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Aberrant is a role-playing game created by White Wolf Game Studio in 1999, set in 2008 in a world where super-powered humans started appearing one day in 1998. It is the middle setting in the greater Trinity Universe timeline, chronologically situated about 90 years

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after Adventure!, White Wolf's Pulp era game, and over a century before the psionic escapades of Trinity/Aeon.

Aberrant - Wikipedia

Aberrant is a posthuman/superhero roleplaying game, and is the middle game in the Trinity Universe trilogy. Referred to as both the Aberrant Era and

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the Nova Age, Aberrant is a superpowers game set in the early 21st century. Novas, the protagonists of the game, are used as a metaphor for modern celebrities.. In 2012, Onyx Path Publishing purchased the full rights to the Trinity Universe, and ...

Aberrant - White Wolf Wiki Wiki -

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World of Darkness ...

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Trinity/Aeon. Aberrant White Wolf Games Studio Aberrant is a role-playing game created by White Wolf Game Studio in 1999, set Page 5/27

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In Werewolf: The Apocalypse, you play as the Garou, a creature of flesh and spirit, blessed and cursed with primal rage. Born to fight and die in a

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desperate war to protect Gaia--the very living earth-- you engage in an unequal battle against the greed and power-hunger of human civilization that has trapped the world in a choking web of technology and corruption.

Homepage | World of Darkness

1 Summary 1.1 Chapter One 2

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Background Information 2.1 Memorable
Quotes 3 Characters 4 References From
the White Wolf catalog: Ever get the
feeling that you're being watched?
Nothing is quite what it seems, and even
seeming "good guys" can have ulterior
motives. When all is said and done, who
really watches over things? The
Directive does. The Directive is an

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intelligence organization unlike ...

Aberrant: The Directive - White Wolf Wiki Wiki - World of ...

However, there is a feast of literature on its way to support Aberrant. With Year One and Expose, White Wolf is feeding us more details needed to create an adequate world to surround their

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wonderful game mechanics. With a little imagination, a lot of work, and some of the support books, this becomes a decent module.

**Aberrant: White Wolf Publishing:
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Aberrant Unlimited Edition Role Playing
Game by White Wolf Games Studio,

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9781565046269, available at Book Depository with free delivery worldwide.

Aberrant Unlimited Edition Role Playing Game : White Wolf ...

White Wolf Publishing was an American roleplaying game and book publisher. The company was founded in 1991 as a merger between Lion Rampant and

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White Wolf Magazine (est. 1986 in Rocky Face, GA; it later became "White Wolf Inphobia"), and was initially led by Mark Rein·Hagen of the former and Steve Wieck and Stewart Wieck of the latter. White Wolf Publishing, Inc. merged with CCP Games in 2006.

White Wolf Publishing - Wikipedia

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Additionally, Black Dog Game Factory is the name of a company that appears in various World of Darkness supplements as a gaming company owned by Pentex. It publishes many games that are parodies of White Wolf's own lines, such as *Revenant: The Ravishing* (a parody of *Vampire*), *Deviant* (a parody of *Aberrant*), and so on. See also *Edit*.

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White Wolf ...

Black Dog Game Studio | RPG Research | Fandom

I essentially love every White wolf game, both from the World of Darkness line or from the Trinity/Aberrant/Adventure universe. However, if I had to make a Top 3 choice, I would go for: 1-

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Adventure! Tales from the Aeon Society.

- Your Top Three White Wolf Games | Page 10 | RPGnet Forums

If Exalted is my game, Mage is the game that introduced me to White Wolf. I picked it up because it sounded nothing like the ADnD 2e that had gotten me interested in tabletop gaming. It was

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horizon-expanding. That patina of Nostalgia is what ranks it above the other WW games that aren't Exalted. 3. Werewolf: the Forsaken

- Your Top Three White Wolf Games | Page 7 | RPGnet Forums

Aberrant is a little weird. Personally I prefer Mutants and Masterminds. To me

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it did not feel so much like a "supers" game, but a game with a bunch of super powered people. If that makes sense. That being said I am sure there is a good way to use their "Quantum" based powers.

Aberrant - Eden Studios Discussion Boards

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