

HEADS OR Tales CYBERPUNK SUPPLEMENT

"LET'S JUST GET THIS JOB DONE, OK?"

Cyberpunk games are all about the little guy sticking it to the man. Imagine large urban sprawls that are run by the megacorporations of the world. How is anyone supposed to make a difference here? Well, that's up to you to figure out. Most people take on the corps through over-the-top or shadowy heists, trying to either bring down the system, or make some fast cash. But no job is ever as simple as they sell it. So keep your head on a swivel out there, you never know who you can trust.

Character Examples:

Below you'll find some examples of character types that you can play as in your Heads or Tales game. Keep in mind that this is not a comprehensive list, nor should you see it as a list of required characters. Pick and choose elements that you want to emphasize, or make up a character type of your own design! The important thing is that you are excited to play this character.

Players: Hacker, charming negotiator, triggerman, explosives guy, trained killer, wheelman

NPCs: The client, security forces, street gangers, corporate executives, rival criminals, wage slaves



GM Scenarios:

Sometimes it's hard to come up with your own scenario for a roleplaying game, especially if you need to do it on the spot. We're here to help you out with tables below, which you can quickly use to get the basics of your story set. Feel free to use this information as much or as little as you need. And keep in mind that you don't need to share all of this information with the players right away. Sometimes it's more fun for the GM to have a few secrets up their sleeve.

To use a table, simply flip a coin two times. The result of the first flip determines what column to look under, while the result of the second flip determines the row. Flip on as many of the tables as you need to get a scenario built!

	TYPE OF HEIST	TARGET	CLIENT
1 ST FLIP	H	H	H
2 ND FLIP	T	T	T
H	Extraction	Mega Corporation	Fellow Criminal
H	Assassination	Research Facility	Mega Corporation
T	Transport	Gang Hideout	Local Crime Syndicate
T	Theft	Public Space	Unknown Individual

Worldbuilding:

Creating role playing stories and worlds shouldn't be the responsibility of the GM alone. On top of that, it's more fun if you all contribute to building the world you're about to play in. Below you will find some questions that the GM can ask the players at the very beginning of the session. These questions will help give some detail to the world, and more importantly allow the players to be contributors to the world's feel. GMs, make sure you don't act like your word is law. Let the players inject their ideas into the game; you'll find that it is more fun for everyone that way!

- How long have you all been breaking the law? Do you see what you're doing as breaking the law?
- How advanced is technology in this world? Is this very-near future or do we have a few decades of new tech developed? Cyberlimbs, VR, AI?
- What gets your rocks off? Do you do this for the thrills, money, or to try and take down a corrupt system?



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