to 500kg of weight.

Dispel Magic

Dispels magical effects and or enchantments on a target.

Velocity Ward

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

Enlarge/Reduce

Make the object or a creature grow or shrink to 4 times its size.

Intwine

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

Misty Step

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

Locate Object

Describe an object that is familiar to you. You can sense the direction to the object's location, as long as that object is within 300 meters of you.

Alarm

Set an alarm against unwanted intrusion. Choose a door, a window, or a 10x10 meter. Until the spell ends, an alarm alerts you whenever anyone enters the warded area.

Shroud of Silence

No sound can be created within or pass through a 10-meter-radius sphere centered on a point of your choice. Lasts 1 hour.

Unseen Servant

Create an invisible, stupid, slow creature that can perform simple tasks and follow your orders. Lasts for 1 hour.

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.

Trigger

Pick one of the spells you know that will activate when a certain condition is met. Whenever that happens within the designated area(15-meter-radius) the spell will be cast.

Items

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.

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.

Ropey

A sentient piece of rope. 50ft. As smart as a puppy. Obeys simple commands (coil, uncoil, knot, crawl).

Friendship Bracelets

Magical walkie-talkie. Enables you to talk telepathically to anybody who has one (within 300 meters).

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.

Darkvision goggles

See in the darkness as if it was daylight.

Steed

A horse or a horse-like creature you can ride.

Portable Hole

A round black piece of fine silk, 5 meters in diameter. When unfolded creates a 5-meter-deep hole. Regardless of contents it weighs nothing.

Ring of Tracking

The owner of the ring always knows it's location.

Hoverboard

Floats 30cm above the ground, frictionless, supports any weight.

Teleportation pyramids

Two small pyramids. Activating one pyramid teleports anyone who touches it to the location of the other pyramid. Can be used once per day.

Neuralizer

In a flash, wipes the last 15 minutes of memories for everyone looking at it. Can be used once.

Spellbook/Skillbook

Allows you to learn one spell/skill.

Resurrection Scroll

Resurrects a dead person.

Time Orb

Teleports you 60 seconds into the past, giving you a chance to replay what just happened differently. Can be used once.

Potions

Vitality Potion

Restores 6 VT.

Invisibility Potion

Turns you invisible for 10 minutes.

Smoke Potion

Creates a huge cloud of black smoke when spilled.

Catnip

When spilled attracts all the cats within 100km radius.

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.

Strength Potion

For the next 10 minutes you'll be strong enough to lift an elephant.

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.

Spider Queen Potion

Enables you to sense and control all the insects within 100 meter radius for the next hour.

Shrinking Potion

The drinker shrinks to be 20 times smaller for 20 minutes.

Potion of Body Switching

When two people drink this potion, it swaps their minds freaky-friday style for 2 hours.

Chloroform

The one who inhales it instantly falls asleep for 1 hour.

Superglue

Permanently glues two objects together.

Ghost Potion

Turn into a ghost for 5 minutes.