

HEADS OR Tales

HORROR
SUPPLEMENT

"SHH...DID YOU HEAR THAT?"

The things that go bump in the night, that move just beyond your vision, or that give you a sickening cold feeling down your spine. These are what you face when playing a horror game. For better or worse, you have been thrown into this situation and you have to figure out how to get out of it. Because horror games typically deal with the unknown, investigation can be a recurring theme. What does the dusty tome reveal, what are those whispers saying? Let's hope you survive long enough to find out!

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: Towns person, detective, student, professor / scientist, paranormal expert/hunter

NPCs: The threat, the environment, spirits of those passed on, the haunted locals



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!

THREAT		LOCATION		RUMOR	
1 ST	2 ND	1 ST	2 ND	1 ST	2 ND
H	T	H	T	H	T
H	T	H	T	H	T
T	H	H	T	H	T
T	H	T	H	T	H

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 time period is this taking in? Is this a part of actual history, or an alternative timeline?
- Why are you interested in this horror? Is your involvement voluntary or have you been flung into this? What is your primary goal here?
- How familiar are you with the location? How long have you been here? Why are you all at this particular place?



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