

HEADS Tales

Wild West supplement

“Reach for the sky!”

Western games let us live out our fantasies of the untamed wild west. In a western setting, you’ve got bandits, marshals, and everyone in between. And don’t forget the man in the white/black hat. Inevitably, it all builds up to a shootout, with everyone reaching for their iron and letting the lead fly. What leads up to that shootout is up to you. Robberies, duels, defending honor, the list goes on. You decide which side of the law you’re on, and what you’re going to do when you roll up into town.

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: Deputy, rancher, saloon owner, store clerk, prostitute, gunslinger, travelling salesman, native

NPCs: Townsperson, ranch hand, outlaw, marshall, native, town drunk, prospector



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 as the tables you need to get a scenario built!

		The Problem		The Sherrif is...		Locate:	
		1 st	2 nd	1 st	2 nd	1 st	2 nd
		H	T	H	T	H	T
2 nd	H	Outlaws	Natives	Dead	Now You	"Big" City	Ranch
	T	The Law	A Newcomer	Killed... by you	Hunting Someone	Small Town	On a Train

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 the state of the locale? How is the local health and wealth? Are we in the middle of a draught, flood season, or somewhere in between?
- What is your individual reputation around town? Do the locals know who you are? What do they think about you? What is your grit?
- How often do problems occur around these parts? Does it have rotten luck, or is this the first time trouble has passed by? In either case, why?

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