

Automatic Adventures

by Quinn Murphy

A system for generating Gamma World adventures sorta on the fly.

Automatic Adventures is a way to generate stories for your Gamma World game more or less on the fly. Gamma World is a great game to just pick up and play, and the Automatic Adventures are here to help. The Automatic Adventures Toolkit comes in a few components. Each component provides the seeds you need to kickstart your imagination and get a session going with minimal effort. Each component comes in different flavors for different tweaks on the setting. Want to run a Gamma World story based on mutated animals escaping from laboratories? Try the " ...Other Strangeness" Automatic Adventure kit. Want to run a Mad Max story? Use "Thunderdome".

Automatic Origins helps you deepen the backgrounds for the characters. You establish where each player is from and establish ties to the other characters. It's a great way to start a gamma world campaign.

Automatic Story determines factions involved in the story, creating sets of antagonists and potential allies. It determines the motivations of the people around the players, and then creates the initial conflict that players will be involved with.

Automatic Fight! is what it implies - it helps you generate a quick battlefield, populating it with opponents, traps, terrain and obstacles.

We'll describe how you use each Automatic component, but the real action is in the specific kits themselves. We'll include a few examples but we encourage you to make your own and tell us!

Automatic Origins

What you do:

You go around the table. Decide who goes first; both the DM and the players participate. Each person chooses a starting point then rolls on that table. The following player chooses and rolls for the next question. After each person has had a turn, you then go around the table again. This time each person rolls on the connection table. Each roll determines the connection the active person has to the player on his left. Once each character has an origin story and a relationship, you're done!

Automatic Story

What you do:

You go around the table. Decide who goes first; both the DM and the players participate. Each player can choose one of three elements: Location, Faction, Event. For each element follow the directions under it. You should have at least 1 Location, 1 Faction, and 1 Event. Go around the table once or twice (twice for extra detail). After this, roll on the starting conflict table. The Starting conflict table is a sentence with blank spaces for placing other elements you have just generated. Fill out the sentence as a group.

Now you're just about ready to play!

I'm Ready for Automatic Adventure!

Great! What follows are a few planned Automatic Adventure Toolkits.

They are:

"Thunderdome"

"...Other Strangenesses"

"World War Gamma"

"Shadow of the Corporate Colossus"