Gamma World Introduction

Welcome to **Gamma World** and the Gamma Age. This short document will provide a summary of the accompanying documents, game books that will be used, and starting environment.

*What is the game like? Life for everyone is grim, foreboding, dark, melancholy – wholly depressing, bleak, and irradiated with hopelessness and despair. Beyond the stark sense of uselessness grafted to wasted opportunity that accompanies almost every fumbled interaction in the pathetic lives of the doomed inhabitants of a dying world, your experiences are almost entirely void of sense, hope, and purpose.*

Okay, none of that is true. In reality, your characters begin as a group – each of whom knows one another, who all have lived their lives in a small village. This village is part of a loosely-tied, larger community of several towns/villages and a central trading hub (think Bartertown). Your characters’ lives have been relatively good, and within the local communities the outlook is generally hopeful and altruistic. Mutations are common and accepted among the local communities, and stock humans and mutants (both mutated humans and animals) live more or less harmoniously with each other. Conflict with more distant communities and groups is occasional, but rarely widespread. High tech is rare; and though many (including you) are *aware* of its existence, few have ever used it, even fewer actually possess it, and no one knows how to make it.

Among the set of documents you will receive from your GM will be information about your current situation, where you live, who lives around you, and the general environment of your surroundings.

**Game Books:**

* D20 Modern
* Gamma World Player’s Handbook

*The GM will be using a plethora of additional books for purposes of running the game, but these two are the only books/references that you will need for the game. Both of these will be found on the game website (courtesy of Darren). On the website the d20 Modern rulebook is called, Modern System Reference Document.*

**Game Handouts:**

* Gamma World 2018 – Character Creation
* Gamma World 2018 – Game Books & Rules Used
* Player Info – History
* Player Info – Technology
* Player Info – Equipment
* Player Info – Background and Current Events

*(These handouts will be emailed to you soon….)*