

HEADS OR Tales SUPERHERO SUPPLEMENT

"LOOK! UP IN THE SKY!"

When you read a comic book, you can't help but transport yourself to that world, dreaming of playing the role of the hero (or maybe the villain). Superhero roleplaying games are all about doing what it takes to stop the nefarious villain, and maybe save the planet in the process. These are games where going over the top is the norm, and encouraged! When playing in a superhero story, show off your powers, make people's jaws drop, and be the hero!

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: Flight, teleportation, control the elements, super strength, faster than a bullet, technological ace, transformation, telekinesis

NPCs: The big bad villain, sidekick of the hero, family and loved ones of the hero, onlooking citizens



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!

FLIP		TYPE OF VILLIAN		FLIP		BIG PLOT		FLIP		PERSONAL THREAT	
1ST	2ND	H	T	1ST	2ND	H	T	1ST	2ND	H	T
H	H	Street Gang / Organized Crime	Alien Invader	Send a Message	Destroy the City/World	Identity Revealed	Loved Ones in Danger				
H	T	Super Powered Enemy	Clever Enemy with Resources	Rule the World	Defeat You	Loss of Powers	Corruption				

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!

- What is your hero's origin? What is your surname? How long have you had your powers?
- How does the public perceive the heroes? Do they know you even exist? Are you revered or hated?
- What is the city culture like right now? Is the city in a time of high crime, or have things been peaceful lately? What is this city you're defending all about?

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