

HEADS Tales

Sci-Fi
supplement

“Space... The final frontier.”

Running a science-fiction (sci-fi) game is all about exploration. For this specific supplement, you are members of a ship on their way to a destination, but there is a whole universe for you to explore! Think about the near infinite possibilities of what might be waiting for you in the cosmos. Another important thing to consider is how gritty or realistic you want your game to be. Does the science need to add up, is humanity doing what it can to survive? Or are you looking to have a more over-the-top adventure? No need to pick just one though, some games benefit from having elements of both!

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: Captain, head of engineering, ship medic, head of security, chief of communications, first officer, computer expert, android

NPCs: Crewmember, space pirate, diplomatic entity, alien, AI

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!

Destination:

Flip 1st
2nd

H	T
Unexplored Planet	Anywhere but here
Unknown Monument	Space Station

**Alert Level:
(currently)**

Flip 1st
2nd

H	T
S.O.S. Signal Found	Red Alert on Board
All Clear	Weak Hailing Signal Detected

Searching For:

Flip 1st
2nd

H	T
Diplomatic Solution	Lost Technology
New Home	Knowledge

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!

- ✦ Do aliens exist in this part of the universe? Are they still around or long since extinct? Is anyone in the crew an alien?
- ✦ What are your roles as crewmembers of this ship? Is there a strict order of command?
- ✦ Are you an independent ship or part of a larger organization? If solo, what led you to this lifestyle? If part of a group, what is your role in this organization?

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