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Playing Game

Episode 1 |

Trinity System

RPGs | Super

Heroes and

Character

Creation

Aberrant:

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Project Utopia

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~~Epilogue Game~~

~~Geeks #115~~

~~Scion: Companion~~

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~~by White Wolf~~

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~~Wolf Publishing~~

~~White Wolf~~

~~Publishing~~ Retro

RPG: Trinity In

The Studio:

Beverages and

Baked Goods -

lesser known sci-

fi games of the

90s with Chris

Cale ~~Kickstarter~~

~~38 — Trinity~~

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~~Aberrant Trinity~~

~~Continuum,~~

~~Storypath, and~~

~~the Unofficial~~

~~White Wolf Wiki~~

~~with Ian A.A.~~

~~Watson Dr.~~

~~Michio Kaku Says~~

~~America Has A~~

~~Secret Super~~

~~Weapon The~~

~~Gentleman Gamer:~~

~~Superhero RPGs~~

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~~Apocalypse~~

~~Character~~

~~Creation Game~~

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~~Everything and~~

~~Lost Notes Game~~

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Yawning Portal

for Dungeons

\u0026amp; Dragons

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Underhive Wars!

interview with

Rogue Factor's

Guillaume Voghel

(the Sage Gaming

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~~for the Cypher
System by Monte
Cook Games~~

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Pulp Cthulhu by
Chaosium Inc.

~~"The World in
2030"~~ by Dr.

~~Michio Kaku Big
Champs~~

~~Christmas Event~~

~~Black Aurochs~~

~~Quest and more~~

~~The Wolf play~~

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~~game white wolf~~

White Wolf

Controversy

Concluded |

Roleplay News

[Scion] Behind

the Screen -

Episode Three

Werewolf the

Apocalypse

Earthblood!

interview with

White Wolf Lead

Storyteller

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Martin Ericsson.

Scarred Lands

AMA with Travis

**Behind the
Screen [Scion] -
Episode Four**

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Aberrant is a
role-playing
game created by
White Wolf Game
Studio in 1999,

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Aberrant White

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 after

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Aberrant White

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

~~Aberrant~~

~~Wikipedia~~

Aberrant is a po
sthuman/superher
o roleplaying

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game, and is the middle game in the Trinity Universe trilogy.

Referred to as both the Aberrant Era and the Nova Age, Aberrant is a superpowers game set in the early 21st century.

Novas, the

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protagonists of the game, are used as a metaphor for modern celebrities.

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Wolf Wiki |
Fandom~~

"Aberrant is a role-playing game created by White Wolf Game

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Studio in 1999,
set in 2008 A.D.
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

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

~~Aberrant | RPG |~~
~~RPGGeek~~

This role
playing game is

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the main book
for the Aberrant
system.

Featuring rules
both streamlined
and better
organized than
the old world of
darkness books
but open to
interpretation
and advancement,
this game allows
for all manner

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Aberrant White

of possibilities
without over-
complicating
them in
unnecessary
rules.

~~Aberrant Ser.:~~

~~Aberrant:~~

~~Unlimited~~

~~Edition by White~~

~~Wolf...~~

However, there
is a feast of

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Aberrant White

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
wonderful game
mechanics. With

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

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White Wolf Game Studio 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

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greater Trinity

Universe

timeline,

chronologically

situated about

90 years after

Adventure! ,

White Aberrant

White Wolf Games

Studio - antigo.

proepi.org.br

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~~White Wolf Game Studio~~
~~chimera~~
~~yanartas.com~~

Review:

Aberrant. Posted
on July 16,
2005 by Steve
Kenson.

Published by
White Wolf Game
Studio. Designed
by Richard
Hatch, with
Andrew Bates,
Ken Cliffe, Greg

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Aberrant White

Fountain, Sheri
M. Johnson,
Chris McDonough,
Ethan Skemp,
Mike Tinney,
Richard Thomas,
Stephan Wieck,
and Fred Yelk.
Additional
Design by Justin
Achilli, Steven
Long, and Mark
Moore.

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~~Review: Aberrant~~

~~| Steve Kenson~~

White Wolf

Publishing was
an American
roleplaying game
and book

publisher. The
company was
founded in 1991

as a merger
between Lion
Rampant and
White Wolf

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Aberrant White

Magazine, 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

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Aberrant White

operated as an imprint of CCP hf, but ceased in-house production of any material, instead licensing their properties to other publishers. It was ...

~~White Wolf~~

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~~Publishing~~

~~Wikipedia~~

The Unofficial
White Wolf Wiki

is a
collaborative
encyclopedia
project where
you can find out
about the worlds
and systems
created by White
Wolf, producer
of many

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Aberrant White

roleplaying

games, board

games, card

games, novels

and more. The

White Wolf Wiki

started in May

2004, and

currently has

17,880

articles. See

what's changed

recently.. The

Unofficial White

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Wolf Games is an independent collaborative fan ...

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~~| Fandom~~

In Werewolf: The Apocalypse, you play as the Garou, a creature of flesh and spirit, blessed

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Wolf Games
Studio
and cursed with
primal rage.

Born to fight
and die in a
desperate war to
protect

Gaia--the very
living earth--
you engage in an
unequal battle
against the
greed and power-
hunger of human
civilization

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that has trapped
the world in a
choking web of
technology and
corruption.

~~Homepage | World
of Darkness~~

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game created by
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Studio in 1999,
set in 2008 in a
world where
super-powered
humans started
appearing one
day in 1998. The
game deals with
how the players'
meta-human
characters
(called "novas")
fit into a
mundane world

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when they most
definitely are
not...

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League of Random
Heroes Wiki |
Fandom~~

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Studio in 1999,
set in 2008 in a

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World where

super-powered

humans started

appearing one

day in 1998. [1]

~~Aberrant~~

~~Unionpedia, the~~

~~concept map~~

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game created by

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Studio in 1999,

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set in 2008 in a world where super-powered humans started appearing one day in 1998.

~~Abhorrent vs.~~

~~Aberrant~~

~~What's the difference? |~~

~~Ask ...~~

I love this game, and I am a

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Wolf of the d10
system it uses.
I do find it
somewhat harder
to create a
character than
in some other
White Wolf
games. However,
my copy arrived
dirty and moldy
despite being
presented as in
acceptable

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condition. I
recommend the
book, but be
wary of who you
buy it from!

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~~reviews:~~

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appearing one
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setting in the
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Universe
timeline,
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Adventure!,
White Wolf's
Pulp era game,
and over a
century before
the psionic
escapades of
Trinity/Aeon.

~~Aberrant (d20
Edition) | RPG |
RPGGeek~~

Additionally,

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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

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Aberrant White

lines, such as
Revenant: The
Ravishing (a
parody of
Vampire),
Deviant (a
parody of
Aberrant), and
so on. See also
Edit. White Wolf
...

~~Black Dog Game
Studio | RPG~~

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~~Research |~~

~~Fandom~~

Page

illustration

from book

Aberrant, part

of the Trinity

Universe role

playing games.

... My full page

art for the

World of

Darkness /

Vampire: the

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Masquerade book
DIRTY SECRETS OF
THE BLACK HAND,
published by
White Wolf Game
Studio in 1995.
Elysium. My full
page art for the
book ELYSIUM:
THE ELDER WARS,
published in
1994. ...

~~LEIF JONES Art~~

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Studio. 13 Jul
1999. Hardback.
unavailable. Try
AbeBooks.

Fantasy Dice.
White Wolf Games
Studio. 01 Feb
1998. Paperback.
unavailable.

Notify me.

Vampire the

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Masquerade

Lighter Plastic.

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