# Game story

## History pre-protagonist

The Earth’s resources of oil were finally used up and a world war erupted over the few stockpiles left. Each country with nuclear arsenals fired upon each other which led to mutual destruction. The nuclear winter that followed decreased the average temperature to below freezing during summer which caused mass death of animals and plants. The human remnants that survived the five year long nuclear winter could only focus on food gathering: killing each other for scraps of food hunting animals to extinction and even fall to cannibalism and dying to radiation.

## 600 years after annihilation

Nature has now recovered so much that the surviving species now covers humanity former metropolises. Humanity itself has managed to survive. Food production is stable which allowed humans to spend their time by rediscover what’s become of their planet. Humanity is spread over settlements, city states and minor countries.

## 900 years after the annihilation

Humanity has now reached the technological level where they have use of what can be found in the ruins of the previous civilization. Oil has been replaced by ethanol as fuel and is used in everything ranging from vehicles to weapons. Larger countries are forming and are spreading more and more around the globe. It’s in this period of time that our protagonist grows up in. At the age of 18 Gilliam leaves the safety of the frontier settlement where she was born to join a team of scavengers. These teams of scavengers have been showing up all over since the need for old tech and metals have spiked. Temporary settlements are established around the various ruined cities were lawlessness rules.

Gilliam joined the team of scavengers with a romantic picture of adventure but is instead projected by the brutality of humankind. She doesn’t like what she sees or is forced to do but she stubbornly refuse to let down her team. The team’s work consists of lighter excavations, acting as escorts or guards for other groups. Gilliam’s natural skills in arms and leadership give her a high position within her team. When the team’s leader dies in a cave in Gilliam is appointed as the new leader, at the age of 23.

Around this time “legal” excavation companies starts to emerge. At least that’s what they call themselves but is little more than common thieves and killers. They quickly crushes/maneuver out most of the independent groups. Gilliam’s team is still in business due to skills and no small amount of luck. But luck seems to have run out. They haven’t received a job in ages and money’s running out which forces them to take a job from one of the companies. A job that pays good but they all have a feeling that it will go to hell, but what choice do they have?. . .